

2004 Scoresheet Football Drafting Packet (First Stage of Two)

Welcome to *Scoresheet Football*. This packet contains all of the information you should need for drafting the first stage of your team. Included are player lists, an explanation of roster balancing rules, a description of how our football game is played, additional *Scoresheet Football* rules, a sample blank depth chart, and a blank player ranking sheet for use if you are drafting by turning in a ranking list to us.

After reading this packet, your first step is to complete and submit your ranking sheet. Using the player lists included in this packet, rank your top 120 player choices on the ranking sheet, in the order you want them to be eligible for drafting by your team. **(Please include Scoresheet player numbers and player last names, but first names of players are not necessary.)** The number "1" player is that player on the ranking sheet you want the most, number "2" the second, and so on down the list. Once you finish your list, send it to us so that we can run the draft. Each owner will receive his first 13 players in stage 1 of the draft. The second 17 players will be drafted in stage 2 (you will get the results of stage 1, and then make out a new draft list for the 2nd stage.) Since various owners always list far different players on their first ranking sheet, 120 choices are generally more than enough to allow each owner to receive 13 different players. (In fact, you'll probably get all 13 players from your first 100 picks - you can list less than 120 players if you like.) **When your list is finalized, we recommend that you make a copy of it, as we keep the sheet that you send us. And keep this packet for use in the next stage of the draft and during the season!**

Team numbers will be randomly chosen, with the draft order reversing in each later round. (Team 1 picks first in round 1, team 12 picks first in round 2, team 1 picks first in round 3, etc.) As your team's turn comes up in each round, you will be assigned your highest-ranked undrafted player, subject to our roster balancing procedures described later in this packet. Our drafting rules are designed so that you can **list players according to how you think they'll perform in the upcoming NFL season**, and then you'll get a balanced roster, receiving starters at every position before you begin receiving reserves. And you do **not** need to group players by position on your ranking sheet. Players should simply be listed in the order you think they are most valuable. As soon as the draft has been run we will send you the results and a new blank ranking sheet and instructions for stage 2. At the conclusion of stage 2, you'll receive the complete league rosters, along with blank depth charts to complete before the season starts. The stage 2 results will also include the season schedule of games to be played. You choose a team name when you send in your first week's depth chart.

Typically, we complete the draft and mail the results about 5-8 days after your postmark deadline date (meaning you should receive your draft results in the mail 8-11 days after your postmark date). But for this first stage, we will not actually place you in a specific league until we've received your ranking sheet. By submitting your ranking sheet a few days early, you generally can look forward to getting your first stage draft results back early! Sorry, but we do not give out results over the phone (or we'd never have time to get all the leagues drafted). But **we will also post draft results on your league's web page as soon as your draft is run, and we will send you an e-mail message as soon as the first stage is done**, letting you know those results are up, what league you are in, and what your league's web address is. A list of all our league's web page links can also be found at www.scoresheet.com/list.html

If we don't receive your ranking sheet on time, we'll have to use player's point total order from last year (the player number order at each position) as your draft list. Naturally, it's not nearly as much fun to have the computer draft for you! **If for some reason you miss the postmark deadline please give us a call as soon as possible.** (The mailing deadline is just a postmark deadline; we have allowed a few days for your sheet to travel through the mail.)

In essence, the draft is really very simple. We simply go down your list, awarding you the top listed player that still remains undrafted. We do keep track of the players you've already drafted and skip over the players whose positions are already filled, as we do want to ensure that you receive a balanced team. You do not need to group players by position on your ranking sheet. Instead, players should be listed in the order you think they are most valuable. **A suggested first stage draft list should contain at least: 18 QB's; 15 or so RB's; 25 or so WR's; 8 to 10 TE's; 10 to 15 DL's; 10 to 15 LB's; 10 to 15 DB's; and maybe a few K's, P's, and kick return teams.** And save your top picks for established quality players. We all like to gamble on unproven players, but for the most part they will still be available in later rounds. Use the first stage to get players you are certain will play a great deal and score well in this upcoming season.

