

## Rule Change Proposal 2504

The following rule change proposal was made by ESFFL member at large Jim Sullivan. It was denied by 3 nay votes from Governors Ted Sidoriak, Roger Johnson, and Frank Perlmutter with abstentions from Governors Jeff Morris and Chuck Seipel.

### Proposal:

Allow teams the ability to stash up to 2 players on your IR as long as they are listed on an NFL team's IR. Once placed in an IR spot, they can not be reactivated until the following year and can not be dropped.

### Governor Comments:

Jeff Morris: I wouldn't be overtly opposed to it, but would prefer to keep the current format, especially given the history of going from 2 to 4 taxi squad spots to accommodate IR players. If a player you might want to keep for next year is on IR, then they will be stapled to your taxi squad, but that is one of the intended purposes of the taxi squad, in my understanding. It adds an element of strategy whether holding this player to keep for next year outweighs the alternative of dropping the player and picking up another player that would help this year. I prefer the current 4 taxi squad structure and not adding a separate IR. (Response was officially registered as an Abstention)

Ted Sidoriak: I am siding on the simplicity and flexibility of 4 taxi squad spots vs 2 IR and 2 taxis. You can still effectively stash a player for next year. Since the FA pool is very slim picking this year, I definitely don't want to add IR spots. I'd only take away from taxi, and I don't want to do that. I'm a nay to the proposal.

Roger Johnson: I vote nay. At some point we need to limit the roster sizes and keep some people available in the FA pool.

Frank Perlmutter: I vote nay on the Proposal. I think roster bloat is a problem that is making the league less strategic and fun. We have 22 players, 18 active players, 9 scoring slots, and 9 backup scoring slots. Setting a taxi squad of 4 isn't that difficult and we don't have to set a lineup. Scoring seems to be way up. With so many teams and players on a team, the free agent pool is fairly shallow.