



RULE BOOK

last updated April 2018

History of the League's Organization

The Knute Rockne Football League is a 24 team draft league that uses software created by Dave Koch Sports to emulate the experience of staffing, coaching, and managing a professional football franchise. Founded in 2001 by Jim Doyle, the KRFL is unique in its use of a salary cap and draft scheme based upon the Big Daddy Baseball league developed by Mike Glander. Jim Doyle was followed as commissioner by Hank Seinzant, Ralph Fick, Steve Ward, and Mark Blume.

Amending the Rule Book

*The Rule Book may not be altered except by amendment, or to codify or clarify procedures already in place. During the league business period preceding each season, owners are encouraged to suggest any changes and/or clarifications to the rulebook via the forum. Any amendment getting the support of three other owners shall be placed before the membership for a vote. Members are required to cast either a **Yes** or **No** vote on all amendments. Abstention is not permitted. A 2/3rds approval of the active membership is required for passage of all amendments.*

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1.0 – MEMBERSHIP REQUIREMENTS

1.1 - All members must have a LEGAL copy of the most recent version of Action! PC Football Game that can be ordered at www.dksports.com with updates found at www.dksports.com/service. There are no dues other than the annual purchase of the football computer software at www.dksports.com. Team owners may be asked to make voluntary contributions of \$10.00 annually to defray the cost of the league website.

1.2 - All owners are expected to schedule and play a head to head game between the release of the League File and midnight Eastern Time of the following Monday. Hosting owners are responsible for reporting the results of each weekly game to the league Statistician in zipped format by the same deadline.

1.3 - All members are encouraged to contribute to the league's web page, contributing news items, essays, a team logo or anything else remotely interesting.

1.4 - All owners are required to meet all deadlines. The league's calendar of events is always available on the league's website.

1.5 - All owners must be reachable by email throughout the year. Please report any changes to your email address to the League Commissioner and the League Statistician and update your profile on the League website to make sure you receive all League communications. The league will maintain and distribute a listing of email addresses found in the game under Team Information.

1.6 – All owners are encouraged to use free LogMeIn Hamachi or similar software to facilitate head to head play.

1.7 – Owners are responsible for naming their teams and choosing a stadium. Team names and stadiums can only be changed during the off-season.

1.8 - In their first off-season opportunity, new coaches may select any stock stadium available with the Action Game Engine as their Home Field (becomes effective in upcoming season) that is not already claimed by an existing KRFL team. The name and weather effects of the given stadium will be used during the KRFL season.

1.9 - Intentional disregard for the articles and bylaws of this rulebook will result in immediate expulsion from the Knute Rockne Football League.

1.10 - Throwing games on purpose in order to gain a better draft position the following year will result in a 1 million dollar fine against the cap, a loss of between five and ten positions in the draft, and possible expulsion from the League.

2.0 – THE LEAGUE MANAGEMENT

Commissioner (Mark Blume)

Oversees the league and creates the league calendar. Adjudicates rules disputes. Posts regular reminders about the league calendar and deadlines. Eliminates bad members and recruits and vets replacements.

Assistant Commissioner (Steve Ward)

Assists the commissioner on an as-needed basis.

Statistician (Jerry Banko)

Assists the commissioner on an as-needed basis. Creates the season schedule (and subsequent playoff schedule). Sets up the league's master game file. Sends out weekly reminders about missing games. Simulates unplayed games. Tracks participation. Gathers and compiles weekly xbx files. Posts the weekly update for download. Processes Free Agent requests according to the league rules and updates rosters.

Financial Officer (Open)

Assists the commissioner on an as-needed basis. Maintains and posts a timely and accurate roster spreadsheet of salary costs. Assigns fines when applicable. Organizes and runs the supplemental lottery for forfeited draft picks.

Secretary (Steve Swanson)

Assists the commissioner on an as-needed basis. Coordinates yearly league business period where bylaws are proposed and voted upon. Updates the League Constitution.

Webmaster & Draft Administrators (Steve Ward / Mark Blume)

Keeps the League's website working.

Trade Committee (Cliff Dolgin, Jim Rice, Jerry Banko, first alternate Steve Ward)

Evaluates possible trades in a timely manner after being informed for salary and roster requirements and in a timely manner. Responds on the league forum within three days after trade is proposed.

Historian (Jim Rice)

Updates and adds to historical files.

3.0 - LEAGUE STRUCTURE

The league is comprised of 24 teams divided into the American Football Conference and the National Football Conference. The American Football Conference includes the Shula, Halas, and Madden Divisions while the National Football Conference includes the Lombardi, Landry, and (Paul) Brown Divisions. The assignment of teams to a conference or division will, when possible, be based upon the geographic location of the owners to make scheduling games easier by grouping teams according to time zone. Realignment, if necessary, will take place every three years at the discretion of the League Office. Divisions will look like this:

| AMERICAN CONFERENCE | NATIONAL CONFERENCE |
|---------------------------------|-----------------------------------|
| MADDEN DIVISION: North Region | LANDRY DIVISION: Eastern Region |
| HALAS DIVISION: Central Region | LOMBARDI DIVISION: Central Region |
| SHULA DIVISION: Southern Region | BROWN DIVISION: Western Region |

4.0 - ROSTER REQUIREMENTS

4.1 - Each team consists of a 52-man active roster and a rookie squad.

