

How to Set Up a Keeper League Draft (Auction)

Overview

Many leagues today allow teams to keep players from one season to the next. Rules surrounding the keeping of these players vary greatly. Some leagues allow only 1 or two players to remain on a roster, while other leagues allow entire rosters to be maintained. Some leagues require that every player retained costs the team their top draft picks, while other leagues only cost the team the pick from the round where the player was originally drafted. pcDrafter provides the option for league owners to configure their league correctly, regardless of their specific league rules.

For the purpose of this tutorial, we will assume that you already have pcDrafter running, and have already configured your league scoring rules, teams, and have a set of player projections imported.

For an auction league, assigning keeper players is no different than simply bidding on a player.

Step 1: Select the Keeper Player

From the main pcDrafter window (pictured below), drag and drop the keeper player from the **Available Player** list to the **Draft Round** list.

Alternately, you can also highlight the player and select the **Draft->Draft Player** menu.

In the example displayed, we will be assigning Shaun Alexander to Team 5, applying the correct amount of money to Alexander.

Pos	Player Name	Team	Bye	Po.	Price
RB	Alexander, SEA	SEA	5	308	18
RB	Johnson, L...	KC	9	298	18
RB	Barber, Tiki	NYG	7	295	18
RB	Tomlinson,...	SD	8	291	17
WR	Smith, Steve	CAR	9	296	17
WR	Ward, Hines	PIT	3	283	17
QB	Manning, ...	IND	4	283	17
WR	Johnson, ...	CIN	7	280	17
WR	Harrison, ...	IND	4	280	17
TE	Gates, Ant...	SD	8	280	17
QB	Brady, Tom	NE	7	276	16
RB	Foster, De...	CAR	9	273	16
WR	Smith, Rod	DEN	9	271	16
RB	Portis, Clint...	WAS	4	269	16
TE	Heap, Todd	BAL	3	269	16
RB	Bell, Tatum	DEN	9	269	16

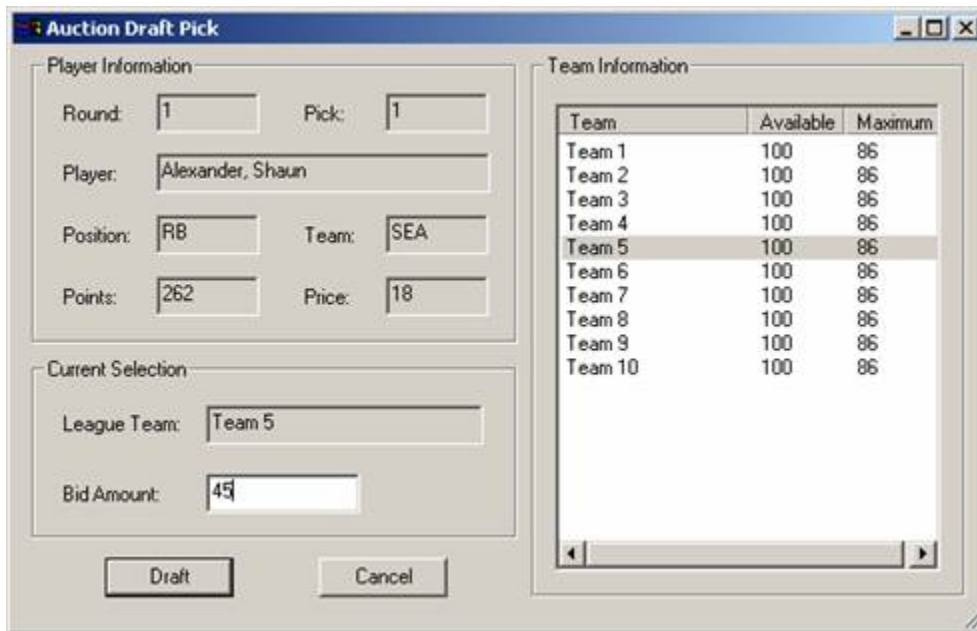
Rd	Pk.	Team	Pos	Player
1	1			
1	2			
1	3			
1	4			
1	5			
1	6			
1	7			
1	8			
1	9			
1	10			
2	1			

Rank:
Shaun Alexander is currently ranked #1 among available RBs.

