



P L A Y E R S

A. SOURCES:

There are thousands of outstanding soccer players in the world today. They play in competitive leagues in over 144 member countries of FIFA. The normal soccer season, with the exception of North America, is from early October through April. In North America, colleges and universities play normally a four month schedule from September through December.

These schedules allow the Super Soccer League to draw from a large pool of inactive world class players.

By Super Soccer's affiliation with the international soccer community, we would be allowed to utilize the services of high caliber professional soccer players competing in winter leagues. A primary source of players for Super Soccer would be the graduating seniors from over 500 colleges and universities that maintain a competitive soccer program. Most of these players are now without the opportunity to play professional soccer as the NASL has traditionally preferred players obtained from European and Latin American leagues.



B. COMPETITIVE BALANCE:

The success and value of each member franchise is dependent upon the collective success of all other League franchises. The League must promote balanced competition among its teams to benefit all franchises.

Competitive balance does not develop naturally within a league if players and franchises have absolute freedom to choose the teams or players with whom they contract. Competitive balance is achieved when each team produces an equal number of wins and losses during any given season. Competitive balance is approximated when, toward the end of the season, each team can justifiably boast an opportunity to qualify for playoffs.

Obviously, this is the ultimate or "ideal" situation but has never before been attained in American professional sports, although this goal or "ideal" has been attempted with various degrees of success by every major league.

C. A UNIQUE INITIAL PLAYER ALLOCATION SYSTEM:

Through the office of Norman Sutherland, Director of Player Personnel, the Super Soccer League will secure the services of approximately 150 professional caliber soccer players. These will be signed to standard League contracts at salary levels between \$6,000 to \$8,000 per season with the right of the League to assign both the player and contract



to a member franchise. The League will also attempt to borrow players from top international clubs.

The players shall be placed on a League roster and the League Commissioner shall circulate to each member franchise a description of each player, their positions and history. Only players on the League roster will be eligible to be drafted by member franchises.

At the first League draft, each member franchise will draft, according to a predetermined order, for the contracts of a number of players. Not just for the right to begin contract negotiations. The contracts, obtained in the player draft, shall become the property of the drafting franchise.

Each franchise will draft 7 players and their contracts. Additionally, the League will attempt to maintain a 16 player pool (players under contract to the League but unassigned to any member franchise). These pool players will be available to any franchise during the course of the season, upon payment of a pool fee, to replace a player on a franchise that is unable to compete. This pool arrangement will allow franchises to compete without the expenses of maintaining reserve players or minor league affiliations.

Trading will be allowed between individual franchises as long as the trades are approved by the League. No additional monetary consideration is paid the player; and a transfer fee is paid to the League.



The Standard Player Contract will be for one season. The franchisee will have an option on the player's services for one additional season.

This initial player allocation system, while totally unique in American major league sports, will help assure the desired competitive balance within the League and should help control the inflated acquisition costs of player personnel.