




## FFU102: Fantasy Football Terminology

 January 13, 2008

For those of you new to Fantasy Football, below is a list of some basic fantasy football terms. This is just a general overview of terms and commonly used abbreviations - many of them will be discussed in much greater detail as Fantasy University moves forward.

### **Auction**

A type of draft where each owner is allotted a certain amount of fantasy dollars to spend. The owner uses this money to fill their roster spots by bidding, e-bay style, on NFL players. Basic Scoring (TD Only Scoring) Fantasy points are only earned when your starters score touchdowns, field goals, and extra points.

### **Add/Drop**

Process of dropping a player from your roster and adding a free agent to replace him during the course of a season.

### **ADP**

Short for Average Draft Position. Term used to say where a player is being drafted on the average. Tracked in both real drafts and mock drafts. Usually this number looks like this: 3.05. The number 3 represents the round and the number .05 represents the pick # in that round.

### **Auction Draft**

An alternative form of drafting where Owners bid on players one at a time while building their roster. The Owner who bids highest is rewarded that player, but each team must also stay within their league's set salary cap while filling out their roster.

### **Automated Draft**

A draft option that makes it possible for Owners to draft teams without having to physically attend a draft. Each team in the league pre-ranks players who are then assigned to teams using an automated draft process.

### **Bench**

Players owners choose not to start; normally receive no points for their performances, but they could be used as a tiebreaker in many scoring formats.

### **Bust**

Player is not likely to produce up to expectations and therefore their draft value is overvalued. Usually this player has previously had strong seasons, but may now be on the downside of their career, is returning from injury, and/or may no longer be a focus of the team's offense. Owners who reach to draft them based on their name and previous draft values will not get the same productive in return.

### **Cheat Sheet**

A basic drafting tool that lists NFL players ranked in order of predicted fantasy performance. Not typically customized for specific league scoring.

### **Cheat Sheet Rankings**

List of ranked players by position on one sheet of paper to use as a reference and guide during a draft.

### **Commissioner**

The Commish is the owner who created and configured the league. The commissioner is also responsible for maintaining the league, reporting the results of the fantasy games, running the draft, maintaining league integrity, collecting entrance fees (if any), and generally keeping things running.

### **Depth Chart**

A list of players, ordered by team and position, listing where they rank on the team from starter to second string to third string, etc. Depth charts are useful to Owners when determining who the next option would be if a team's starter gets injured.

### **Drop**

To remove or drop a player from your roster.

### **Draft**

The process of Owners selecting players onto their rosters until every Owner's roster is full. Usually held before the season starts.

### **Dynasty League**

A league in which you keep your entire roster from year to year. The next season a draft is held to improve your team from any players or rookies not already on a roster. Typically a long term commitment.

### **Fantasy Owner/General Manager**

The person (or group of people) who drafts, sets the roster, and makes lineup changes for a particular fantasy football team.

### **Free Agent**

A player who was either not drafted or was released by another team and has cleared waivers.

### **FFP**

Short for Fantasy Football Points. Abbreviation used to reference Fantasy points that each player has scored or accumulated.

### **Free Agents**

Players who are available within the fantasy league. Any player who is not currently on any other Owner's roster or on waivers is considered a free agent.

### **IDP**

Short for Individual Defensive Players. An alternate to drafting a team defense. Owners draft defensive players and earn points based on a separate IDP scoring system, much like offensive players do.

### **Injured Reserve**

Or IR. A roster spot that is used to keep an injured player "reserved" on an Owner's roster without them being available to the other Owners. They are on a team's roster but not allowed to be placed in the active lineup. Typically, a player on injured reserve must either be listed as Out, Doubtful, or Questionable.

### **Injury Report**

During the season, NFL teams provide injury reports on a daily basis starting on Wednesday. These reports list player injuries and status (IR, Out, Doubtful, Questionable, and Probable) for the upcoming game. Injury reports are useful to Owners when determining who to start and who to bench.

### **Keeper League**

A league in which a predetermined number of players can be retained from the previous season by each owner, so that their whole team does not have to be redrafted. The number of players can vary and is often assigned by the league. Different from a Dynasty League, in which your whole team is carried over from year to year. A Keeper League can involve contracts with specified lengths, player salaries, and/or a salary cap.

### **League**

Groups of 2 to 32 owners who all compete against each other. A Fantasy Football league will adhere to certain rules. An owner can choose to join a league with owners he already knows or be randomly placed in a league.

### **Live Draft**

A type of league draft that takes place online or in person. Live Draft participants are given a certain amount of time to draft a player. Most owners typically prefer the Live Draft to the List Draft because it gives them more control over their picks.

