THE
37th
ANNUAL

K. F. L.

2023
OFFICIAL RULES

(New 2023 Rule Changes will be Highlighted in RED)

"Recent years" rules changes are in blue

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ARTICLE I: OVERVIEW

LEAGUE TYPE

This is a head-to-head league with playoffs determined by head-to-head win-loss records. To win you must beat your opponents on a weekly basis, thereby striving for the best overall league or division record. Weekly scores will be calculated by the www.myfantasyleague.com software and manually posted for viewing on the KFL WEB PAGE. (The URL address is http://www.kflowners.com)

NUMBER OF TEAMS AND DIVISIONS

There will be 10 members (TEAMS) of the KFL combined into two divisions, GREEN and GOLD.
New team owners will be voted in with a 2/3 majority after completing and submitting the KFL Owner Application for league review.

ENTRY FEE

There is NOT an entry fee in this league. Play is for fun and sportsmanship. Any team found guilty of betting or gambling shall be automatically expelled from the KFL!

TEAM NAMES

Names must be plural (i.e. Slammers, Immortals, SesquiPODS).

LEAGUE WEB PAGES (Personal and Official)

There will be two web pages associated with this league. There will be links on each site to easily get to the other site. The "personal" site will be "http://www.kflowners.com". Pictures, history, news, and playoff information will be on this site. The other "Official" web site, "https://www43.myfantasyleague.com/2023/home/18967#0" contains the standing, trade links, roster move links, reports, and schedules.

TEAM EMAIL ADDRESSES

The official group address that links to every owner is "kflowners@groups.io". It is the responsibility of each owner to ensure that their correct address is in this group by sending an email to the commissioner when their email address changes or using the subscribe link on the myfantasyleague webpage. When sending information via email to the league use the kflowners@groups.io address.

TEAM INFORMATION

Each team is responsible for entering personal information, if they wish, on the website software using the "franchise Setup" option on the webpage. They can add (helmet) logos, email addresses, email options, pictures, and sounds. In addition, owners can setup email notification preferences from the web software.

DISPUTES

All disputes must be made via email to the entire league or via the myfantasyleague Message Board. The league Commissioner will provide a timely ruling on each dispute. The league Commissioner will not, under any circumstances, accept any cash or other type of bribes. THE DECISIONS MADE BY THE COMMISSIONER ARE FINAL AND IN THE BEST INTEREST OF THE KFL. If the league Commissioner is involved in a dispute he will recuse himself. The decision maker will then be the last place team in the opposite division of the higher ranked team in the dispute.

RULE CHANGE PROCESS

The rules may be changed or new rules added by a 2/3 majority (7 out of 10, or 6 out of 8) affirmative vote of the owners. The super bowl conference call and the draft are the best times to propose new rules. New rules proposed in mid-season are strongly discouraged as the Commissioner can usually handle mid-season disputes and always has the best interests of the league in mind.

ARTICLE II: DRAFT

TIME AND LOCATION

There will be a league draft held in Black Hawk, CO, Wed Sept 6, 2023 starting at 9:00am (MST) time. There are 180 picks to be made so anticipate the draft to last approximately three (3.0) hours ending at approximately Noon (MST).

TEAM NUMBERS AND DRAFT ORDER SELECTION

The random drawing to determine the Team Numbers and Draft Positions will be done approximately one month prior to the draft using a "lucky" ball cap chosen by the Founder; Kellie Krautter will be drawing the team #'s and draft order with at least the Founder and one other KFL owner as a witness. First the team numbers will be selected based on the previous year's team number. Then the draft order will drawn for draft order positions. Team number one will select their draft order first following in team numerical order for the rest of the league.

DRAFT OVERVIEW

This is an open draft with all players available to be drafted, no keepers or holdovers from the previous year.

The draft order will be in a serpentine or "snake" fashion. All even numbered rounds will be in done in reverse order (10th pick will be first and 1st pick will be last). ODD Numbered Rounds 1→10, EVEN Numbered Rounds 10 →1.

Teams are encouraged to use the myfantasyleague online draft software.

DRAFT PICK TIME LIMIT

Each team will have Two (2) minutes for each selection enforced by the league draft software. Should the two minute expire before a selection is made, the highest player on the league software prioritized draft list will be auto-drafted.