4.2 - The active roster can only contain players listed on the player disk.

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. 400 pass attempts |
| b. 300 rushes (includes attempts by QB's & WR's) |
| c. 200 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 |

| |
|---|
| 6 Defensive Linemen (minimum of 2 Defensive Tackles and 2 Defensive Ends) |
| 6 Linebackers (minimum of 1 Inside LB and 2 Outside LBs) |
| 7 Defensive Backs (minimum of 2 Cornerbacks and 2 Safeties) |
| 1 Kick Returner |
| 1 Punt Returner |
| 1 Long Snapper |
| 1 Holder |
| * - Halfbacks can be used as TEs or RBs. |

The purpose of this rule is to make sure that minimum requirements are met for each team to remain competitive but also to allow the flexibility teams must have in constructing their 52 man roster, especially given the Action! Game has positions for holders, and long snappers.

4.5 - Player Usage: The computer software will determine the extent of each player's usage given it automatically factors in durability, over-usage, injury, etc. and the league rulebook requires rosters to have a minimum number of attempts at the skilled positions. There is no league-mandated penalty for over-usage other than the fatigue rules built into the game.

4.6 - Teams which do not comply with Rule 4 roster requirements will be given a warning and opportunity to correct their roster before being penalized \$500k per infraction applied to the current and next season's salary cap. If the League Office needs to act to bring a franchise into compliance, players will be assigned by alphabetical listing of free agents at the given position and players will be cut on the basis of the lowest salaried player and then by alphabetical order. Teams which make no reasonable attempt to comply with the roster requirements will risk expulsion from the league.

4.7 – Injured Reserve

The KRFL will allow returning players to be retained by their KRFL team on an injured reserve (IR) squad if they are “uncarded” in the DKSports APCFB game. A returning player is defined as a player whose rights are still owned by the team. Declarations of Injured Reserve Players must be done at the annual Roster Cut Down Deadline before the annual player drafts or other deadlines set by the Commissioner. Injured Reserve players will count against the salary cap but will not count against the team's 52-man active roster. Injured reserve players cannot be traded or cut.

4.8 - Coaches are not permitted to selectively de-activate players until they’ve either clinched their Division or after Week 14, whichever occurs first.

5.0 – DRAFT ORDER

5.1 Determination of Draft order for KRFL teams is based on the record and playoff finish by each team in the previous season. The selection order is based on each team's win-loss record in the previous regular season and whether the team reached the playoffs.

Teams that did not reach the playoffs the previous season are ranked in reverse order of their records (so the team with the fewest wins is awarded the first selection). Ties between teams with identical regular

season records are broken by the following tiebreakers (in order):

1. The team with the higher Strength of Victory percentage, as calculated in the Action PC game (which is the combined winning percentage of the opponents a team has beaten), is awarded the earlier pick.
2. The team with the best won-lost-tied percentage in games against common opponents is awarded the earlier pick.
3. The team with the best won-lost-tied percentage in Conference games (if the teams are in the same conference) is awarded the earlier pick.
4. Winner of a coin flip(s), administered by the Commissioner, is awarded the earlier pick.

5.2- After following the procedures in section 5.1, the determination of the draft order of the first four picks in each round of the draft will use a lottery system using the following state lotteries in the order listed below. I will go down the list and match-up the number with the corresponding range of winning lottery numbers to determine the order of the draft. If any of the state lotteries have both day and night/evening drawing, we will use the day numbers first. If we get to the bottom of the state lottery list below and do not have the draft order set, we will return to the top of the list and use the night/evening drawings until the order is determined. Any state lottery that does not have both daytime and night/evening numbers will be skipped on the second pass through. Once a team has been assigned a spot in the lottery if their number comes up again they will be skipped.

1. Wisconsin Pick 3
2. Virginia Pick 3
3. Maryland Pick 3
4. West Virginia Daily 3
5. New Mexico Pick 3
6. Texas Pick 3
7. South Carolina Pick 3
8. Georgia Cash 3
9. Idaho Pick 3
10. Vermont Pick 3

Draft Lottery results can be found at <http://www.smartluck.com/usalotterieslinks.htm>.

Each team will be assigned every fourth number from 000-999 based on their seeded position, and the lottery drawings on a date to be announced in advance will determine the draft order. For example, let's assume Newark is the poorest team. Newark would be assigned the numbers 000-249... Hedonic might be assigned the numbers 250-499... Manchester might be assigned the numbers 500-749...Kendall might be assigned the numbers 750-999.