Average Draft Position:

Step 2: Select the Correct League Team and Bid Amount

If you have set the user Option correctly from Step 1 and have drafted a player, you will now be prompted by the **AuctionDraft Pick** window, pictured below.



The screenshot shows the 'Auction Draft Pick' window. It is divided into three main sections: 'Player Information', 'Team Information', and 'Current Selection'. The 'Player Information' section contains fields for Round (1), Pick (1), Player (Alexander, Shaun), Position (RB), Team (SEA), Points (262), and Price (18). The 'Team Information' section is a table with columns for Team, Available, and Maximum. The 'Current Selection' section has fields for League Team (Team 5) and Bid Amount (45). At the bottom are 'Draft' and 'Cancel' buttons.

Team	Available	Maximum
Team 1	100	86
Team 2	100	86
Team 3	100	86
Team 4	100	86
Team 5	100	86
Team 6	100	86
Team 7	100	86
Team 8	100	86
Team 9	100	86
Team 10	100	86

Note that the information about our selected player (Shaun Alexander) is displayed in the **Player Information** section at the top left of the screen.

The **Team Information** section on the right side of the screen shows each league team, as well as the maximum amount of money they can bid on a player.

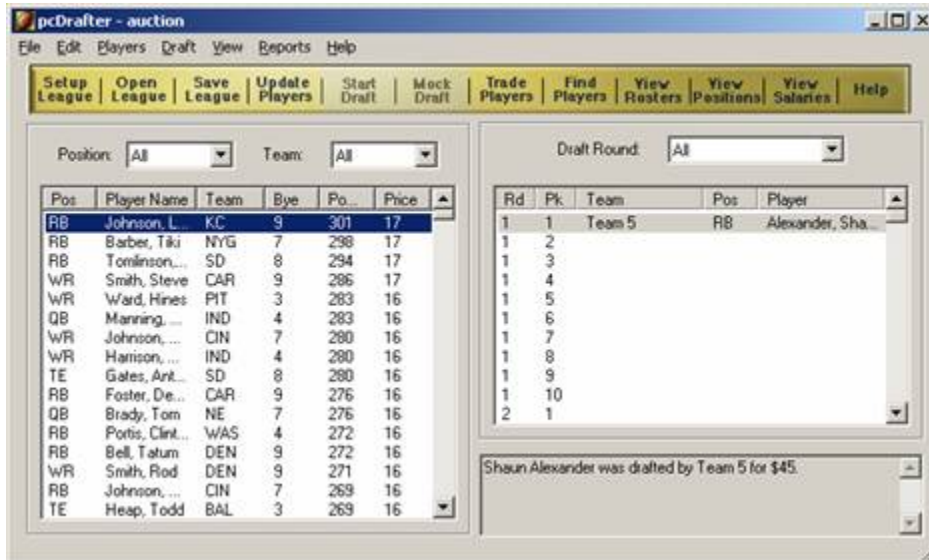
The **Current Selection** section displays the league team that is currently bidding on the player, as well as their bid amount.

Since we are going to assign Shaun Alexander to Team 5, we simply select Team 5 in the **Team Information** section and enter the correct salary in the **Bid Amount** field.

Now that we have selected the correct team and bid amount, we simply select the Draft button.

Step 3: Validate the Player Assignment

On the main pcDrafter screen (pictured below), you should now see Shaun Alexander assigned to Team 5. The Round and Pick information for an auction draft is not important, other than the fact that it does display how many more picks are going to be made in the draft.



You can continue to assign players by dragging-and-dropping into the Draft Round list and setting their correct team and bid information.

If you make a mistake and need to undo an assignment, simply select the player in the Draft Round list and select the **Draft->Undraft Player...** menu option. (The team's available money will also be updated correctly.) Then, you can reassign the player to the correct team.

When you get ready to begin your real fantasy draft, you can either leave the **Draft Pick** window enabled, or simply follow **Step 1**, and now check the option to hide this prompt.