## KRFL Draft Instructions

## Before the Draft

## Register for the draft

Note: If you forgot your password, write the Commissioner who will clear the old password so you can register again.

Step 1: Connect to the Rookie Draft at http://www.aaroncraneinstitute.com/football/apcfb rookiedraft Or to the Free Agent Draft at http://www.aaroncraneinstitute.com/football/apcfb_draft/

Step 2 : Locate the Register Button at the top of the page, click on it, and fill in the form. You MUST use the EXACT three letter team code provided here for your Team Name. It is a quirk of the software that the three letter team code must match exactly (all caps) with the team's name abbreviations used to set up the draft. Don't screw this up.

ALA, ATL, BAY, BEN, BOC, CLE, DES, EDI, IOW,KEN, MOL, LVG,
NYH, PEN, PIT, RGG, SAL, SCR, SWF, TAM, TRN, VAN, WAR, WSS
Your Username is up to you and it goes without saying that your password should be easily remembered and written down. Enter your email address for email notification of when you're on the clock. There is a known and unresolved problem with Gmail blocking messages. As such you are strongly encouraged to us an email account other than Gmail. Never mind the telephone number as the text messaging does not work. (Note: Depending on your email provider, sometimes this works, sometimes it doesn't. So be aware if you are not getting emails and either plan to monitor the draft around the time of your draft slot or use the AUTOPICK option). Tick the Keep me logged in box.

Step 3: Click the Register Button.

Step 4: After registering, click on the GM Options (menu at the top) and set Turn on Autopick to 15 minutes (See "A note about Time Slots" for why this step is important). Leave everything else alone unless you're adventurous.

Step 5: Hit SAVE .

## Overview of the draft software

After you've registered, you'll see a number of tabs at the top of the page:
PLAYERS / PRIORITY / NOTES / GM OPTIONS / SELECTIONS / TENDERS / CHAT

## PLAYERS

List of all available players, sortable by position. Use this page to make a manual pick when you're on the clock OR add players to your priority queue when you're not.

## PRIORITY

Arrange players in the order of their draft priority when using the AUTOPICK feature. The Autopick must be on for the Priority list option to appear.

## NOTES

Make notes to yourself.

## GM OPTIONS

Turn the AUTOPICK feature on/off here. Autopick should ALWAYS be set to 15 minutes. Under Available Columns and Selected Columns, you can choose what information appears on the PLAYERS tab. Add or remove columns by clicking on the column name.

## SELECTIONS

The main page where the ongoing progress of the draft is recorded. The page does not refresh itself after picks. So you will need to refresh it on your own. On a Windows PC hold down CTRL and press R then release both and the screen will refresh.

To change the page, click on the page down arrow:
Draft Selections
You may change the team for any pick from here. You may also skip a pick if your rules are set so that if a team does not pick in the allotted time their pick is skipped. A team that has been skipped will be able to make their selection at any time, but the next team goes on the clock. If you skip a pick you will have the ability to "unskip" it
as well.


Rows Per Page: $29 \quad$ v

TENDERS (Free Agent Draft Only)
The list of tendered players.

## Once the Draft Begins

## COMMISSIONER'S NOTES

At the top of the Selections page you'll find important and timely announcements from the Commissioner regarding the draft each day. Read them each day of the draft.

## A NOTE ABOUT TIME SLOTS

A schedule of time slots will be published on the website but it is important to know that these time slots are only approximate. The software doesn't allow us to specifically state when you'll be on the clock because some teams will use the full time limit given to them while others will pick quickly making the schedule wonky. Expect that you'll likely be on the clock before your scheduled selection time. The best way to deal with that is to either use the Autopick option OR be able to monitor the draft a half hour or so ahead of your pick time.

## MANUAL PICKS

## I want to manually pick during my time slot.

You must, of course, be logged in AND on the clock. (The team currently picking is always listed at the top of the Selections page with a countdown clock that refreshes every minute). To make a pick manually during your time slot, go to GM Options and make sure the Auto Pick option is unticked (OFF) before you're on the clock and click SAVE at the bottom of the page. It is very important Auto Pick is turned OFF when you manually pick. Then go to PLAYERS and find the player you want to draft. If you are on the clock, you will see an option to DRAFT THIS PLAYER. Click on it then visit the SELECTIONS page where you'll see your manually drafted player listed. (Note: If someone with a SKIPPED pick decides to make a pick while you're on the clock, you will be temporarily taken off the clock until that skipped pick is made).