Now let's assume on the lottery date chosen, the numbers of the actual lottery drawing results for the first four lotteries above were: 773, 113, 919, 632. Thus, the team assigned the number 773 would draft first in this example (Manchester). The team assigned the number 113 (Newark) would draft second. The team assigned the numbers 919 (Manchester) is already drafting first, so we skip those numbers. The team assigned the number 632 is Kendall, so they would draft 3rd. The team drafting 4th must then be Hedonic, under this example.

If we need additional numbers to determine all four places (unlikely), we could use the following week's lottery numbers for the remaining teams.

5.3 - The non-lottery and non-playoff teams will be ranked based on section 5.1 above.

5.4 - Teams that reached the playoffs the previous season are then slotted in the order in which they were

eliminated (1st round of playoffs, 2nd round of playoffs, Conference Championship, Superbowl). Within each tier, the slotting is determined as in 5.1 above (i.e. worst regular season record picks first and the same tiebreakers apply).

5.5 - Draft choices may be acquired by trade and teams may draft as many rookies as they have draft choices.

6.0 - FREE AGENT AND ROOKIE DRAFTS

6.1 - Only players appearing on the Action! PC Football disk are eligible to be drafted during the free agent draft. Only players chosen in the NFL Rookie Draft are eligible to be drafted during the KRFL Rookie Draft.

6.2 - The free agent and rookie draft will each occur over dates selected by the Commissioner.

6.3 - All owners are responsible for drafting at the specified time and date.

6.3a - An owner may have someone else make a pick for him if he is unable to be present.

6.3b - The owner doesn't make a selection in the rookie draft, the highest rated undrafted player (using a rating list determined by the Commissioner) will be assigned to that team for that round.

6.4 - Each draft (rookie and free agent) will proceed in the same order for every round until the draft is completed.

6.5 - An owner may pass during any round of the free agent draft, but must eventually fill all 52-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 pass during round one.

6.6 – Supplemental Picks During the Free Agent Draft

a. Prior to the 2014 season, the \$5mil, \$4mil, and \$3mil 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.

b. Similarly, prior to the 2014 season, the \$2mil and \$1mil 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.

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.

6.7 - Any player automatically released due to the infraction described in Rule 6.6 above may not be re-acquired by the same owner as a free agent during the remainder of the season.

7.0 – TRADES

Players may be traded for other players or for draft picks. No money (real or fantasy) or players to be named later or other gimmicks or loopholes will be allowed. There are three different time periods where trading is allowed – In-Season, Off-Season, and In-Draft. Teams may discuss trades at any time but trades can only be made official during trading periods. No rookie free agents will be allowed to be acquired during any season. The only way to acquire a rookie is via a trade with another owner who has drafted the given rookie.

7.1 – In-Season trading is allowed between the opening of the season and the reporting deadline for KRFL week #4 games.

7.2 – Off-Season trading periods are set and announced by the Commissioner but are typically scheduled prior to the drafts and briefly before the start of the season.

7.3 – In-Draft trading is allowed with the following restrictions:

7.3a - Rookie Draft.

- Trades must be posted and confirmed by both parties on the Trade Forum BEFORE any action is taken AND BEFORE the final pick of the previous day's round. In other words, if you want to trade in round two, you must post your trade before the conclusion of round one.
- Trades may involve rookie draft picks (including next year's), free agent and/or veteran players, and/or draft picks in the upcoming Free Agent Draft.

7.3b - Free Agent Draft.

- Trading is allowed through the \$2m tier of the Free Agent Draft.
- Trades must be posted and confirmed by both parties on the Trade Forum BEFORE any action is taken AND BEFORE the final pick of the previous day's final round. In other words, if you want to trade in round four, the first \$5m round, you must post your trade before the conclusion of round three.
- Trades may involve drafted rookies, next year's rookie picks, players under contract, and picks in the current Free Agent Draft.
- Trading closes with the start of the \$1m salary tier.

7.4 - Notifying the League Office of a Trade.

All potential trades must be posted in the website trade forum for review by the membership. One manager must place the unofficial trade on the forum page and the other manager must confirm the trade at which point the trade will be processed but considered to be under pending review. Along with the usual full name, position & NFL affiliation, player salaries must be included in these trade announcements to facilitate the process of verifying available cap space for the acquiring team.

Participants in a trade must notify the Trade Committee by email when posting a trade. The trade will become official one week after being confirmed unless, prior to that deadline, 1) the League Office vetoes the trade for non-compliance with the rules, or 2) two or more owners request that the Trade Committee review the trade. Traded players and/or draft picks may not be re-traded until the trade becomes official.

7.4a - The one week waiting period before processing trades is waived during In-Draft trading periods when all trades are immediately processed and assumed to be in compliance with the league rules. It is expected that both parties involved have done their due diligence in making sure that

the trade meets all requirements including salary cap limits, contract issues, and the ownership of traded draft picks.

