

## ARTICLE XII

### INJURED RESERVE SYSTEM

**Section 1. Standard/Disputes:** A player shall be on Injured Reserve when he is physically unable to perform the services required of him by his AFL Player Contract because of an injury incurred in the performance of his services under that contract. As set forth in Article X, Section 2 above, all disputes as to whether an injured player should or should not have been, or should or should not be, on Injured Reserve shall be determined solely by the Neutral Physician procedures set forth in Article X, which determination shall be final and binding, and not subject to further arbitration except as expressly provided in Article X, Section 2(e).

#### **Section 2. Injured Reserve Compensation - Veterans:**

(a) For League Years 2003 and thereafter, a Veteran on the Injured Reserve list during the regular season and/or post-season will receive one hundred percent (100%) of his Regular Season Per Game Salary or Post-Season Per Game Salary, as applicable, as Injured Reserve Compensation for each week the player is on the Injured Reserve list. Such Injured Reserve Compensation paid to such players on the Injured Reserve list will be limited to the Season in which the injury occurred. Such Injured Reserve Compensation will terminate upon the last game played by that player's team in such Season.

(b) Beginning in League Year 2004, a Veteran with four (4) or more Accrued Seasons must be on the Injured Reserve list for qualifying injuries sustained performing Football-related Services in the pre-season (i.e., in mini-camp or pre-season training camp), and shall be eligible for and shall receive Injured Reserve Compensation as described in Section 2(a) above.

#### **Section 3. Injured Reserve Compensation - Rookies (League Year 2003):**

(a) For League Year 2003, a Rookie on the Injured Reserve list during the regular season and/or post season will receive one hundred percent (100%) of his Regular Season Per Game Salary or Post-Season Per Game Salary, as the case may be, for the first two (2) weeks that the player is on the Injured Reserve list and then seventy percent (70%) of his Regular Season Per Game Salary or Post-Season Per Game Salary, as applicable, as Injured Reserve Compensation for any week(s) thereafter that the player is on the Injured Reserve list. Such Injured Reserve Compensation paid to such players on the Injured Reserve list will be limited to the Season in which the injury occurred. Such Injured Reserve Compensation will terminate upon the last game played by that player's Team in such Season.

(b) The "first two (2) weeks," referred to in Section 3(a) above, is calculated on a cumulative basis from the first regular season game through the last post-season game, and such weeks need not be consecutive.

**Section 4. Injured Reserve Compensation – Rookies (League Years 2004 and Thereafter):** For League Years 2004 and thereafter, a Rookie on the Injured Reserve list during the regular season and/or post-season will receive one hundred percent (100%) of his Regular Season Per Game Salary or Post-Season Per Game Salary, as applicable, as Injured Reserve Compensation for each week the player is on the Injured Reserve list. Such Injured Reserve Compensation paid to such players on the Injured Reserve list will be limited to the Season in which the injury occurred. Such Injured Reserve Compensation will terminate upon the last game played by that player's Team in such Season.

**Section 5. Injured Reserve Compensation – Bye Week:**

(a) During a regular season Bye Week, Teams must either pay all of its players on the Injured Reserve list seventy-five percent (75%) of their weekly Injured Reserve Compensation, or allow the players a one (1) week unpaid vacation.

(b) During a post-season Bye Week, Teams must pay all of its players on the Injured Reserve List as provided in Article XXXIV, Section 5(a)-(b).

(c) During any off-week prior to the Arena Bowl, each Team participating in the Arena Bowl must pay all of its players on the Injured Reserve List as provided in Article XXXIV, Section 5(c).

(d) As provided in Article XXX, Section 3 and Article XXXIV, Section 5(d), during a regular season Bye Week, a post-season Bye Week, or any off-week prior to the Arena Bowl, any injured player may be required to undergo necessary medical treatment.

**Section 6. Limitations of Player Release:**

(a) Except as provided in Article XXIX, Section 6 or in subsection (b), below, a player who qualifies for the Injured Reserve list cannot be released by his Team so long as he has or should have that status, but may be released after the last game played (either regular season or post-season, as the case may be) by his Team in that League Year.

(b) A player with less than four (4) Accrued Seasons who is injured at the time of his Team's initial cutdown from its Pre-Season Training Camp roster to its 24-Man Roster, such that the player cannot perform the Football-related Services required under his contract, may agree with the Team in writing pursuant to a form to be agreed upon by the AFL and the AFLPA that the Team will place him on either the 24-Man Roster or Injured Reserve but still retain the right to release such player, whether or not he is still injured, at any time prior to his next playing for the Team. In order to qualify for treatment under this subsection, the Team must supply to the AFL documentation confirming that the player is unable to render Football-related Services under his contract. Any medical dispute concerning a player's treatment under this subsection shall be decided by a Neutral Physician pursuant to the procedures set forth in Article X (Injury Grievance).

**Section 7. Potential Salary Cap Relief.** In the event that any Team is compelled to place more than four (4) players on the Injured Reserve list due to season ending injuries in any single AFL season, the AFL will have the power to grant reasonable Salary Cap relief, but will not be obligated to grant such relief.