

Free Agent

Drop / Add Schedule

	<u>Drop</u>	<u>Add</u>
Draft Day until Week One	100.00%	100.00%
Week One	75.00%	100.00%
Week Two	75.00%	100.00%
Week Three	75.00%	100.00%
Week Four	75.00%	100.00%
Week Five	50.00%	75.00%
Week Six	50.00%	75.00%
Week Seven	50.00%	75.00%
Week Eight	50.00%	75.00%
Week Nine	25.00%	50.00%
Week Ten	25.00%	50.00%
Week Eleven	25.00%	50.00%
Week Twelve	25.00%	50.00%
Week Thirteen	0.00%	25.00%
Week Fourteen	0.00%	25.00%
Week Fifteen	0.00%	25.00%
Week Sixteen	0.00%	25.00%
Week Seventeen	0.00%	25.00%

***When dropping a player in a week you will get back the % of his salary listed above.**

(EXAMPLE: Marshall Faulk's salary is: 3.01, if he is cut in week four then Team Millenium would receive 2.258 back towards team operating funds.)

***When adding a player in a week you will pay the % of his salary listed above.**

(EXAMPLE: Trent Dilfer's salary is: 1.325, if he is picked up in week five then Team Shakedown would pay Trent Dilfer a salary of .994 for the remainder of the season.)

***Salaries will be rounded to three digits right of the decimal.**

(EXAMPLE: Using the added player of Trent Dilfer in week 5 as described above, his salary is actually calculated to .99375, this would cause some incredible numbers hence the reason to round his salary up to .994)