7.5 - Trade may be vetoed by the Trade Committee, if, in their judgment, the trade is not in the best interest of the KRFL. A two-thirds vote will determine the outcome of their review.

7.5a - Trade Committee Guidelines:

- 1) If the trade is unfair to one of the teams involved, it should be vetoed.
- 2) If the trade seriously impairs the future viability of a franchise, it should be vetoed.
- 3) If the trade is detrimental to the league in any other manner, it should be vetoed.

7.5b - In the event of a vetoed trade, the Trade Committee will determine the penalties and resolutions, if any, applied to the voided transaction. Vetoed In-Draft trades, where both teams are expected to make sure their trade is in compliance BEFORE listing it, will usually result in penalties applied to both teams.

8.0 - WAIVER CLAIM FREE AGENTS

8.1 – Beginning one week before the season starts, any player appearing on the most recent Action! PC Football disk that does not appear on any team's 52-man roster is considered a potential waiver claim free agent. Waiver claims are not allowed prior to the first week of the season.

8.2 - All waiver claim free agent must meet the Monday, noon EST deadline or other deadline established but the commissioner to be considered valid for the next week's games.

8.3 - Waiver Claims throughout the season will be awarded based upon the previous year's draft order during week one and the game's Power Rankings thereafter. Waiver contracts are only for the current season. All Waiver Claim Players will become free agents at the end of that KRFL season.

8.4 - Teams are limited to obtaining a maximum of two waiver claim free agents per week. No waiver claims are allowed during the playoffs. Before each deadline, each owner should submit a list in order of preference of any number of waiver wire free agents he wishes to choose and the two players he wishes to release from his active roster. Transaction requests should be emailed to the Statistician and commissioner. Any owner who fails to post a list by the deadline forfeits his right to participate in the waiver claim process for that week.

8.5 - There is a 24-hour period directly following the posting of that week's transactions where owners may appeal any decisions made by the Statistician/Transaction Secretary. No appeals may be made after the deadline has expired.

9.0 - SCHEDULES

9.1 - The regular season will consist of 16 games. The schedule will require everyone to play home and away games against divisional foes, six games against other conference teams and four inter-conference games against all the teams in one division of the other conference. The inter-conference game schedule will rotate every year so that each team will face every team in the league at least once every three years (assuming no movement from division to division due to realignment).

10.0 - GAME INSTRUCTIONS

10.1 – The Statistician will email the league file containing the league organization, game rules, and league results to each coach. This league file will be updated weekly and must be used to play league

games. The league file must not be altered in any way except by direction of the commissioner, or the non-hosting coach for team unit moves.

10.2 – Game Rules are set to accord with all contemporary NFL rules including two point conversions, overtime, booth reviews of scoring plays and turnovers, etc.

10.3 – Specific League Settings include:

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| Audibles - three per half |
| Replay Challenges – two (2) |
| Booth Replays of All Scoring Plays and All Turnovers = Turned On |
| Home Field Advantage – three (3) |
| Injuries - Realistic |
| Limit Games Missed to Real Life Total - Yes |
| Penalties - Realistic |
| Season Usage - 110%/115%/120% (no exemptions) |
| Game Usage - 15%/30%/45% (no exemptions) |
| Weather effects will be used for all games. |
| No limits on onside kicks, hurry up, or slow down offenses. |
| No Play Clock. |

10.4 – All games are expected to be played head-to-head over the internet. The home team typically will host the game but that is not required. The hosting team is required to submit the game results to the Statistician in zipped format. The easiest way to do this is to click on the button “Send Game Results to League Statistician” in the menu options that appear at the conclusion of the game.

11.0 - PLAYOFFS

11.1 - Within each conference the three division winners would be seeded 1-2-3 based on record (winning percentage) and the Wild Card teams would be seeded 4-5-6 based on record. In the event teams have equal records/winning percentages, ties will be broken using the following tie-breakers:

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| a. Head-to-head (best won-lost-tied percentage in games among the clubs) |
| b. Best won-lost-tied percentage in games played within the division |
| c. Best won-lost-tied percentage in common games |
| d. Best won-lost-tied percentage in games played within the conference |
| e. Strength of victory |
| f. Strength of schedule |
| g. Best net points in common games |

h. Coin toss

- A. Playoff Round #1 - The two division winners with the best records get a first round bye. In this round, seed #3 hosts #6 and seed #4 hosts #5. Seed #1 and #2 get a bye.
- B. Playoff Round #2 - The #1 seed hosts the worst surviving seed from Round #1, and seed #2 hosts the best surviving seed from Round #1.
- C. Round #3 (Conference Championship) - The highest surviving seed hosts the lowest surviving seed. The winner goes to the KRFL Super Bowl.
- D. The Super Bowl will take place at a neutral field. The neutral field will be the same field the NFL used for the Super Bowl for the NFL season we are replaying. For example, after the NFL 2007 season, the NFL Super Bowl was held in Arizona. Therefore, the KRFL Super Bowl following the KRFL 2008 season will likewise be played in Arizona. Of two conference champions meeting in the KRFL Super Bowl, the team with the better record is the home team.

