

TUFF Player Pick-Up Policy (revised May 2023)

- If a captain has only 5-8 players available for their team's game in a given week, they may pick up 1-4 players in order to field 9 players. This will allow a team to field the full 7 starters and also allows for two substitutions in the event of injuries, fatigue, etc.
- The league will provide a “Substitution Grouping List” (hereafter referred to as the “SGL”) to each league captain, and absent players may be replaced from this list using the following rule:
- A captain will first identify the ranking group of his absent player. This is based on draft order such that a 1st round draft pick is automatically considered an ‘A’ player, a 2nd round draft pick is automatically considered a ‘B’ player and so on. Any player who was not part of the preseason draft (added midseason via the player addition policy) will be given his corresponding grouping by the Ratings Committee. Captains may only replace an absent player with another player who is at least one "group" lower than the player being replaced. For example, if a team's best missing players are an "A"-group player and a "C"-group player, then they may replace the "A"-group player with anybody from the SGL who is “B”-group or lower and the "C"-group player with another player from the SGL who is “D”-group or lower. All pick-up player replacements must be communicated to the opposing captain prior to the start of the team’s game.

Exception #1: If a team has only 5 of its own players, they may pick up ONE substitute who is rated in the same-level group as the player they are replacing. This is only so that they may field the minimum number of 6 players and NOT have to forfeit the game. This rule should only be used if a team is desperate for players in the last minute before a game. If they can’t find a suitable sub, they may use any player but it must be approved by the opposing captain(s). Should any of the team’s regular players show up after the start of the game, the substitute will no longer be able to play unless they are legally entitled to by the regular rule.

Exception #2: Starting in week #3 of the season, a team may use any quarterback as a substitute quarterback, provided both their designated starting and backup quarterbacks are absent. This player may ONLY play at quarterback (i.e. cannot be a receiver or play defense). They ARE allowed to be the runner on the “one running play per possession” rule. All designated starting and backup quarterbacks must be communicated to the Chair of the

Captains' Committee prior to the start of week #3 of the season. If at any time the designated starting or backup quarterback is no longer on the roster, a new designated starting or backup quarterback must be communicated to the Chair of the Captains' Committee prior to the start of the team's next game.

- Rookie Rule: Teams are allowed to pick-up 1 additional player in order to field 10 players if the player who is added to the team is a player in his first season in TUFF (must not have been on a roster from beginning to end of any previous TUFF season). This 10th player is subject to all aforementioned pick-up player rules. A team who has 9 of their own players can also use this rule in order to field a team of 10 players. This rule is in place to encourage increased participation from new members of the league.
- The SGL will consist of all league playing members in good standing and will be divided into groups as per their pre-season draft order (with adjustments done by the Ratings Committee for players who were rated as QBs in the draft and any other minor adjustments for round balance), generally based on the number of teams in the league (e.g. 8 teams = 8 players per group). The exact number of groups and players per group may vary from year to year depending on the number of players and teams in the league, and also for any other reason that the Captains Committee may deem necessary.
- It is important that all captains know the availability of their players so that this policy is not abused. It is recommended (though not mandatory) that captains choose their pick-up players from teams that also have a game that week so as not to inconvenience players on their "bye" week should a regular team member show up who was not expected to be there. Protests should be communicated to the Chair of the Captains' Committee and are at the discretion of the opposing captain should they feel that a captain is abusing the pick-up policy.
- If a team has 4 or less of their own players available for a game they will be required to forfeit.
- There will be NO substitutions allowed during the playoffs.

Up-and-Coming Quarterback (UAC) Season – Pick-up Policy Changes

During a UAC season, the pick-up policy remains the same, with the exception of quarterback substitutions. All players in the league will be designated by the Executive Committee as either a Starter, Veteran, or UAC quarterback. Exception #2 from above will be replaced by the following:

Regular (non-UAC) Game – If a team's Starter quarterback and any Veteran quarterbacks are not available to play quarterback for whatever reason for a given game, a team may pick up any quarterback to use as their starting quarterback. This player may ONLY play at quarterback (i.e. cannot be a receiver or play defense). They ARE allowed to be the runner on the "one running play per possession" rule.

UAC Game – Prior to the games of Week #1, all teams must designate a UAC quarterback for their team. If this UAC is not available to play quarterback in any given week, a team may pick up any UAC to replace them. This player may ONLY play at quarterback (i.e. cannot be a receiver or play defense). They ARE allowed to be the runner on the "one running play per possession" rule.