



from the Desk of

JACK LOONEY

Please let me be the very first to welcome you to the Federation Superstars League (FSL)! The FSL is a league like no other. Some leagues might promise you some fun and excitement between the front and back pages of your bulletin, but only the FSL can offer you something truly unique in today's world of PBM/W wrestling with our ability to incorporate and combine professional wrestling history and IWA history, while still promoting and encouraging your creativity along the way!

I welcome you to the league and wish you success in the journey. This league is young and requires a lot of work from all of us in order to build it into the juggernaut league that it was designed to be. The real key is to get involved, be active, write trash talk, work angles (whether related to a commissioner's title or not) and have fun along the way. The rewards will be self-evident as you progress. Also, I encourage you get to know the league, its characters, and its rules by using this welcome packet as your guide. The rules are rigid in some areas, but it is only done to make the league stay within the realm that it was designed for.

Thanks for coming to this promotion. And good luck.

Jack

WHAT IS THE FSL?



The Federation Superstars League (FSL) is a special niche league in the IWA's Bronze Federation. The concept requires players to adopt a popular wrestling character from the late 80s to late 90s WWF/WWE promotion and play the game within the scope of that character. The requirement is that while the player bases their FSL wrestler off of the real-life professional wrestler, they are required to change the wrestler's

name for the purposes of the FSL. This makes the FSL wrestler an imitation of the professional wrestler, rather than a direct replica.

This niche is a carryover from the popular Mid-Atlantic Region League (MRL) that was created in 2005 and continued with great success through 2014, eventually closing for good in 2017. That league, however, focused on a different era (the 1980s NWA, AWA, Memphis, and Texas regions). Although the MRL focused on a different era and territory, you will find that the FSL does offer continuity by honoring its legacy roster and history.

LEAGUE GUIDELINES

- FSL wrestlers have gimmicks in tribute to WWF/WWE wrestlers from 1985 to 1999.
- Wrestler names will not be identical to the professional wrestler they are copying.
- Player rosters are capped at 6 wrestlers.
- Only one version of the real professional wrestler may be in use at any given time. Wrestlers that achieve certain milestones in the MRL or FSL may be given a 'legacy status', in which case the version of that wrestler may not be used again. Such status is limited.
- Transfers are not allowed in the league, with the exception of former MRL or FSL wrestlers are permitted to return to the league. Some other exceptions may apply, and all transfers are subject to Commissioner approval.
- All wrestlers added to the FSL roster must be approved by the Commissioner.
- The Commissioner may remove wrestlers that are inactive for 3+ cycles to make room for new managers wishing to join the league.

COMMISSIONER TITLES

The FSL currently boasts three major Commissioner Titles:

- FSL World Title
- FSL Intercontinental Title
- FSL World Tag Team Titles



Once the FSL's active roster gets filled out a bit more, then wrestlers will be placed into one of three divisions corresponding to these titles. A player will not be permitted more than one wrestler/team per division if they have 5 or less active wrestlers, and they will not be permitted more than two wrestlers/teams per division if they have 6 wrestlers.

Wrestler's will move up and down the contender's list for these titles based on a combination of these elements:

- Active participation & quality of trash talk
- TV Show & PPV results
- In-League Title winnings

TITLE DEFENSES

Each champion will defend their title once per cycle against a challenger identified by the Commissioner. There may be special circumstances in which the Commissioner orders a second title defense in a given cycle or in which a title is not defended.

Furthermore, as long as the Champion has trash talk printed in the FSL bulletin, then they will also boast a Champion's Advantage for that cycle's title defense. The champion's advantage for each title is:

World Title – 3 points // IC Title – 1 point // World Tag Team – 1 point

If the Champion does not have printed trash talk, then that cycle's title defense will be straight up with no advantage. If the challenger beats the champion by less than the advantage, then they will win the match by disqualification or countout, but they will not win the title. In this case, a rematch will occur within two cycles and that rematch will occur without a champion's advantage.