11.2 - These changes will be made to the setup spelled out in rules 10.3.

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| Season Usage Penalties = Yes in regular season, Yes in post-season Mild – 110% Moderate – 115% Major - 120% |
| Game Usage Penalties = Yes in both regular season & post-season Mild – 15% Moderate – 30% Major - 45% |
| Injuries – Yes to all in regular season & post-season |
| Realistic multi-game |
| Temporary in-game/fatigue |
| Pre-set injuries |
| Post-game injuries |

Post-Season length will be set as follows:

- Season Length 17 for WC playoff games
- Season Length 18 for Division playoff games
- Season Length 19 for Conference Championship playoff
- Season Length 20 for Super Bowl

The “Playoff Brackets” feature added to the Action PC game in 2014 will be used for scheduling and playing all playoff games. This “bracket” feature automatically adds 1/16th or about 6.25% usage for each playoff round so no other usage adjustments will be needed or made.

11.3 - Given the league relies on the software to prevent overuse of players, injuries will carry over throughout the regular season, the playoffs and the Super Bowl.

12.0 - SALARY CAP

Note: For purposes of the various salary caps, a team’s “Salary” is defined as the total of salaries of each of the team’s active and I.R. players **including** any fines that have been levied against the team or/and applied to the team’s salary cap.

12.1 - A strict off-season salary cap shall be set at \$83 million for each team. A team may go above the cap during the season but their in-season salaries must not exceed \$88 million during the season or post-season, and it must be at or below this cap following the completion of the season. In other words, at the conclusion of the Super Bowl, teams over the cap must release the minimum number of players necessary to go below the cap and to be permitted to begin off season trading. A team can wait to go below the \$83 million salary until the next season disk comes out but it will not be allowed to make any off season trades until it goes below the \$83 million salary cap.

12.2 - Players drafted in the college draft and placed on the rookie squad do not have a salary while on the rookie squad, as they are drafted one year prior to first playing in the KRFL. Therefore, rookie salaries do not count against the \$83 million off-season cap or \$88 million in-season cap because they are not yet signed by their respective teams, the teams own their rights only. At the completion of the KRFL season following their draft, rookies become the property of their teams, and their salaries count against the in-season and off-season cap.

12.3 - The cap really isn't all that complicated if you think about it. You can't have more than \$70 million in future contracted salary at any time, you can't have more than \$83 million in present-day salary during the draft and you can't have more than \$88 million in present day salary from the end of the draft to the end of the season. The salary of a player released during the season shall count toward the team's salary cap for the full year unless he is picked up on waivers by another team.

13.0 – CUT DOWN DATE

After the conclusion of the season and prior to the next season's drafts, the Commissioner will set a Cut Down Date wherein rosters are trimmed to abide by a pre-draft salary cap of \$70 million.

13.1 - A team must protect a minimum of twenty-two players from the previous season at a total combined salary of not more than \$70 million.

13.2 - If a team is unable to protect the minimum of 22 players it will be penalized \$1 million from the salary cap for each player under the minimum.

13.3 - Each owner must decide whether to activate any players from his prior year's rookie squad or release them into the free agency pool for the upcoming free agent draft. Activated rookies will be assigned a salary based on the round they were drafted in per the scale listed in Rule 14.2.

13.4 - Any veteran player whose contract has not expired must be protected or cut with a salary cap penalty unless they have a DUR rating (durability) is no more than 3 (i.e. is 3 or less) as noted in Rule 14.14b.

13.5 – Free agents from the preceding year may be signed to a contract at the starting salary at which they were acquired.

13.6 – Any team missing the Cut Down Date deadline without a legitimate reason (as determined at the sole discretion of the Commissioner) will be penalized \$500,000 against the upcoming season's salary cap for each day past the deadline, up to a maximum of three days (and \$1.5million). A team who has not submitted its roster cuts & contracts after three days without a legitimate reason will be removed as a member of the league. The league office will then do the following:

- a. Release any Veteran Plan who played in three games or fewer.

b. Release Free Agent players in descending order of salary costs until the 22 player / \$70Mil salary cap is met. Remaining Free Agents will initially be signed to a one year contract, however the team's new owner will be allowed to modify those contracts.

c. All rookies will be kept unless cutting them is required to get meet the 22 player / \$70million salary cap.