DRAFT PICKS, PICKS PER POSITION

Each team will draft a total of 18 players. The number of players specified by position are listed below:

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Each team will draft 18 players from the following:
    2 to 3 -  Quarterbacks
    4 to 6 -  Running Backs
    5 to 7 -  Receivers / Tight Ends
    2      -  Place Kickers
    2      -  Defensive/Specialty Teams
Note that there will be three wildcard picks taken from the QB, RB, and WR spots.
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Note that it is up to the owners to enforce the draft limits. The web software does not enforce this. A draft worksheet in the draft packet is provided to help owners to stay within their roster position limits.

These limits are for the draft only. Following the draft a team can exceed or underceed the player limits for a particular position if they so desire. (For example, they can make the appropriate roster moves to have 6 quarterbacks on their roster)

PRE-SEASON INJURIES, CUTS, WAIVERS, JAIL TIME

If your drafted player gets injured, waived or cut, put on IR, or thrown in jail before the start of the season you can replace that player using the league web software free of charge and it will not count against one of your first free 5 transactions. Post a note on the bulletin board and send an email to the league after the pickup/drop is executed.

POST DRAFT ACTIVITIES

After the draft the league commissioner will enter and/or ensure the complete rosters are loaded into the league myfantasyleague website. The web pages will be managed by the KFL commissioner - Mark Klein.

ARTICLE III: SCORING

STARTERS

For weekly scoring purposes, a team's weekly roster shall consist of a SUB-SET of the topmost scorers on each franchise owner's total Roster.

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2  -  Quarterbacks          2 - Kicker
3  -  Running Backs         2 - Defensive/Specialty Team
4  -  Receivers/Tight Ends
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SCORING TIES

In case of a tie between two teams during any week, the TIEBREAKER situation will be determined by the sum of the HIGHEST SCORE of EACH POSITION (i.e sum of top QB, RB, WR, K, and D). If there is still a tie, then each team is awarded 1/2 Pt. as a win and a loss.

SCORING SOFTWARE

The "www.MyFantasyLeague.com" will be the Official Source for all scoring matters. Other publications can be used for calculations, however, this software will be the official source. The following scoring rules will be entered into this software.

POINTS PER POSITION

Points will be earned by Running Backs, Wide Receivers, Tight Ends, Quarterbacks, and Kickers on the following scale:

Display: Scoring Rules

<div align="center">Rules for WR, TE, RB, PK, QB</div>

Event	Range (Low-High)	Points
Length of Passing TD	1-15	1
Length of Passing TD	16-25	2
Length of Passing TD	26-35	3
Length of Passing TD	36-45	4
Length of Passing TD	46-110	5
Passing Yards 1 point for 75yds, and then 1 point for every 75yds thereafter	75-900	1+, no max

Event	Range (Low-High)	Points
Pass Interceptions Thrown	1-99	-1.0 point each
Passing 2 Pointers	1-99	1.0 point each
Length of Rushing TD	1-3	1.0
Length of Rushing TD	4-9	2.0
Length of Rushing TD	10-19	3.0
Length of Rushing TD	20-29	4.0
Length of Rushing TD	30-39	5.0
Length of Rushing TD	40-110	6.0
Rushing Yards	0-999	1 point for every 15
Rushing 2 Pointers	1-99	1.0 point each
Length of Receiving TD	1-9	1.0
Length of Receiving TD	10-19	2.0
Length of Receiving TD	20-29	3.0
Length of Receiving TD	30-39	4.0
Length of Receiving TD	40-49	5.0
Length of Receiving TD	50-110	6.0
Receiving Yards	0-999	1 point for every 20
Receiving 2 Pointers	1-99	1.0 point each
Number of Punt Return TDs	0-10	3 points each
Number of Kickoff Return TDs	0-10	3 points each

Rules for WR, TE

Event	Range (Low-High)	Points
Number of Receiving TDs	0-10	2 points each

Rules for PK

Event	Range (Low-High)	Points
Length of Field Goal Made	1-35	1.0
Length of Field Goal Made	36-49	2.0
Length of Field Goal Made	50-110	3.0
Extra Points	1-99	0.5 points each
Extra Points Missed	1-99	-.5 points each

