

### **Passing**

Passing Yards	+0.05 per yard (20 yards = 1 point)
Passing TD	+6
2-Pt Conversion	+2
Pass Intercepted	-2
Pick 6 Thrown	-4
40+ Yard Completion Bonus	+1
40+ Yard Pass TD Bonus	+2

*The Pass Intercepted and Pick 6 Thrown options will stack. So, if your QB throws a Pick 6, they would lose points for both of those categories. Also stacked are Pass Yds, Pass TD, and both bonuses.*

### **Rushing**

Rushing Yards	+0.1 per yard (10 yards = 1 point)
Rushing TD	+6
2-Pt Conversion	+2
40+ Yard Rush Bonus	+1
40+ Yard Rush TD Bonus	+2

### **Receiving**

Reception	+1
Receiving Yards	+0.1 per yard (10 yards = 1 point)
Receiving TD	+6
2-Pt Conversion	+2
40+ Yard Reception Bonus	+1
40+ Yard Reception TD Bonus	+2

*Note that the 40 Yard Reception/Rush Bonus and the 40 Yard Reception/Rush TD Bonus do stack, along with Rec, Rec/Rush Yds, Rec/Rush TD.*

### **Kicking**

FG Made (0-19 yards)	+3
FG Made (20-29 yards)	+3
FG Made (30-39 yards)	+4
FG Made (40-49 yards)	+5
FG Made (50-59 yards)	+6
FG Made (60+ yards)	+7
PAT Made	+1
FG Missed (0-19 yards)	-5
FG Missed (20-29 yards)	-3
FG Missed (30-39 yards)	-2
FG Missed (40-49 yards)	-1
PAT Missed	-1

*Any blocked field goal or PAT will count as a kick missed for your kicker.*

### **Team Defense**

Defense TD	+6
Points Allowed 0	+7
Points Allowed 1-6	+6
Points Allowed 7-13	+5
Points Allowed 14-20	+3
Points Allowed 21-27	+1
Points Allowed 28-34	-1
Points Allowed 35+	-3
Less Than 100 Total Yards Allowed	+4
100-199 Total Yards Allowed	+2
200-299 Total Yards Allowed	+1
450-499 Total Yards Allowed	-4
500-549 Total Yards Allowed	-5

<b>550+ Total Yards Allowed</b>	-6
<b>4th Down Stop</b>	+1
<b>Sacks</b>	+1
<b>Interceptions</b>	+2
<b>Fumble Recovery</b>	+2
<b>Safety</b>	+4
<b>Blocked Kick</b>	+3
<b>2-Pt Conversion Returns</b>	+4

The Points Allowed and Yards Allowed sections above both are all independent, meaning a team will only get the point value for the range that they are in.

### **Special Teams Defense**

<b>Special Teams TD</b>	+8
<b>Special Teams Fumble Recovery</b>	+2

Sections above both are stacked.

### **Misc**

<b>Fumble Lost</b>	-2
<b>Fumble Recovery TD</b>	+6

*This small section allows you to subtract points from **ANY** of your players fumbling and/or losing a fumble. This applies to **ANY** type of play, regardless of if they're on offense, defense, or special teams.*

### **Bonus**

<b>100-199 Yard Rushing Game</b>	+4
<b>200+ Yard Rushing Game</b>	+10
<b>100-199 Yard Receiving Game</b>	+4
<b>200+ Yard Receiving Game</b>	+10
<b>300-399 Yard Passing Game</b>	+4

#### 400+ Yard Passing Game

+8

*The yard ranges are strict and do not stack. If a player has 198 rushing yards and then has a 5-yard carry, they will lose any point value for the 100-199 yard range, and then gain the point value for the 200+ Yard range.*