14.0 - CONTRACTS AND SALARIES

14.1 - A player's initial salary is determined by the manner in which the player was acquired. Players acquired through the Free Agent draft are assigned an option year salary as follows:

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|---------------------------|
| Round 1: \$10 million |
| Rounds 2: \$7.5 million |
| Rounds 3-4: \$5 million |
| Rounds 5-6: \$4 million |
| Rounds 7-8: \$3 million |
| Rounds 9-12: \$2 million |
| Rounds 13-16: \$1 million |
| Rounds 17-20: \$500K |
| Rounds 21-24: \$300K |
| Rounds 25+: \$100K |

14.2 - Players acquired through the rookie draft are assigned an option year salary as follows:

| | | |
|---------|-------------------|---------|
| Round 1 | Selection 1 - 4 | \$1.5m |
| | Selection 5 - 8 | \$1.25m |
| | Selection 9 - 12 | \$1.0m |
| | Selection 13 - 18 | \$800k |
| | Selection 19 - 24 | \$700k |
| Round 2 | Selection 25 - 36 | \$600k |

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

Said salaries will go into effect the KRFL year following the rookie draft.

14.3 - There are four types of players on a KRFL roster:

- a. Players under contract (identified as 'VET' on the league spreadsheet)
- b. Option year players (identified as 'FA' or '05 Rookie')
- c. Rookie players drafted in the college draft with no salary ('06 Rookie')
- d. Injured Reserve players (IR) who count against the salary cap but not against the 52 player roster.

14.4 - A Player's option year salary expires at the end of the season in which his option year began. The KRFL owner has three options which he may exercise between the end of the season and the cut down date:

- a. Release the player into the free agent draft,
- b. Sign the player to a multi-year contract starting at the same initial salary, or
- c. Sign the player to a one-year contract at the same initial salary.

14.5 - Players signed to a contract will automatically become free agents at the expiration of their contracts, unless the Franchise tag is applied to the player or the Free Agent Tender Offer is invoked.

14.6 - **Franchise Tag:** One player may be tagged as a franchise player per year, per team. A player under contract for a minimum of three years with the same team, and has zero years remaining, can be assigned the franchise tag before the start of the FA draft.

(a) A team may only use the Franchise tag on a player once per tenure on that team's roster. Franchise players who are traded are treated as regular veterans and must be under contract for a minimum of three years with a new team to regain eligibility for the franchise tag.

(b) The franchised player gets a salary equal to the average of the five highest paid players at his position, according to KRFL salaries. If that averaged salary is lower than his previous year's salary, the previous year's salary will be used instead. If the player is carded at multiple positions, the position that has the highest average will be used. The salary average for the five highest paid players per position will be calculated after the FA draft from the previous season.

(c) A franchised player must be given a new contract at the time of the Franchise tag designation and rejoins the team as a veteran.

(d) Franchise eligibility is not portable. Because a franchise eligible player has an expired contract and will enter the Free Agent pool unless designated as a franchise player on the Cut Down date, that player IS NOT available for trading until AFTER his franchise contract has been signed. Reminder: A player may only be franchised by a team once per career (except in the unlikely circumstance where he is traded back to the previous owner with three or more years remaining on his contract).

14.7 - **Free Agent Tender Offer** - Allows teams to keep select veterans whose contracts have expired and who have been previously signed to contracts of three years or more. A player who is traded mid-season with three years left INCLUDING the current season will retain eligibility. *Traded players who do not meet the three year limit will be marked with an asterisk in the spreadsheet.* Tender offers are made during the free agent draft beginning with round two. Players drafted by other teams in the first round are ineligible for the tender option. The tender offer dollar amount is linked to the round in which the offer is made. Tender offers are typically made prior to the beginning of a draft round before the rights to that player are assumed by another team drafting in that round. Simply put, if Team B drafts a tender eligible player before Team A declares a tender offer, Team A surrenders the tender option. Successful tenders are not treated as draft choices so a team exercising (for example) a tender offer in round four still retains the opportunity to utilize their round four draft choice. No team can make a tender offer which, if accepted, would put their total salary amount over the \$83 million cap.

14.8 – Teams may only retain a combined two players through the Franchise Tag and Tender Offer options during each season’s roster cut down and free agent draft.

14.9 - Multi-year contracts may be for as many years as an owner desires.

14.10 - The salary of a player with a multi-year contract of no more than four years will increase \$1.0 million per every additional year, except players at the K and P positions whose salaries will increase \$0.5 million per year. For example, a non K or P with an initial salary of \$500k signed to a four year contract will have salaries of \$500k, \$1.5 million, \$2.5 million, and \$3.5 million during the four years. A K or P with an initial salary of \$300k signed to a four year contract will have salaries of \$300k, \$800k million, \$1.3 million, and \$1.8 million during the four years