Rules for DEF

Event	Range (Low-High)	Points
Number of Punt Return TDs	1-10	3.0 points each
Number of Kickoff Return TDs	1-10	3.0 points each
Number of Defensive Fumble Recovery TDs	1-10	2.0 points each
Fumble Recoveries (from Opponent)	1-99	1.0 point each
Number of Interception Return TDs	1-10	2.0 points each
Interceptions Caught	1-99	1.0 point each
Number of Blocked Field Goal TDs	1-10	2 points each

Blocked Field Goals	0-10	1 point each
Number of Blocked Punt TDs	1-10	2 points each
Blocked Punts	0-10	1 point each
Blocked Extra Points	0-10	1 point each
Sacked a QB	1.0-99	0.50 points each
Safeties	1-99	2.0 points each
Defensive Conversion Returns	0-10	2 points each
Opponent Total Points Scored	0-0	4.0
Opponent Total Points Scored	1-3	3.0
Opponent Total Points Scored	4-10	2.0
Opponent Total Points Scored	11-100	0.0

KICKER NOTE:
Any method of scoring other than successfully converting (kicking)
the ball through the goalposts cannot occur. Missed kicks can only
occur by the MyFantasyLeague Football League Manager's software package data
so denoting the kicked failed.

NOTE: Any missed field goal does NOT count as points against, yet any missed extra point is minus one (-.5) per miss. An Extra Point is considered a miss if the kicker lines up to kick and the end result is not an extra point. If the snap is fumbled and not rushed in (or thrown in) for a point, the (kick fail) result is minus -.5. Points are only subtracted if the kicker lines up. Let's say the kicker lines up, the snap is fumbled, then run in (or thrown in) for an extra point, then the KICK DID NOT FAIL.

NOTE: Points will be awarded to any K.F.L. drafted player who scores regardless of the position that player scores from, i.e., there can be instances where two categories can receive points for one play. For example, Herschel Walker returns a kick off for a touchdown; Walker and Defensive/Specialty team BOTH get 3pts. If an offensive team turns the ball over, they become a defensive / special team for any scores made on that play. ANY Defensive/Specialty team touchdown is counted as 3 points.

ARTICLE IV: TRANSACTIONS

A transaction is defined as a trade or a waiver wire (Add/Drops) pickup using the web software.

RULES / DEADLINES

Waiver wire transactions (Adds/Drops) via the web software are on a first come - first served basis. The web software determines/enforces the order.

Waivers and trades are effective for the current week provided that neither of the players involved in the trade or waiver have kicked off yet. If either has played/kicked off then the waiver/trade becomes effect the following week.

Waiver moves could come at a cost (Costs are notated below). Trades are free of cost.

Following the kickoff of the last regular season game of week 14 (i.e. Monday) an additional 3 free playoff moves may be made.

Once a team has been eliminated from the playoffs no roster moves may be made.

Following the kickoff of the last regular season game of week 14 (i.e. Monday) no more trades are allowed.

Lineup submits should be provided after each transaction. It is up to the owners to ensure that the proper roster is scored after a transaction (especially mid-week transactions).

ROSTER SIZE LIMITS

Teams are limited to a maximum of 18 players. All waiver wire (Add/Drops) additions must be immediately accompanied by an associated drop. Teams can play with less than 18 players.

When trades occur between 2 or more teams the maximum number of players that any team can play during any week is 18. Any team which receives players in a trade and their player count exceeds the maximum number allowed (18) that owner is responsible for reducing the total roster size down to 18. If the owner has not reduced the roster to 18 by the weekly deadline (earliest kickoff affecting the players traded) then ALL players received in the trade will not be counted in EITHER teams scoring for that week and subsequent weeks until the roster has been reduced.

WAIVER WIRE TRANSACTIONS

Waiver wire pickups (Add/Drops) can begin immediately after the draft rosters are loaded into the webpage.

Fee structure for the transactions are listed below:

Moves	Fee / Cost
#1 - #5 Regular Season	FREE
#6 - #15 Regular Season	$25 / Move
#16 and up Regular Season	$35 / Move
#1 - #3 Post Season	FREE

These additional funds will be used to supplement the payoffs as shown in the Treasurer's report.

