

**2022 KRFL Free Agent Draft Begins June 27**

MarkB, Friday 10 June 2022 - 12:22:41

The free agent draft website is up and running.... The 2022 KRFL Free Agent Draft will begin at 9am Eastern on Monday June 27.

The daily draft schedule is two rounds per day until we start the \$0.5 million salary rounds. Beginning with the \$0.5 million salary rounds, the draft will be FOUR rounds per day.

For the days we are doing two rounds, the first round will start at 9am EDT and the second daily round will start at approximately 3pm EDT.

For the days we are doing four rounds, the draft will start at 9am EDT and run continuously until all four rounds are finished. And the AutoPick time will be set for 5 minutes instead of 15.

PLEASE NOTE that other than the 9am EDT start time ALL OTHER TIMES ARE APPROXIMATE. As we found with prior year's drafts, the draft software tends to run ahead of schedule because of manual picks or if someone has their autopick set for less than 15 minutes. So please be aware of this.

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Draft Instructions can be found here: [http://www.aaroncraneinstitute.com/football/KRFL\\_Draft\\_Instructions.htm](http://www.aaroncraneinstitute.com/football/KRFL_Draft_Instructions.htm)

PLEASE READ THE INSTRUCTIONS

The draft itself can be found here: [http://www.aaroncraneinstitute.com/football/apcfb\\_draft/](http://www.aaroncraneinstitute.com/football/apcfb_draft/)

Both links can always be found on the league website in the upper left hand corner.

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If any teams do not remember their passwords from last year's draft, let me know and I will delete your password. Then you will need to re-register on the draft website and establish a new password.

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A reminder of how the player Tender process works:

Tender Offers must be submitted by email to the Commissioner before 10pm Eastern to be effective the next day. The email should include the name of the player tendered, his position, your team name and the next day's round (salary tier) that your offer will be applied to. All Tender Offers are provisional because it is possible that another team will draft your tender offered player at a higher salary if the current round hasn't concluded. Successful tenders will be processed after the day's draft concludes and prior to the next day's rounds and can be found listed under Tender Selections. Tendered players do not count as draft picks for the round in which they are tendered (ex. a team tendering a player in round five can still make their round five pick).

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Remember, If you do not want to draft a player in a certain round/salary level, simply allow your pick to be skipped in that round. But NEVER, EVER DECLINE A PICK.

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There are 1,576 players in the draft. Because the player database is a pain to deal with, it is inevitable that we may find a player or two in the league file that is not listed in the draft website or vice versa. When this happens, the player will be added to the draft THE NEXT DAY. IF you find any missing players, or duplicate players, etc. TELL ME IMMEDIATELY (a couple of you are pretty good at catching these, so thanks in advance).  
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#### 2022 Free Agent Draft Calendar (Subject to Revision)

##### Beginning of Draft

Mon 6/27: Round 1: \$10 million & Round 2: \$7.5 million

Tue 6/28: Rounds 3-4: \$5.0 million (\*)

Wed 6/29: Rounds 5-6: \$4 million (\*)

Thur 6/30: Rounds 7-8: \$3 million (\*)

Fri 7/1: Rounds 9-10: \$2 million

##### Mon 7/4: No Drafting

Tue 7/5: Rounds 11-12: \$2 million (\*)

Wed 7/6: Rounds 13-14: \$1 million

Thur 7/7: Rounds 15-16: \$1 million (\*)

Pick times for Round 1-16 are the same as they were for the Rookie Draft.

Fri 7/8: Rounds 17-20: \$500,000 (FOUR ROUNDS)

Mon 7/11: Rounds 21-24: \$300,000 (FOUR ROUNDS)

Starting Tuesday 7/12: FOUR ROUNDS per day at \$100,000 salary for as many days/rounds as we need until all teams are at 55 players.

(\*) Supplemental Picks (Rule 6.6) - If you would like to make an extra Supplemental pick at any of these salary tiers (it follows the final pick at each salary level), notify the Commissioner by email the day before. Extra picks will be entered into the schedule based on the draft order.

#### ----- Important Excerpts from Rule 6.0 - FREE AGENT DRAFT

6.1 - Only players appearing on the Action! PC Football disk are eligible to be drafted during the free agent draft.

6.5 - An owner may pass during any round of the free agent draft, but must eventually fill all 55-roster spots while staying under the

salary cap. For examples, if you do not wish to pay \$10 million for a franchise player or you cannot afford to pay \$10 million for said player, you can skip your pick during round one.

6.7 - All owners are responsible for keeping track of their team's total salary during the free agent draft. If any owner exceeds the salary cap limits, the owner will lose the fewest number of free agent players just drafted necessary to get under that salary cap maximum limit and get an opportunity to complete their roster. When possible, the last player(s) chosen in the draft at the salary range required to open enough cap room will be the first player released.

6.8 - Any player automatically released due to the infraction described in Rule 6.7 above may not be re-acquired by the same owner as a free agent during the remainder of the season.

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Reminder of Rule on KRFL Roster Requirements **(REMEMBER THESE HAVE CHANGED SINCE PAST SEASONS)**

4.3 - At the start of each season and at the start of each game throughout the entire season (including the playoffs), each owner must have at least the following number of attempts by skilled players on their rosters:

- a. 450 pass attempts
- b. 350 rushes
- c. 250 receptions
- d. 20 field goal attempts
- e. 40 punts
- f. 15 kickoff returns
- g. 20 punt returns (including fair catches)

4.4 - At the start of each game throughout the entire season (including the playoffs) each roster must include 52 players including the following minimum number of players at the following positions:

- 2 Quarterbacks
- 3 Running Backs\*
- 6 Receivers (minimum of 1 Tight End\*)
- 7 Offensive Linemen (minimum of 1 Center, 2 Tackles, and 2 Guards)
- 1 Place Kicker
- 1 Punter
- 7 players rated at Defensive End or Outside Linebacker\*\*
- 5 players rated at Defensive Tackle or Inside Linebacker\*\*
- 7 Defensive Backs (minimum of 3 Cornerbacks and 2 Safeties)
- 1 Kick Returner
- 1 Punt Returner
- 1 Long Snapper
- 1 Holder

\*Halfbacks can be used as TEs or RBs.

\*\*Players rated as DL count as DE and DT. Players rated as LB count as OLB and ILB, players rated as DB count as CB and S.

As always, any questions let me know.

**The Salary Worksheet and League File on the website are up to date. Please review the Salary Worksheet and make sure I added the players you just drafted in the Rookie Draft correctly. IF YOU FIND ANY ERRORS, TELL ME IMMEDIATELY.**

Any questions, let me know.

MarkB