

EXHIBIT 33

Case No. C 07 0943 WHA

Parrish v. National Football League Players Association, et al.

**Equal Share Licensing Royalty Distribution Criteria
Royalty Eligibility for 2002 Season
Payment During 2003 Season**

In order for a player to be considered eligible he:

1. must have appeared on the last game roster of the 2001 season and/or
2. must have appeared on the first game roster of the 2002 season;
3. provided that a player meets these roster requirements, his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2002 season or have agreed to participate in a licensing program for the 2002 season or was used in a licensing product for the 2002 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

Regarding 2001 rookie players:

Any player who was a rookie in 2001, and was eligible for the 2001 licensing royalty, may qualify for the 2002 licensing royalty only as follows:

1. must have appeared on the last game roster of the 2001 season and
2. must have appeared on at least one game roster of the 2002 season and
3. his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2002 season or have agreed to participate in a licensing program for the 2002 season or was used in a licensing product for the 2002 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

A player who was a rookie in 2001, who qualified for the 2001 licensing royalty, and who was on the last game roster for 2001, which otherwise would qualify him for the 2002 licensing royalty, but, who did not play in the 2002 post or regular season, will not receive the 2002 licensing royalty.

Therefore, we need to:

1. pull the rookies from the 2002 licensing royalty roster;
2. determine if they were on the last game roster for the 2001 season;
3. if they were, determine if they played in the 2002 season;
4. designate any player who was a rookie in 2001 who was eligible for the 2001 licensing royalty, who was on the last game roster for 2001, who did not play in the 2002 post or regular season, is not eligible for the 2002 licensing royalty.

Note: Players who meet the above criteria with only the status of PS receive a reduced amount of \$1000. If a player qualifies with the status of PS and another qualified status, he receives the full amount. But a PS only or PS/PS receives \$1000. All other eligible players receive an equal-share check, the amount of which is determined by dividing the available licensing pool dollars by the number of such eligible players, after first subtracting from the pool the amount to be paid to eligible practice squad players.

**Equal Share Licensing Royalty Distribution Criteria
Royalty Eligibility for 2003 Season
Payment During 2004 Season**

In order for a player to be considered eligible he:

1. must have appeared on the last game roster of the 2002 season and/or
2. must have appeared on the first game roster of the 2003 season;
3. provided that a player meets these roster requirements, his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2003 season or have agreed to participate in a licensing program for the 2003 season or was used in a licensing product for the 2003 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

Regarding 2002 rookie players:

Any player who was a rookie in 2002, and was eligible for the 2002 licensing royalty, may qualify for the 2003 licensing royalty only as follows:

1. must have appeared on the last game roster of the 2002 season and
2. must have appeared on at least one game roster of the 2003 season and
3. his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2003 season or have agreed to participate in a licensing program for the 2003 season or was used in a licensing product for the 2003 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

A player who was a rookie in 2002, who qualified for the 2002 licensing royalty, and who was on the last game roster for 2002, which otherwise would qualify him for the 2003 licensing royalty, but, who did not play in the 2003 post or regular season, will not receive the 2003 licensing royalty.

Therefore, we need to:

1. pull the rookies from the 2003 licensing royalty roster;
2. determine if they were on the last game roster for the 2002 season;
3. if they were, determine if they played in the 2003 season; - MUST LOOK AT STATUS, NOT IF THEY HAD CONTRACT ONLY
4. designate any player who was a rookie in 2002 who was eligible for the 2002 licensing royalty, who was on the last game roster for 2002, who did not play in the 2003 post or regular season, is not eligible for the 2003 licensing royalty.

Note: Players who meet the above criteria with only the status of PS receive a reduced amount of \$1000. If a player qualifies with the status of PS and another qualified status, he receives the full amount. But a PS only or PS/PS receives \$1000. All other eligible players receive an equal-share check, the amount of which is determined by dividing the available licensing pool dollars by the number of such eligible players, after first subtracting from the pool the amount to be paid to eligible practice squad players.

Special Notes:

LG 2002 12/30 (base)
 12/29
 12/28

FG 2003 9/07 (base)
 9/04
 9/08

Other– practice squad contract termination dates for non-playoff teams

Equal Share Licensing Royalty Distribution Criteria
Royalty Eligibility for 2005 Season
Payment During 2006 Season

In order for a player to be considered eligible he:

1. must have appeared on the last game roster of the 2004 season and/or
2. must have appeared on the first game roster of the 2005 season;
3. provided that a player meets these roster requirements, his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2005 season or have agreed to participate in a licensing program for the 2005 season or was used in a licensing product for the 2005 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

Regarding 2004 rookie players:

Any player who was a rookie in 2004, and was eligible for the 2004 licensing royalty, may qualify for the 2005 licensing royalty only as follows:

1. must have appeared on the last game roster of the 2004 season and
2. must have appeared on at least one game roster of the 2005 season and
3. his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2005 season or have agreed to participate in a licensing program for the 2005 season or was used in a licensing product for the 2005 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

A player who was a rookie in 2004, who qualified for the 2004 licensing royalty, and who was on the last game roster for 2004, which otherwise would qualify him for the 2005 licensing royalty, but, who did not play in the 2005 regular or post season, will not receive the 2005 licensing royalty.