P.S. If you are paying on the installment plan please remember that you should include a check with your ranking sheet!

Player Lists Explanation

The player lists contain most of the NFL's projected year 2004 starters and top backups at every position except offensive line, as of July 6th, 2004. We have tried to include most of the regulars and top backups from last season, plus others who are projected to get more playing time in the upcoming season (including a few top draft picks). Along with each player, we've printed their *Scoresheet* player number (the first number listed), his total points earned last year using our game's current formulas (the second number listed), his average rating **per actual game** he played last season, his age as of Opening Day, and his current NFL team. **(Players with a dash next to their name are players that are unsigned as of July 7th to the best of our knowledge - in that case the team listed is the last team they played with.** Also, players with a (1) next to their name were first round draft picks in this spring's NFL draft.) Players are sorted by position, and then within each position, by their point totals from last season. We do suggest you read through the entire list at each position, as it is NOT meant to be an ordering of how good we consider players to be. A better player may have been hurt last year, and so he may appear near the end of the list at his position.

These lists are certain to be missing a few players whom you feel will make an impact during the upcoming season. **Feel free to list whomever you want on your draft list** - you are **NOT** limited to the players shown. But you do need to **specify** a player's **full name, position, and NFL team** if he's not shown on our lists (we can't draft someone for your team if we do not know who he is). Remember, a player will be valuable to you only if he plays in the NFL that week. You should consider who else is on his NFL team - even a good player won't help you much if he's stuck on the bench behind an All-Pro. **NOTE: Defensive players only score defensive points - offensive players only score offensive points! And players can ONLY be used at the position shown in the draft lists for the entire upcoming 2004 season.**

How a Game is Played

Points are scored as follows:

<u>Offensive Players</u>	<u>Defensive Players</u>	<u>Kickers</u>
0.04 Passing Yard	0.44 LB/DB Tackle	3.00 Field Goal
0.20 Completion	0.22 LB/DB Assist	-0.30 50+ Attempt
1.00 Passing TD	0.60 DL Tackle	-1.00 40-49 Attempt
-0.24 Passing Attempt	0.30 DL Assist	-1.70 30-39 Attempt
-1.20 Interception	1.00 Sack	-2.40 17-29 Attempt
0.07 Rushing Yard	0.50 Stuff	1.00 Extra Point
1.75 Rushing TD	1.50 Interception	-0.90 EP Attempt
-0.15 Rushing Attempt	0.06 Int Ret Yard	
0.04 Receiving Yard	1.00 Int Ret TD	<u>Kick Return Teams</u>
0.20 WR/TE/QB Recptn	0.75 Fumble Recovery	0.06 Return Yards
0.10 RB Reception	0.03 Fumble Ret Yard	1.00 TDs on a return
1.00 Receiving TD	0.50 Fumble Ret TD	-1.00 KO Ret Attempt
-1.50 Fumble Lost	-1.00 Pass Intf. Pen.	-0.30 P Ret Attempt
0.20 Pass 2-pt. Conv.		2.00 P or FG Block
0.35 Rush 2-pt. Conv.	<u>Punters</u>	
0.20 Rec. 2-pt. Conv.	0.06 Yard	
	0.60 Inside 20	
	-2.34 Attempt	

For example, if your field goal kicker tries one field goal of 33 yards and makes it, and he is 2 for 2 on extra points, he has earned 1.5 points for you. (3.00 for the good field goal, plus 2.00 points for the 2 extra points; minus 1.70 for the 30+ yard attempt, minus .90 for each extra point attempted.) Similarly, if a RB gains 80 yards on 20 carries, with one touchdown, plus 15 receiving yards on two catches, he has

earned 5.15 points. (5.6 points for the rushing yards, plus 1.75 points for a rushing TD, minus 3 points for 20 attempts at a cost of .15 points per attempt, plus 0.6 points for the receiving yards, plus 0.2 for the 2 receptions.) For receptions, running backs get .10 for each catch, and all other offensive players get .20 for each catch. Similarly, each tackle is worth .60 if made by a defensive lineman, and .44 if made by a linebacker or defensive back.

