

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 will 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	

Note that the 40 Yard Rush Bonus and the 40 Yard Rush TD Bonus do stack, along with Rush Yds & Rush TD.

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 Bonus and the 40 Yard Reception TD Bonus do stack, along with Rec Yds & Rec TD.

Kicking

FG Made (0-19 yards)	+2
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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)	+8
PAT Made	+1
FG Missed (0-19 yards)	-7
FG Missed (20-29 yards)	-5
FG Missed (30-39 yards)	-4
FG Missed (40-49 yards)	-3
FG Missed (50-59 yards)	-2
FG Missed (60+ 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	+5
100-199 Total Yards Allowed	+3
200-299 Total Yards Allowed	+2
450-499 Total Yards Allowed	-4
500-549 Total Yards Allowed	-5
550+ Total Yards Allowed	-7
4th Down Stop	+2
Sack	+1
Interception	+2
Forced Fumble	+1
Fumble Recovery	+2
Safety	+4

Blocked Kick	+3
2-Pt Conversion Return	+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

Special Teams TD	+8
Special Teams Forced Fumble	+1
Special Teams Fumble Recovery	+2

Sections above are stacked.

Misc

Fumble	-1
Fumble Lost	-2
Fumble Recovery TD	+6

*This small section, 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

100-199 Yard Rushing Game	+4
200+ Yard Rushing Game	+10
100-199 Yard Receiving Game	+4
200+ Yard Receiving Game	+10
300-399 Yard Passing Game	+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.



sleeper