Therefore, we need to:

1. pull the rookies from the 2005 licensing royalty roster;
2. determine if they were on the last game roster for the 2004 season;
3. if they were, determine if they played in the 2005 season; - MUST LOOK AT STATUS, NOT IF THEY HAD CONTRACT ONLY
4. designate any player who was a rookie in 2004 who was eligible for the 2004 licensing royalty, who was on the last game roster for 2004, who did not play in the 2005 regular or post season, is not eligible for the 2005 licensing royalty.

Note: Players who meet the above criteria with only the status of PS receive a reduced amount of \$1000. If a player qualifies with the status of PS and another qualified status, he receives the full amount. But a PS only or PS/PS receives \$1000. All other eligible players receive an equal-share check, the amount of which is determined by dividing the available licensing pool dollars by the number of such eligible players, after first subtracting from the pool the amount to be paid to eligible practice squad players.

Special Notes:

LG 2004 see attached

FG 2005 see attached

Other— practice squad contract termination dates for non-playoff teams

Equal Share Licensing Royalty Distribution Criteria
Royalty Eligibility for 2004 Season
Payment During 2005 Season

In order for a player to be considered eligible he:

1. must have appeared on the last game roster of the 2003 season and/or
2. must have appeared on the first game roster of the 2004 season;
3. provided that a player meets these roster requirements, his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2004 season or have agreed to participate in a licensing program for the 2004 season or was used in a licensing product for the 2004 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

Regarding 2003 rookie players:

Any player who was a rookie in 2003, and was eligible for the 2003 licensing royalty, may qualify for the 2004 licensing royalty only as follows:

1. must have appeared on the last game roster of the 2003 season and
2. must have appeared on at least one game roster of the 2004 season and
3. his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2004 season or have agreed to participate in a licensing program for the 2004 season or was used in a licensing product for the 2004 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

A player who was a rookie in 2003, who qualified for the 2003 licensing royalty, and who was on the last game roster for 2003, which otherwise would qualify him for the 2004 licensing royalty, but, who did not play in the 2004 regular or post season, will not receive the 2004 licensing royalty.

Therefore, we need to:

1. pull the rookies from the 2004 licensing royalty roster;
2. determine if they were on the last game roster for the 2003 season;
3. if they were, determine if they played in the 2004 season; - MUST LOOK AT STATUS, NOT IF THEY HAD CONTRACT ONLY
4. designate any player who was a rookie in 2003 who was eligible for the 2003 licensing royalty, who was on the last game roster for 2003, who did not play in the 2004 regular or post season, is not eligible for the 2004 licensing royalty.

Note: Players who meet the above criteria with only the status of PS receive a reduced amount of \$1000. If a player qualifies with the status of PS and another qualified status, he receives the full amount. But a PS only or PS/PS receives \$1000. All other eligible players receive an equal-share check, the amount of which is determined by dividing the available licensing pool dollars by the number of such eligible players, after first subtracting from the pool the amount to be paid to eligible practice squad players.

Special Notes:

LG 2003 see attached

FG 2004 see attached

Other— practice squad contract termination dates for non-playoff teams

**Equal Share Licensing Royalty Distribution Criteria
Royalty Eligibility for 2006 Season
Payment During 2007 Season**

In order for a player to be considered eligible he:

1. must have appeared on the last game roster of the 2005 season and/or
2. must have appeared on the first game roster of the 2006 season;
3. provided that a player meets these roster requirements, his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2006 season or have agreed to participate in a licensing program for the 2006 season or was used in a licensing product for the 2006 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

Regarding 2005 rookie players:

Any player who was a rookie in 2005, and was eligible for the 2005 licensing royalty, may qualify for the 2006 licensing royalty only as follows:

1. must have appeared on the last game roster of the 2005 season and
2. must have appeared on at least one game roster of the 2006 season and
3. his status must have been A, IR, PS, PUP/FI and
4. he must have a signed GLA effective during the 2006 season or have agreed to participate in a licensing program for the 2006 season or was used in a licensing product for the 2006 season. Paragraph 4b of the standard player contract constitutes licensing rights provided it was not crossed out.

A player who was a rookie in 2005, who qualified for the 2005 licensing royalty, and who was on the last game roster for 2005, which otherwise would qualify him for the 2006 licensing royalty, but, who did not play in the 2006 regular or post season, will not receive the 2006 licensing royalty.

Therefore, we need to:

1. pull the rookies from the 2006 licensing royalty roster;
2. determine if they were on the last game roster for the 2005 season;
3. if they were, determine if they played in the 2006 season; - MUST LOOK AT STATUS, NOT IF THEY HAD CONTRACT ONLY
4. designate any player who was a rookie in 2005 who was eligible for the 2005 licensing royalty, who was on the last game roster for 2005, who did not play in the 2006 regular or post season, is not eligible for the 2006 licensing royalty.

Note: Players who meet the above criteria with only the status of PS (practice squad) receive a reduced amount of \$1000. If a player qualifies with the status of PS and another qualified status, he receives the full amount. But a PS only or PS/PS receives \$1000. All other eligible players receive an equal-share check, the amount of which is determined by dividing the available licensing pool dollars by the number of such eligible players, after first subtracting from the pool the amount to be paid to eligible practice squad players.

Special Notes:

LG 2005 see attached
FG 2006 see attached

Other-- practice squad contract termination dates for non-playoff teams