NOTE: Players can only be listed on your depth chart at the position we listed them at on these player lists. Also, offensive players can not score defensive points, and defensive players can not score offensive points. For example, even if Charles Woodson plays some at WR in the NFL this year his offensive points will **NOT** count for you - he only earns Scoresheet points in the defensive category. Otherwise it would be like you were playing an extra guy on offense! Also, **individual players do not score points for what they do on return teams** - it is the return team which earns the points. For example, Desmond Howard only earns points for what he does on offense - he does not earn Scoresheet points for what he does on special teams (his NFL Kick Return Team gets those points).

In that week's *Scoresheet Football* game, each team's final score is obtained from the total of its offense (QB, RB(s), WRs, TE, K, P and KRT); **minus** the opponent's defense (2 DL, 2 LB and 2 DB). We then add 15 points to each team's total to avoid having negative scores. The team with the higher score wins! Once games are played the results are final.

We do have rules built into the program which have been established to facilitate **automatic replacement of injured players**, or players whose teams have a bye that week. The final selection of players for given positions for a given week is determined as follows:

If your starting QB has less than 12 pass attempts plus rushes that week, we go to your backup players and play your first listed backup QB who has at least 12 pass attempts plus rushes. Exception - if the QB you listed as a starter, or one of your backup QBs listed higher than the one who qualifies with 12 'plays', plays that week in the NFL (meaning he earns Scoresheet points that week), and earns more points than the QB who qualifies we will use the (first such) higher listed QB. This works the same for all positions. What this means is that you will not get penalized by having your starter score more points than your backup, but then not get used because he does not qualify. These 'qualifying rules' are designed to help you by automatically replacing injured players! However, a non-qualified starter without enough plays to qualify that gets zero points does **NOT** play over a backup with negative points. Otherwise team owners could purposely write in starters they know won't play - a guy who is injured or on a bye - and then the worst they could get is zero. If no QB qualifies (has at least 12 rushes plus pass attempts), we use your first QB listed who scores points. If none of your QB's score, then you will receive 0 points from the QB position. Similarly, we use a starting RB(s) if he has at least 5 rushes plus receptions. If one of your starting RBs does not 'qualify' we go to your backups, using the top listed RB who does qualify with 5 'plays', unless your starter (or higher backup) had more points, in which case we use him. If no RB has 5 'plays' your first listed RB(s) who scores more than 0 points will play. For all positions: **if a player you have listed as a starter plays enough to qualify, he'll be used even if he scores less than backups you've listed behind him. Your coaching decisions DO matter!**

At WR and TE, a player with 1 reception will be used. Also, a 2nd starting RB or 3rd starting WR may be replaced by a backup RB **or** WR - we will use the first listed qualifying backup from **either** position. On defense, if a starter gets any non zero statistic then he will play. Otherwise, we revert to your backups. The same applies for your kicker, punter, and kick return team - if they are not involved in any plays then we go to your backup. **If your starters qualify according to the above minimum number of plays, then your backups naturally will not score for you that week.**

We also have special qualifying rules for the playoffs. In week 16 of the NFL season (which is used for the second round of our playoffs), someone who does **NOT** play enough to qualify as a starter in *Scoresheet* can use his points that week, or the average of what he scored in weeks 15 and 16. In week 17 a player who doesn't play enough to 'qualify' can use either the points he scored in the week 17 NFL game, or the average of what he scored in weeks 15, 16 and 17. This should help solve the problem of one of your stars getting benched by his NFL team in the last week of the season as they rest him up for the playoffs.

Roster Balancing Procedures

In each weekly *Scoresheet Football* game, you'll use 1 QB, 1 TE, 2 DL, 2 LB, 2 DB, 1 K, 1 P, 1 NFL punt & kickoff return team; and either 2 running backs and 2 wide receivers, or 1 running back and 3 wide receivers. (That is, the last offensive spot can be filled by **either** a running back **or** a wide receiver.) In addition to these 15 starters, you'll draft 15 backups. These backups will be used if a regular starter is injured or his team has a bye in the NFL, or if you trade or demote your starter.

