

## **Scoresheet Football Drafting Packet (for web draft leagues)**

The game rules are the same no matter how you draft your team. But if you are in a league that is using the web draft system then you can mostly ignore the draft packet's section on roster balancing, as most owners choose to turn off roster balancing for the web draft. (Turning off roster balancing means that you will simply get the top available player on your list when your pick comes up, regardless of how many players you already have at that position.) But you can choose to have roster balancing on if you like, which will ensure you get a balanced team. If you have roster balancing turned on then the roster balancing rules as explained later in this draft/rules packet will be followed. There is also a specific page that goes into more detail about how our web draft works at: [www.scoresheet.com/FB\\_WebDraft.php](http://www.scoresheet.com/FB_WebDraft.php)

NOTE - you can not actually save your draft list until you are assigned to a specific league. Once you are in a specific league we will send you an e-mail with the league name, web page address, specific draft dates for your league, etc. Once assigned to a specific league you will enter your draft list by clicking on the link on your league page called 'undrafted players and ranking list'. You will list your player choices in the order you want them to be eligible for drafting by your team, and you can change your list at any time before or during the draft (changing it between every pick if you want.)

For brand new leagues 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, etc.) For continuing leagues that played last year the draft goes in the reverse order of last year's standings in every round. 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 **if** you choose to have roster balancing turned on. And you do not have to group players by position on your ranking list. Instead, players should simply be listed in the order you think they are most valuable. At the conclusion of the draft you will receive the complete league rosters blank depth charts, and a season schedule. You will choose a team name when you send in your first week's depth chart.

HINT: We all like to gamble on unproven players, but for the most part they will still be available in later rounds. Use the earlier rounds to get players you are fairly certain will play a great deal and score well in this upcoming season.

## **Player Lists Explanation**

The player lists contain most of the NFL's projected starters for the upcoming season, and top backups at every position except offensive line, as of July 10th. 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 10th to the best of our knowledge - in that case the team listed is the last team they played with.** Also, players with a (1) or (2) next to their name were first or second 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 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	-0.70 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.	1.50 Forced Fumble	2.00 P or FG Block
0.35 Rush 2-pt. Conv.	<u>Punters</u>	
0.20 Rec. 2-pt. Conv.	0.04 Yard	
	0.60 Inside 20	
	-1.56 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 1.9 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 .70 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. Also, regarding kick return teams, if a kick/punt is not attempted to be returned – for example, kicks/punts that go out of bounds, out of the end zone, touchbacks, fair catches and onside kicks that are not attempted to be advanced – those kicks do not get charged as a return attempt.

**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 a defensive back plays some at WR in the NFL this year their 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, Percy Harvin only earns points for what he does on offense - he does not earn Scoresheet points for what he does on special teams (the Seattle 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 scoring plays (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' does play 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 scoring plays (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.**

# Roster Balancing Procedures

In each weekly *Scoresheet Football* game, you'll use 1 QB, 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 and one tight end, or 1 running back and 3 wide receivers and one tight end, or 1 RB, 2 WRs and 2 TEs. (That is, the last offensive spot can be filled by **either** a running back **or** a wide receiver **or** a tight end.) 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.

**For web drafting you can choose to turn roster balancing on or off - your choice** - by using the box at the bottom of your ranking list (right next to the save button.) If you have roster balancing \*off\* then the way our draft program works is that you will simply get the top player on your draft list that is still available. However, if you are not going to closely monitor the draft then you probably want to choose to leave roster balancing on so that you get a balanced team, as 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 if you have roster balancing turned on then you can simply list players according to what you think they are worth (a simple ranking order), and then you will still get a balanced roster. Our intent is that even if you skip (or just skim) the following few paragraphs, which describe in detail our entire 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, 2 RB'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, or play 2WR, 1 RB, 1 TE, we have you draft 2 running backs **and** 3 wide receivers before we consider those positions 'filled' with potential starters. (Tight end is considered filled for roster balancing purposes once you draft one TE – we assume most teams will not start two TEs each week.) 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 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.

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.

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.)

**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 will hold a free agent draft, with **every team** getting a free agent each 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 do not turn in a new depth chart/free agent wanted list that week** will pick after all of the teams that did turn in a list, regardless of their won-loss record.) Teams that chose not to submit a new depth chart that week will have their previous week's free agent wanted list used. 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 highest numbered team (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 by mail, fax or e-mail costs \$4. **HOWEVER, any depth charts and/or free agent lists turned in from your league's web page using our web based lineup form will be FREE of charge.** There will be more explanation of free agents and postmark deadlines with the information letter accompanying the final draft results.

Trading of players is allowed through 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.

The first 14 weeks of the NFL season are used for the 14 regular season Scoresheet games. 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 14 (meaning that week 14 stats are used both for the final regular season game and also for the wild card round), followed by the rest of the playoffs weeks 15 and 16. 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). **NOTE:** We do not have cash prizes any longer due to all of the various states banning those. Instead, starting in 2016, we will give away a free team for next year each week to the team with the highest point total that 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 3 *Scoresheet* sports: football, baseball 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.

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.					

PO Box 1097, Grass Valley, CA 95945 (530) 470-1880 ph (530) 470-1885 fax [staff@scoresheet.com](mailto:staff@scoresheet.com) [www.scoresheet.com](http://www.scoresheet.com)