

ARTICLE XXXIV

POST-SEASON SALARIES

Section 1. Post-Season Salaries -- League Years 2003 and 2004:

(a) For League Years 2003 and 2004, Teams and players shall individually negotiate Post-Season Per Game Salaries and post-season Performance Incentives, which will be set forth in the AFL Player Contract. A player's Post-Season Per Game Salary shall be no less than his Regular Season Per Game Salary and shall be subject to the following maximum limitations:

(i) Round One: A player's Regular Season Per Game Salary and regular season Performance Incentives may each be increased by a maximum of thirty percent (30%) (e.g., a player who earns a Regular Season Per Game Salary of \$2,000 may earn a maximum Round One Post-Season Per Game Salary of \$2,600);

(ii) Round Two: A player's Regular Season Per Game Salary and regular season Performance Incentives may each be increased by a maximum of fifty percent (50%) (e.g., a player who earns a Regular Season Per Game Salary of \$2,000 may earn a maximum Round Two Post-Season Per Game Salary of \$3,000);

(iii) Round Three: A player's Regular Season Per Game Salary and regular season Performance Incentives may each be increased by a maximum of seventy-five percent (75%) (e.g., a player who earns a Regular Season Per Game Salary of \$2,000 may earn a maximum Round Three Post-Season Per Game Salary of \$3,500); and

(iv) Arena Bowl: A player's Regular Season Per Game Salary and regular season Performance Incentives may each be increased by a maximum of one hundred percent (100%) (e.g., a player who earns a Regular Season Per Game Salary of \$2,000 may earn a maximum Arena Bowl Post-Season Per Game Salary of \$4,000).

If the Team and the player did not sign an AFL Player Contract during the pre-season and/or regular season, but the player is signed to the Team's post-season roster, that player's Regular Season Per Game Salary shall be deemed to have been: (a) the minimum Regular Season Per Game Salary as described in Article XXX, Section 1, if the player also did not sign an AFL Player Contract with any other Team for that League Year; or (b) the Regular Season Per Game Salary in the most recent AFL Player Contract the player signed with another Team for that League Year, if applicable.

(b) For League Years 2003 and 2004, a player's AFL Player Contract shall not contain a provision making Performance Incentives or other bonuses contingent solely on post-season performance. If a player may earn a Performance Incentive during

a regular season game and also during a post-season game, the Performance Incentive in the post-season game is subject to the following maximum limitations:

- (i) Round 1: The Performance Incentive may be increased by a maximum of thirty percent (30%) in the post-season.
- (ii) Round 2: The Performance Incentive may be increased by a maximum of fifty percent (50%) in the post-season.
- (iii) Round 3: The Performance Incentive may be increased by a maximum of seventy-five percent (75%) in the post-season.
- (iv) Arena Bowl: The Performance Incentive may be increased by a maximum of one hundred percent (100%) in the post-season.

(c) For League Years 2003 and 2004, a player on the Injured Reserve list during the post-season shall be paid Injured Reserve Compensation as described in Article XII, Sections 1-5.

Section 2. Post-Season Salaries -- League Years 2005-2010:

(a) Beginning in League Year 2005, each Team participating in the post-season shall pay each of its players (on both the Active and Inactive Lists and on the Injured Reserve list) Post-Season Per Game Salary as follows:

	2005	2006	2007	2008	2009	2010
Round One – Winning Team	\$2,400	\$2,510	\$2,650	\$2,825	\$3,025	\$3,240
Round One – Losing Team	\$1,875	\$1,960	\$2,070	\$2,205	\$2,360	\$2,525
Round Two – Winning Team	\$2,600	\$2,720	\$2,870	\$3,060	\$3,275	\$3,505
Round Two – Losing Team	\$2,100	\$2,195	\$2,320	\$2,475	\$2,650	\$2,840
Round Three – Winning Team	\$3,150	\$3,295	\$3,480	\$3,710	\$3,970	\$4,250
Round Three – Losing Team	\$2,600	\$2,720	\$2,870	\$3,060	\$3,275	\$3,505
Arena Bowl – Winning Team	\$4,200	\$4,390	\$4,632	\$4,933	\$5,280	\$5,650
Arena Bowl – Losing Team	\$2,850	\$2,980	\$3,145	\$3,350	\$3,585	\$3,840