The way our draft program works is that in each round, when your turn comes up, the computer goes down your ranking sheet, giving you your highest ranked available (undrafted) player. In addition, to make sure you get a balanced team, we have **roster-balancing rules** written into the draft program. The purpose of these roster-balancing rules is to fill your starting positions before you receive any less important backups. (We figure you don't want to get 8 wide receivers before you get a single running back!) **We have tried to design our roster-balancing rules so that you can simply list players according to what you think they are worth (a simple ranking order), and then you will get a balanced roster. Our intent is that even if you skip (or just skim) the following 2 pages, which describe in detail all our roster balancing rules, the draft will occur as you'd like.** Of course, you can read the following rules in detail, and you will (hopefully) have a more complete understanding of our draft-by-list system.

The way roster balancing works is: once you get a full complement of starters at a position (this is one QB, 2 DB's, 3 WR's, etc.) we skip over your other listed players at that position, until we get to a player on your list that plays a position at which you still need a starter. For example, you might think a good TE is very important, and so you might rank 6 of them in your top 12 choices. Once you get one TE we skip the next TEs listed and draft your highest ranked non-TEs in subsequent rounds. However, since you need 3 wide receivers, and 2 running backs, 2 defensive linemen, 2 linebackers and 2 defensive backs to fill your starters, we will NOT skip over any wide receivers you have listed until you have drafted 3 of them, and will NOT skip over any RBs, DLs, LBs or DBs you've listed until you have received 2 of each of them.

You only start 15 players each week, but because in each game you can play either 2 RBs and 2 WRs, or play 3 WRs and 1 RB, we have you draft 2 running backs **and** 3 wide receivers before we consider those positions 'filled' with potential starters. After you have filled your starters at every one of the offensive and defensive positions (receiving one QB, 2 RBs, 2 DLs, 2 LBs and 2 DBs, one TE and 3 wide receivers), the computer goes back to the top of your ranking sheet, and starts similar roster balancing procedures for your backups. In the subsequent rounds you'll get 1 backup at each of: QB, RB, WR, TE, DL, LB and DB. After you have those backups, plus your starters at kicker, punter and kick return team, you will get your one more backup at any 7 different positions in the last 7 rounds. (**You only draft 13 players in this first stage** - rounds 14 and on do not happen until the second stage!)

Because some positions are generally considered 'more important' than others, there are some twists to the roster balancing rules. You do start one Punter (P), Kicker (K), and Kick Return Team (KRT) each week. But even though those players are 'starters', roster balancing will allow you to draft backups at other positions before filling your starters at P, K and KRT. If you have a player at K, P or KRT listed high on your draft list we will not skip over them to get to a player at another position, but likewise, we will not skip over players at other positions to fill your starters at kicker, punter and special teams, until you have both starters and one backup at all the other positions.

In addition, you may override the roster balancing rules by putting a plus sign (+) next to a player. This tells us that you want that player, even if you already have filled the position. For instance, you might want a 2nd quarterback before you fill all of your starters at other positions. In that case, if you have a quarterback listed with a plus next to his name we will let you draft that guy, even if you already have one QB and do not have starters at all other positions. Once you draft a player (even with a +), he does count at his position. Also, plus signs will only override roster balancing for ONE extra player at each position. You won't get a 2nd backup at a position before you have all of your offensive and defensive starters, or a 3rd backup until you have starters at all positions (including P, K and KRT), and at least 1 backup at all of the 7 offensive and defensive positions. **If you put the plus next to both the player number and the player's name then it is more likely to be noticed by us, and thus be typed in!**