All monies that a team owes for excess roster moves must be in the hands of the treasurer before the playoffs begin or that team forfeits all playoff games and that amount will be deducted from any winnings they might have had up until that point. Pre-paying for roster moves is encouraged!

TRADES

Trading can begin before the draft. Draft picks can be traded. There are no costs/fees for trades. There will be unlimited trades allowed per team. Trades can involve more than two teams. After kickoff of the last regular season game of week 14 no more trades will be allowed.

Any player who is DROPPED as a result of an unbalanced trade, does not count as a transaction move. Any team who adds a player due to an unbalanced trade will count as a transaction.

ARTICLE V: THE SCHEDULE

REGULAR SEASON

Schedules will be randomly generated (using the web software) focused on playing teams within your division twice and teams from outside your division at least once.

See the website for the schedule..

ARTICLE VI: PLAYOFFS

The playoffs span weeks 15 through 17.   The last regular season of the NFL season is omitted in the KFL since a number of teams in the last week sit key players which could significantly change the Championship week's outcome in the KFL. (It also makes room for the Pro-Bowl described below).

QUALIFICATIONS

The top 3 teams in each division with the best win-loss records qualify for the KFL Championship. The top team in each division get a first round bye in the playoffs. The rest of the teams will be included in the Toilet Bowl.

TIEBREAKERS

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2 Team:   Head to Head;
          Division Wins;
          Most Points For;
          Coin Flip.

3 Teams:  Head to Head
          Division Wins;
          Most Points For;
          Coin Flip.
          (When 1 team is eliminated from the tiebreaker,
           revert to the 2-team tiebreaker format)
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BRACKET

The last three weeks of the season will be in a playoff format. Teams ranked 2 - 3 in each division play in Week #15 with the top teams in each division receiving a bye. The winners in Week #15 will advance to the Second Round in Week #16 playing the top 2 teams, with the losers dropping down into the Toilet Bowl to play respective Week #15 Toilet Bowl winners. The 4 - 5 ranked teams in each division play in Toilet bowl in Week #15 in a single elimination format. Week #17 crowns the KFL Champion, Toilet Bowl winner, and third/fourth place teams.

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                    KFL CHAMPIONSHIP FORMAT


Week #15                 Week #16              Week #17

KFL CHAMPIONSHIP

GREEN #2                 WINNER "A"            WINNER "C"
  VS        "A"              VS      "C"           VS     (Champion)
GOLD  #3                 #1  GOLD              WINNER "D"


GOLD  #2                 WINNER "B"            LOSER "C"
  VS        "B"              VS      "D"           VS     (Third)
GREEN #3                 #1  GREEN             LOSER "D"


TOILETBOWL CHAMPIONSHIP

GREEN #4                 WINNER "1"            WINNER "3"
   VS        "1"             VS    "3"                VS        (Champion)
GOLD  #5                 LOSER  "A"            WINNER "4"

GOLD  #4                 WINNER "2"
   VS        "2"             VS    "4"
GREEN #5                 LOSER  "B"
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NOTE: The bracket, with team names, will also be posted on the myfantasyleague page.

Pro-Bowl GREEN versus GOLD

Week 18 is reserved for the Divisional Pro-Bowl battle. A special myfantasy league will be set up exclusively for this winner take all game. Links to this league will be found in the regular myfantasy website. The lowest ranking team in each division drafts an all-star team from the "Best Pro-Bowler" players on teams in their division. Select 18 total players with a minimum of 2 QB, 3 RB, 4 WR/TE, 2 Def, and 2 PK. Player selections for this game must be comprised of players on the league's roster from week 17. One player must be chosen from each team. Regular scoring rules and regular transaction rules apply with no cost associated with transaction changes.

Guillotine Contest

There will be a separate team based contest whereby the lowest scoring team of each week is eliminated. If there are ties both teams will be eliminated. The winner will be the last team left standing on Week 10. Bulletin Board notes will track the remaining and eliminated teams.

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Suicide Pool

There will be a separate contest whereby each owner may participate by picking a NFL team to win that week. Teams cannot be used more than once. Ties are losers. Results are tracked on the kflowners.com website.