(b) Beginning in League Year 2005, a player’s AFL Player Contract may contain incentive compensation for the Team participating in and/or winning in Rounds 1 and/or 2 and/or 3 and/or the Arena Bowl, but such amounts shall count against the Salary Cap as provided in Article XIX, Section 5(e)(ii)(D). No other Post-Season Performance Incentives may be agreed upon by a player and a Team for such League Years.

Section 3. Salary Cap: Post-Season Per Game Salary and Post-Season Performance Incentives shall not count against the Salary Cap, except that, in League Years 2005-2010, Post-Season Performance Incentives (but not Post-Season Per Game Salary) shall count against the Salary Cap as provided in Article XIX, Section 5(e)(ii)(D).

Section 4. Post-Season Awards: Unless the AFL and the AFLPA otherwise agree in writing, for League Years 2003 and 2004, the AFL Ironman, Offensive Player of the Year, Defensive Player of the Year, Lineman of the Year, Kicker of the Year, and Rookie of the Year will receive \$1,500, paid by the AFL. Unless the AFL and the AFLPA otherwise agree in writing, for League Years 2005 through 2010, the AFL Ironman, Offensive Player of the Year, Defensive Player of the Year, Lineman of the Year, Kicker of the Year, and Rookie of the Year will receive \$2,000, paid by the AFL. Post-season award amounts paid by the AFL shall not count against the Salary Cap.

Section 5. Post-Season Bye Week:

(a) For League Years 2003-2004, during a post-season Bye Week, a Team must pay all of its players (on both the 24-Man Roster and on the Injured Reserve list) either: (a) seventy-five percent (75%) of the Post-Season Per Game Salary that the players would have earned for that round of the post-season as provided in their AFL Player Contracts, if the Team requires the players to practice, or (b) fifty percent (50%) of the Post-Season Per Game Salary that the players would have earned for that round of the post-season as provided in their AFL Player Contract, if the players receive a one (1) week vacation. Teams may not pay a player more than the Bye Week compensation specified in this section.

(b) For League Years 2005-2010, during a post-season Bye Week, a Team must pay all of its players (on both the 24-Man Roster and on the Injured Reserve list) either: (a) seventy-five percent (75%) of the Post-Season Per Game Salary for players on the post-season roster of the Round One Losing Team, if the Team requires the players to practice; or (b) fifty percent (50%) of the Post-Season Per Game Salary for players on the post-season roster of the Round One Losing Team, if the players receive a one (1) week vacation. Teams may not pay a player more than the Bye Week compensation specified in this section.

(c) For League Years 2003-2004, during any off-week prior to the Arena Bowl, each Team participating in the Arena Bowl must pay all of its players (on both the 24-Man Roster and on the Injured Reserve list) fifty percent (50%) of their Regular Season Per Game Salary as provided in their AFL Player Contracts, which amounts shall count against the Salary Cap as agreed upon by the AFL and AFLPA. For League Years 2005-2010, during any off-week prior to the Arena Bowl, each Team participating in the Arena Bowl must pay all of its players (on both the 24-Man Roster and on the Injured Reserve list) fifty percent (50%) of the Post-Season Per Game Salary for players on the post-season roster of the Round One Losing Team, which amounts will not count against the Salary Cap.

(d) During 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. Seasons With Less Than Four Playoff Rounds:

(a) During any season in which only three rounds of the playoffs (including the Arena Bowl) are to occur, players shall be paid the applicable Round Two salary for the round in which eight teams participate, and the applicable Round Three salary for the round in which four teams participate, regardless of when those rounds occur in time order.

(b) The playoffs must have at least three rounds (including the Arena Bowl), with at least eight Teams participating, unless the AFLPA agrees otherwise in writing in advance of the season.