Instead of listing a player on your ranking sheet, **you can also list a position with a plus (+)**. This tells us to try drafting any of the players that you've ranked **above** that point as an extra player at that position. That is, **it's the same as relisting everyone you've already ranked at that position, except this time with a plus after all of their names**. For instance, let's say you rank 25 RB's in your top 70 players, and then put "RB+" in the 71st slot. As soon as you get 2 RBs (filling your starters at RB), we'll skip over the other RB's you've listed and instead give you players from other positions that you do not yet have all your starters at. Then when we get down to your "RB+", we'll see if any of your RB's ranked above that point are still available. If so, you'll get the top one as your 3rd RB. If not, we'll ignore the "RB+" and keep going down your list. So putting RB+ does **not** automatically give you a running back at that spot no matter what - it just means we have now added a plus to all the RBs on your list above that spot, meaning if one is still available you can now get him as an extra RB.

In addition to all the above roster balancing (getting pretty complicated, eh?), we have a couple of special rule cases. It has been pointed out to us in years past that many owners would like to get a 2nd QB before filling all of their other starters. So, **we have the program automatically add a plus to all the QBs on your list once the 10th round of the draft is reached**. Adding this plus to QBs means that starting with the 10th round the program will not skip over your listed QBs to get to other players farther down your list (though once you get a 2nd QB you will not get a third QB until after you have all of your offensive and defensive starters.) This 'automatic plus' is taken off once you get all of your offensive and defensive starters, since at that point you can draft a backup QB without the plus. Finally, for the first round of the second stage, roster balancing is not used at all. In the first round of the second stage, when it is your pick, you will get the top listed available player on your second stage list, whether you are 'filled' at that position or not.

It is possible to have a player that you did not put on your ranking sheet assigned to your team if you do not list enough players at **each** position. The order in which players are assigned by default is simply the total number of points earned last season. (This is the order of the players in our draft packet.) To avoid this possibility, your ranking sheet should include players from many different positions. For example, even if you put down "QB+" you will still get at most 2 quarterbacks in the first stage - there is no reason to list more than 24 quarterbacks on your ranking sheet in a 12-team league. (12 teams with 2 QB's each only totals 24.) In fact, listing 18 or so QB's is probably plenty even if you want two QB's this stage; other owners will either list different quarterbacks, or may stick to our roster balancing and get every starting position filled before drafting backups. (On the other hand, to make sure of getting at least 1 QB you may need to list more than 12, since some other owners may use "+"s to get 2 QB's each.) Again, a **suggested first stage draft list should contain at least: 18 QB's; 15 or so RB's; 25 or so WR's; 8 to 10 TE's; 10 to 15 DL's; 10 to 15 LB's; 10 to 15 DB's; and maybe a few K's, P's, and kick return teams**. Your list should use some combination of these to total 120 players - the exact numbers of players listed should depend somewhat on how often you use the "+" option, if you use it at all.

You do NOT need to group players by position on your ranking sheet; our roster balancing in the draft will give you a balanced team. And please note that kick return teams are to be listed just like individual players for drafting purposes. On your ranking list, please specify them by number and NFL team.

***FREE AGENTS:** In addition to this pre-season draft, each week we'll hold a free agent draft for those teams who've submitted a new depth chart/free agent draft list that week (except that **there is NO free agent draft during the playoffs**). Teams will pick in reverse order of the standings, and each will receive 1 new player. Teams that chose not to submit a new depth chart that week will just be skipped over for that week's free agent draft. Each week's free agent draft is held before that week's games are played - so that you can use the free agent that week if necessary. Since you will all be tied at 0-0 going into the first games, the team that drafted last in the very first round of the draft (team 12 in a 12 team league) will get to pick first in the first week's free agent draft.

Other Rules

Your team's roster can be larger than 30 players - you do **NOT** have to cut players when you pick up free agents. You can also make unbalanced trades with other teams in your league, such as trading 2 players for 3. Although there is **NO** roster size limit, you may only list 15 starters and up to 15 backups on each depth chart, (as shown on the enclosed sample). Unlisted players on your roster will be used as final backups, and will be used in player number order. This is useful for recently drafted free agents, and for plugging holes if you are particularly thin at a certain position. You can also list players on your active depth chart the same week you try and draft them - if you succeed in picking up that player then he'll be used where you listed him, and if you don't get him (someone else picking ahead of you grabbed him) then he will simply be skipped over.