14.11 - Players signed to contracts of 5 years or more will have yearly increases of \$1.5 million per year, except players at the K and P positions whose salaries will increase \$0.75 million per year. So, a player with an initial contract of \$500k signed to a five year contract will have salaries of \$500k, \$2 million, \$3.5 million, \$5 million and \$6.5 million for the relevant years. A K or P with an initial salary of \$300k signed to a five year contract will have salaries of \$300k, \$1.05k million, \$1.8 million, and \$2.55 million during the four years

14.12 - There is **no** cap on a player’s salary in the KRFL. All players are subject to the salary escalation provisions of rules 14.10 and 14.11. However:

- a. A player’s initial salary can exceed \$10M.
- b. There is a \$10M maximum salary cap penalty for any player cut with a salary over \$10M, regardless of remaining years on their contract.
- c. Prior to the 2015 season, there was a \$10mil cap on a player’s salary. The rule was amended for the 2015 season to eliminate this cap. At that time there were certain players who were “grandfathered” in to the old rule. Those players were exempted from the salary escalation provision, and their salaries will remain at \$10 million until the end of their current contracts as long as they stay with their current team and are not traded or released. Those players are:
 - Kutztown: QB Ben Rothlisberger (contracted through 2018)

14.13 - College players drafted in the rookie draft will not have a salary assigned to them that counts against the cap in the year they are drafted.

- 14.14 - An owner may only release a player under contract if:
- a. The team pays a fine equaling half of the player's salary over the life of his contract (payable and deducted from the cap at the next draft). For example, a player with two years remaining on his contract for \$4 million and \$5 million, can be released by paying a \$4.5 million fine. There is no maximum fine.
 - b. The player may be released without fine if the player's DUR rating (durability) is no more than 3 (i.e. is 3 or less) in the prior season.

14.15 - Players retain their contract status upon trade.

14.16 - Any player who is playing under his initial salary and not under contract will retain his initial salary through the end of the year regardless of whether or not the player has been released to the free agent pool.

14.17 - The salary and contract status for any player not occupying a spot on a KRFL roster at the end of the season will be reset. No player acquired through the free agent draft will have a prior contract or salary attached to him.

14.18 - Any player acquired as a free agent after the initial free agent draft (e.g. a waiver claim free agent) and not subject to an existing assigned salary will be assigned an initial salary of \$500k.

15.0 – GUIDELINES FOR SCHEDULING GAMES

The typical KRFL week runs from **Wednesday to Tuesday** with league files distributed on Tuesday evening. Since the weekly schedule is available both on the website and in the game, initial contact between members for the upcoming week's games should be made **prior to midnight Thursday** of the current week. **Game times should be agreed upon and scheduled by midnight Friday** to be considered as good faith attempts to schedule a game. Good faith attempts at scheduling require two emails and a minimum of three possible suggested game times. Note: When contacting an opponent, please use private email so that your message isn't sent to the entire league. E-mail addresses are readily available in the game file and on the website.

15.0a - If you've emailed your opponent twice with a minimum of three suggested game times, AND you haven't received ANY reply, you may seek a substitute as per rule 15.1.

15.0b - If BOTH members have made good faith efforts to communicate but are unable to negotiate a mutually compatible scheduled game time by the midnight Friday deadline, they BOTH forfeit the opportunity to seek a substitute as per Rule 17.2. That leaves BOTH teams with 96 hours between midnight Thursday and midnight Monday to negotiate a mutually acceptable game time.

15.1 - Seeking a Substitute

If a member has met the deadlines in Rule 15.0 and not received a reply by midnight Friday, they can seek a substitute by posting on the league website or by posting an email via the KRFL yahoo group. This leaves a public record available to the Commissioner in case of disputes. Requests should include a range of a possible game times. Such requests should be made by midnight Saturday at the latest to be considered as good faith attempts to find a substitute.

15.1a - If a member seeking a substitute gets multiple offers to sub, they should sort volunteers accordingly:

- a. First choice should be a player from another conference.

- b. Second choice should be a player from another division in the same conference.
- c. Last choice should be a player from the same division.

15.1b - Members who have made good faith but unsuccessful attempts to schedule a game where their opponent has failed to reply are not obligated to seek a substitute and will not be penalized for non-play that week if they inform both the commissioner and league statistician by email of the situation by Saturday of that week. They still retain the option of seeking a substitute but aren't obligated to do so. If they do choose to seek a sub but are unable to find one at a compatible time, no penalty will be incurred.

15.2 - Getting Credit for playing as a Substitute

To gain credit for playing as a substitute, a member should post in the appropriate forum on the website. Due date is the same as the deadline for submitting game files. The website forum will serve as a means of tabulating both non-participation and volunteer subbing. Situations where a game is simmed because a mutually agreed upon game time could not be scheduled should be reported to the Commissioner who will decide if penalties are appropriate.

