

How do I calculate “Eligible Seasons?”

Sections 2.1(kk) and 6.7(c) of the Amended Settlement Agreement explain how to calculate Eligible Seasons.¹ The calculation depends on the number of games a Retired NFL Football Player was on an Active List,² injured reserve list, inactive list, practice squad roster, developmental squad roster, and/or taxi squad roster in a particular season, as well as whether the Retired NFL Football Player spent that time in the NFL, the American Football League, the World League of American Football, the NFL Europe League, or the NFL Europa League. The graphics below illustrate how a player can earn an “Eligible Season” or “Half of an Eligible Season” in each season that he played.

1 Eligible Season

Method One

League	National Football League and/or American Football League
Roster Type	Active List
Game Type	Regular or Postseason
Game Count	3 or More

Method Two

League	National Football League and/or American Football League	AND	League	National Football League and/or American Football League
Roster Type	Active List		Roster Type	Injured Reserve List and/or Inactive List (Due to a Concussion or Head Injury)
Game Type	Regular or Postseason		Game Type	Regular or Postseason
Game Count	1 or More		Game Count	2 or More

0.5 Eligible Season

Method One

League	National Football League and/or American Football League
Roster Type	Practice, Developmental, or Taxi
Game Type	Regular or Postseason
Game Count	8 or More

Method Two

League	World League of American Football, NFL Europe League, and/or NFL Europa League
Roster Type	Active Roster
Game Type	Regular or Postseason
Game Count	3 or More

Method Three

League	World League of American Football, NFL Europe League, and/or NFL Europa League	AND	League	World League of American Football, NFL Europe League, and/or NFL Europa League
Roster Type	Active Roster		Roster Type	Injured Reserve List and/or Inactive List (Due to a Concussion or Head Injury)
Game Type	Regular or Postseason		Game Type	Regular or Postseason
Game Count	1 or More		Game Count	2 or More

¹ “Eligible Season” means a season in which a Retired NFL Football Player or deceased Retired NFL Football Player was: (i) on a Member Club’s Active List on the date of three (3) or more regular season or postseason games; or (ii) on a Member Club’s Active List on the date of one (1) or more regular or postseason games, and then spent at least two (2) regular or postseason games on a Member Club’s injured reserve list or inactive list due to a concussion or head injury. A “half of an Eligible Season” means a season in which a Retired NFL Football Player or deceased Retired NFL Football Player was: (i) on a Member Club’s practice, developmental, or taxi squad roster for at least eight (8) regular or postseason games; or (ii) on a World League of American Football, NFL Europe League, or NFL Europa League team’s active roster on the date of three (3) or more regular season or postseason games or on the active roster on the date of one (1) or more regular or postseason games, and then spent at least two (2) regular or postseason games on the World League of American Football, NFL Europe League, or NFL Europa League injured reserve list or team inactive list due to a concussion or head injury. For purposes of calculating a Retired NFL Football Player’s total number of Eligible Seasons, each earned Eligible Season and each earned half of an Eligible Season will be summed together to reach a total number of Eligible Seasons (e.g., 3.5 Eligible Seasons), except a Retired NFL Football Player may not receive credit for more than one Eligible Season per year (with each year defined to include any spring World League of American Football, NFL Europe League or NFL Europa League season, and the following fall NFL season).

² Retired NFL Football Players who were on a Member Club’s Active List (sometimes called the “53-man roster”) on the calendar day of a regular or postseason game receive credit for that game towards an Eligible Season, even when the Player was placed on the inactive or injured reserve List before the start of the game.