After your free first depth chart/free agent draft list submission, each new depth chart you submit costs \$4. There will be more explanation of free agents and postmark deadlines with the information letter accompanying the 2nd stage draft results.

Trading of players is allowed through Nov. 25th, 2004, which is the deadline for turning in depth charts for the week 12 games. You may **NOT** trade away future free agent draft rights. (Once you draft a player you may trade him, but you can not trade future free agent picks!) We will continue to monitor all trades for fairness. We must receive trade notices from **BOTH** owners involved in a trade before it can become final. After all, we can't put a trade through unless we know all the teams involved in the deal really agreed to it! There is **no** additional fee for trades, other than the \$4 to submit a new depth chart - the \$4 fee to turn in a new depth chart/free agent list covers everything you can do in a week, including changing your starters and reserves, picking up a free agent, and making trades.

In each league, the 3 division winners and 2 next best "wild-card" teams make the playoffs. (5 teams will make the playoffs in every *Scoresheet Football* league, including leagues with a different number of teams that were organized and drafted in person.) Ties for division winners and playoff spots are broken using the same rules as in the NFL. Wild-card games are played during week 15, followed by the rest of the playoffs weeks 16 and 17. The home team (the team with the better regular season record, or a division winner when playing a wild card team) is given a 3 point advantage in each playoff game.

To determine our weekly and overall prize winners, we total the 15 offensive and defensive positions for each eligible team each week (i.e., ignoring opposing players). We award \$100 each of the first 14 weeks (**not** during the 3 final playoff weeks) to the team which scores the most such game points in **ALL** of *Scoresheet Football* that week. We also award \$50 to whichever team scores the second most points **throughout all of** *Scoresheet Football* each week. Also, the **ONE** league winner with the highest 16-game point total in all of *Scoresheet* (not counting the wild-card games) wins a free year's membership in all 4 *Scoresheet* sports: football, baseball, basketball and hockey. **Only** teams in leagues with at least 12 teams are eligible for these weekly and overall prizes; though league championship trophies will be awarded in **all** leagues.

Please follow postmark deadlines for draft lists. If possible, we would appreciate the submission of your ranking list a couple of days before the deadline. **Please notify us as soon as possible if for some reason you've missed a draft deadline** - we'll do our best to work something out. And if you are paying on the installment plan please include a check with the ranking sheet.

Unfortunately, we can't do anything about *Scoresheet*-bound depth charts that become lost in the mail. On the other hand, if the Postal Service loses your weekly results, let us know and we'll gladly mail you a new copy. If you have any other questions or comments, please contact us. Our goal is to make *Scoresheet Football* as fun and rewarding as possible. Let's all have a great football season!

Depth Chart & Free Agents Wanted

SAMPLE CARD

LEAGUE:

TEAM NUMBER:

YOUR NAME:

DATE SENT IN:

TEAM NAME:

TRADES: (Please list any trades here or on a separate sheet of paper. Please include player numbers and team(s) with whom you're trading):

OFFENSE

#	Name	#	Name	#	Name
QB:		WR:		RB:	
TE:		WR:		RB/WR:	

DEFENSE

#	Name	#	Name	#	Name
DL:		LB:		DB:	
DL:		LB:		DB:	

SPECIAL TEAMS

#	Name	#	Name	#NFL Team	
K:		P:		KRT:	

TOP BACKUPS (MAXIMUM 15)

#	Name	#	Name	#	Name
1:		6:		11:	
2:		7:		12:	
3:		8:		13:	
4:		9:		14:	
5:		10:		15:	

FREE AGENTS WANTED

#	Name	#	Name	#	Name
1.		5.		8.	
2.		6.		9.	
3.		7.		10.	
4.					