## AUTO PICK

## I want the software to make the pick for me during my time slot.

Make sure the Auto Pick option is ticked ON (and that you've clicked SAVE at the bottom of the page) in GM OPTIONS before you're on the clock. You also must make sure that your PRIORITY list is sufficiently populated with enough players to make sure someone is picked when your time slot comes up. If there are no available players left in your PRIORITY list your pick will be skipped. (Note: If you try to switch from manual to Autopick while you're on the clock (and presumably vice versa), the software will pick for you randomly. The simple solution is: DO NOT switch from manual to Autopick when you're on the clock! ).

Also, when you turn AutoPick on after turning it off, an occasional bug in the software may reset your Auto Pick time to "After 0 minutes". PLEASE MAKE SURE YOU CHANGE THIS TO 15 minutes before clicking Save.

## I want to target just one player to be autopicked in a round.

If you want the Auto Pick to only choose a specific player if they are available and no other, for example, you want to pick up Brown, Jim, RB the next round but skip your pick if he is no longer available, simply place Mr. Brown as the only player in your active queue. If someone else picks him before your turn, the pick will be skipped. Depending on your draft strategy, it is probably advisable that you revisit your priority list before each round or turn off the Autopick if you know you want to skip the next round's pick. This can be done at any time prior to when you are on the clock.

## I want to draft only one player per position during a day's rounds using Auto Pick.

Go to GM Options and tick the option "Zero Out Priority Of Players with Same
Position:" Use this option when you are auto-picking for two or more consecutive rounds and don't want to pick up more than one player at a specific position. For example, you might want to pick a QB in round 4 so the top players in your priority list are QBs. Assuming you had enough QB prioritized to get a QB auto-picked in that round, all other remaining QB in your list will automatically be moved to your inactive list and the remaining non-QBs will move up in your rankings.

## SKIP A PICK

I want to SKIP my pick for a particular round and either make it later in the round. There is currently a bug in the software which will occur if you decline a pick. AT THIS TIME, DO NOT EVER DECLINE A PICK. If you do by mistake, notify Mark Blume and Steve Ward IMMEDIATELY.
If you know that you don't want to make a pick in a round for salary reasons, when you're on the clock you can click on Skip on the Selections screen if you are picking manually. If you'd like to SKIP a round while using AUTOPICK, make sure your Priority Queue is empty of Active listings.

## I don't want to make a pick today in any round (applicable to the Free Agent Draft ONLY).

If you turn the AUTOPICK on and clear your active Priority list, your picks for that day will be skipped. You can safely ignore the draft for as many days as you like using this option.

## MISSED PICK

## I missed picking in my time slot but still want to pick in this round.

If you missed your pick while set to manual picking, or, you have changed your mind during a round and would like to make a pick in the slot you've previously SKIPPED, simply click "Unskip" on the Selection page next to the round and time slot of the pick you are making up and
proceed to make your pick manually (AUTOPICK must be OFF before unskipping a pick). Return to the Selections screen to confirm that your unskipped pick was made. Make sure before making an Unskipped pick that the round and salary tier is what you intend. Once processed, the pick is irrevocable.

## TENDERS (Free Agent Draft only)

## I want to tender a player.

Tender Offers must be submitted by email to the Commissioner before the conclusion of drafting on the previous 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).

## MISTAKES/ERRORS

## I want to report a mistake or software error.

Problems of any kind, software errors, user errors, oopsies, should be reported immediately to the commissioner by email or text message. The faster the notification, the quicker the resolution.

ERROR 1: I picked a player manually and the software slotted the pick in an earlier more expensive round of the free agent draft.
SOLUTION: Don't panic. Don't draft another player in your schedule slot. Write the Commissioner who will simply re-record your pick in the correct slot at the correct salary. You will get your player.

ERROR 2: I picked a player manually and he disappeared from the draft list but did not show up as drafted on the Selections page.
SOLUTION: Double check to make sure that he is not still listed in the player list. If he is, the pick didn't process so try it again. If he isn't, don't worry. You will get your man. Write the Commissioner and he will make the correction.