15.3 - Penalties for non-participation. **These penalties are cumulative:**

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|--|
| If you play only 13 games via the internet, you will lose your 5th round rookie pick and \$.5 million off your cap. |
| If you play only 12 games via the internet, you will also lose your 4th round rookie pick and another \$.5 million off your cap. |
| If you play only 11 games via the internet, you will also lose your 3rd round rookie pick and another \$1 million off your cap. |
| If you play only 10 games via the internet, you will also lose your 2nd round rookie pick and another \$1 million off your cap. |
| If you play only 9 games via the internet, you will also lose your 1st round rookie pick and another \$2 million off your cap. |
| If you play fewer than 9 games via the internet, you will be dropped from the league. |

15.3a - If you do not have the rookie pick to lose (because it was previously traded), you will lose the next best pick (e.g., if you should lose your fifth rounder, but don't have a fifth rounder, you lose your fourth instead). If you have two picks in a given round, you will lose the lesser of the two in that round (e.g., if you have the 3rd and 15th pick in the fourth round and the penalty is loss of a fourth round rookie pick, you lose the 15th pick).

15.4 - Guidelines for Substitutes. Substitutes are expected to play as if they were the team owner, taking into consideration reasonable usage of personnel and giving a full effort to win, substitutes who violate the standards of good sportsmanship and the trust they have acting as temporary caretakers of a team will be subject to penalty determined by the Commissioner that may include loss of future salary funds and/or rookie draft choices.

15.5 - Rewards for Volunteer substitutes. After the conclusion of the season and before the rookie draft, the commissioner will hold a lottery using the information provided through Rule 15.2. For each game played as a substitute, the member who volunteered will be given one credit. Credits earned will be entered into a random lottery to distribute rookie draft choices given up by teams penalized for non-participation. Rookie draft choices given up by a previous owner through penalty will be retained by the new owner but will be added as supplemental picks in each applicable draft round for the purpose of the non-participation lottery. Example: A number two pick in the second round (draft choice 2.2) forfeited by a previous owner **will be retained by the new owner. The penalized pick will be added to the round as pick 2.25.** If no rookie draft picks were forfeited, the league will award a supplemental 5th round rookie draft pick, the final pick of the 5th round, using the process described above (this pick is not tradable).

16.0 - New Owners

New members assuming the ownership of a penalized franchise are absolved of all accumulated penalties.

16.1 - New owners may terminate any player's contract without penalty during the off-season League Business period by a deadline set by the Commissioner. For an owner taking over after the free agent draft or during the season, cuts of this nature will be allowed only after the season. Cuts or trades of veteran players in-season by new coaches will be fined as per rules and applied to the next season's salary cap and will void the chance to cut veteran players without penalty.

16.2 – New owners who were previously members of the KRFL are not eligible for these waivers.

16.3 – Current owners who take over a vacant franchise are not eligible for these waivers.

2013 Amendment Voting Results

Amendment 1 – Change assignment of divisions from geographic location of NFL stadiums to geographic location of owner. (Passed 19-5)

Amendment 2 – More effective trade committee – (Passed 21-3)

Amendment 4 – Change in-season trade deadline – (Passed 20-4)

2014 Amendment Voting Results

Amendment 2 – Change the waiver claim order. (Passed 17-7)

Amendment 3 - Tender eligible rule. (Passed 22-2)

Amendment 5 – Eliminate permanent waiver pickups. (Passed 16-8)

Amendment 6 – Reduce rookie draft rounds. (Passed 16-8)

Amendment 7 - Salary of released players. (Passed 19-5)

2015 Amendment Voting Results

Amendment 1 – Draft Order (Passed 16-8)

Amendment 3 – Maximum Player Salary (Passed 16-8)

Amendment 4 – Long Snapper and Holder (Passed 21-3)

2016 Amendment Voting Results

Removed maximum salary cap fine for releasing a player (Rule 14.14) by consent during rule proposal period.

2016 Amendment Voting Results

Amendment 1 – Add reward for substitute coaches when no draft picks were forfeited. Passed 21-3.

Amendment 3 – Move In-Season trade deadline from week 8 to week 4. Passed 17-7.

Amendment 4 – Reduce In-Season salary cap from \$93 mil to \$88 mil. Passed 18-6.

2017 Amendment Voting Results

Amendment 1 – Mirror current NFL playoff system. Rule 11.1. Passed 18-6.

Amendment 2 – Add a free agent claim period after the drafts and prior to the first week of the season.

Rule 8.1. Passed 19-5

2018 Amendment Voting Results

Amendment 1 – The salary of a player with a multi-year contract of no more than four years will increase one million per every additional year, {what follows will be added} except players at the K and P positions whose salaries will increase \$0.5 million per year. AND Change rule 14.11 to be: Players signed to contracts of 5 years or more will have yearly increases of \$1.5 million per year, {what follows will be added} except players at the K and P positions whose salaries will increase \$0.75 million per year. Passed 16-8.

Amendment 2 – 13.4 and 14.14b - The player may be released without fine if the player's DUR (Durability) Rating is no more than 3. Passed 18-6.