ERROR 3: The program reset my auto pick delay to 0 minutes.
SOLUTION: This is not a big deal. It just means your auto pick will fire quicker than we'd like. We ask that it be set at 15 minutes to help us stay close to the daily draft schedule. If you notice you're set to 0 , simply reset it to 15 under GM Options.

ERROR 4: If you move punts_inside_20 into your filter list under GM Options, an error occurs. SOLUTION: Remove punts_inside_20 from the filter. Get full stats from the game.

NOT AN ERROR: Someone else who was scheduled before me was on the clock when I should have been.

SOLUTION: This is NOT an error. When someone UNSKIPS a pick, they temporarily take over the clock until they make their choice. Your time will resume the second they are finished.

## SALARY COSTS PER ROUND

I want to know how much money I'm spending per round.
FREE AGENT DRAFT
Round 1: \$10m
Rounds 2: $\$ 7.5 \mathrm{~m}$
Rounds 3-4: \$5m *
Rounds 5-6: \$4m *
Rounds 7-8: \$3m *
Rounds 9-12: \$2m **
Rounds 13-16: \$1m **
Rounds 17-22: $\$ .5 \mathrm{~m}$
Rounds 23-27: \$.3m
Rounds 28 - conclusion: \$.1m

## ROOKIE DRAFT

Round 1: Selections 1-4: \$1.5m
Round 1: Selections 5-8: \$1.25m
Round 1: Selections 9-12: \$1m
Round 1: Selections 13-18: \$.8m
Round 1: Selections 19-24: \$.7m
Round 2: Selections 25-36: \$.6m
Round 2: Selections 37-48: \$.5m
Round 3: \$.4m
Round 4: \$.3m
Round 5: \$.2m
Rounds 6 and 7: \$.1m
Starting with the 2024 Rookie Draft, Players acquired through the rookie draft are assigned an option year salary as follows:

| Round 1 | Selection 1 | $\$ 2.0 \mathrm{~m}$ |
| :--- | :--- | :--- |
|  | Selection 2 | $\$ 1.9 \mathrm{~m}$ |
|  | Selection 3 | $\$ 1.8 \mathrm{~m}$ |
|  | Selection 4 | $\$ 1.7 \mathrm{~m}$ |
|  | Selection 5 | $\$ 1.6 \mathrm{~m}$ |
|  | Selection 6 | $\$ 1.4 \mathrm{~m}$ |
|  | Selection 7 | $\$ 1.3 \mathrm{~m}$ |
|  | Selection 8 | $\$ 1.2 \mathrm{~m}$ |
|  | Selection 9 | $\$ 1.1 \mathrm{~m}$ |
|  | Selection 10 | $\$ 1.0 \mathrm{~m}$ |
|  | Selection 11-14 | $\$ 900 \mathrm{k}$ |
|  | Selection 15-18 | $\$ 800 \mathrm{k}$ |
|  | Selection 19-24 | $\$ 700 \mathrm{k}$ |
| Round 2 | Selection 25-36 | $\$ 600 \mathrm{k}$ |

Selection 37-48 \$500k
Round 3 \$400k
Round 4 \$300k
Round 5 \$200k
Rounds 6 and 7 \$100k

## EXTRA DRAFT PICKS (free agent draft ONLY)

## I want an extra pick in a salary round.

Prior to the 2014 season, the $\$ 5 \mathrm{mil}, \$ 4 \mathrm{mil}$, and $\$ 3 \mathrm{mil}$ salary tiers used to have three rounds each. Because so few picks were made in the third round of each tier, the league has eliminated those rounds but retained the ability of each team to make an optional third pick added to the end of the final round of each salary tier. To obtain an extra pick, contact the Commissioner and his designee by email at least one day in advance and you will be given an extra draft pick at the end of the final round of the salary tier.

Similarly, prior to the 2014 season, the $\$ 2 \mathrm{mil}$ and $\$ 1$ mil salary tiers used to have five rounds each. Because so few picks were made in the fifth round of each tier, the league has eliminated those rounds but retained the ability of each team to make an optional fifth pick added to the end of the final round of each salary tier. To obtain an extra pick, contact the Commissioner and his designee by email at least one day in advance and you will be given an extra draft pick at the end of the final round of the salary tier.

## YOUR TEAM SALARY AND THE SALARY CAP

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.