### **Locked Player**

Refers to the state of a player once his day's game has started. Locked players cannot have their position updated, whether to be

moved from the starting lineup to the bench, moved from the bench to the starting lineup, or moved from one position in the starting lineup to another. The player will typically be unlocked following his day's game.

### **Mock Draft**

A projected draft used by fantasy team owners to help determine which round a player should be drafted. There are many mock drafts to be found on the internet. A sample draft where Owners practice drafting players in preparation for their "live" drafts. Mock drafts give Owners a good idea of where individual players are typically being drafted (ADP).

### **Online Draft**

The process of holding a league's draft live online, usually using a custom "draft room".

### **Owner**

Refers to the person in charge of each individual fantasy team. A group of Owners make up the league.

### **Performance Based Scoring**

In addition to basic scoring you receive points for yardage (as in 1 point for every 20 passing yards).

### **Pick**

A fantasy owner/general manager's draft position determines their 'pick'. The order in which team's pick is pre-determined and usually reverses from one round to the next. (For example, the owner/GM with the last pick of the first round will usually get the first pick of the second round.)

### **Pickup**

To add a player to your roster.

### **Play**

Term used to say whether a player should start or not.

### **Police**

Reference to an Auction Draft move when an Owner feels a player should be going for more than they currently are, so they bid up the player in hopes to drive up their price.

### **PPR:**

Short for Points Per Reception. Abbreviation used in reference to leagues that award pts for receptions.

### **Projections**

A version of cheat sheet in which potential statistics are assigned to players. Since many leagues' scoring methods greatly differ this is more useful than a cheat sheet because you can apply your own scoring system to determine their fantasy value in your league.

### **Projected Stats:**

Expected statistical performance for each player during the season. Owners "project" the stats that each player is expected to accumulate over the course of the season before it begins.

### **RBBC**

Short for Running Back-by-Committee. Offensive system that utilizes more than one RB in a series of four downs on a consistent basis. RBs that are part of a RBBC have a lower value and are usually considered #3-4 RBs. They get taken out of the game in certain game situations (3rd down, goal line) and because of that, they do not get the amount of touches necessary to put up solid numbers on a weekly basis.

### **Reserves**

Players who are on an Owner's roster but are not in their starting lineup. In most cases, reserves do not earn points, except in tiebreakers.

### **Roster**

A list of all of the players on a particular fantasy team. The roster includes both the starting lineup player and the bench players. An owner's roster changes throughout the year as the he makes trades, picks up player, or drops players.

### **Roster Limit**

The amount of players each Owner is allowed to carry on their roster.

### **Roster Spot**

The position on a Fantasy roster depth chart a player should hold.

### **Roster Requirements**

Limitations set by the league's creator that restricts the number of players an owner can have on his roster. The requirements define limits at each position, the number of bench spots, and the number of DL spots each team is allowed.

### **Serpentine Draft**

The most commonly used draft order where Owners that pick early in the odd rounds pick late in the even rounds. For example, in a ten team league, the team that has the first pick in the first round would pick tenth in the second round and first in the third round.)

### **Salary Cap**

A system that limits the total amount of money each Owner can spend on players in a draft and/or carry on their roster.

### **Scoring System**

The type of "system" each league uses to determine how players earn points. A pre-determined formula for converting a player's real-life statistics into fantasy points.

### **Sleepers**

A term for a player that an owner believes is going to have a breakout season, or much better statistics than predicted. For the most part these are relatively unknown players.

### **Sleeper (Value)**

Player is likely to exceed expectations and therefore their draft value is undervalued. Usually this player is younger or is on a new team and has not yet put up big numbers. They could also have had steady seasons and are on the verge of taking it to the next level or two and breaking out. Owners who target them will likely not have to reach to grab them and should get a highly productive player in return.

### **Sleeper (Stud)**

Player is ranked within the top 10 at their position, but has a strong chance to exceed even those expectations to finish within the top 3-5. Usually this player has been productive in the past as a #1-2 player, but has yet to crack the elite group of players at their position. Owners who target them at the top of their draft board will likely receive one of the best values at the position with a strong #1 player that has the potential for a career year.

### **Sleeper (Deep)**

Player has had little or no production in the past, but is in a situation that could enable them to gain significant fantasy value. Usually this player is younger and has either been a backup or is coming off an injury. Owners who target them as late-round fliers are not taking any risk, but could receive a sizeable reward if the player produces enough to warrant a roster spot for the entire season as a #2-4 player.

### **Starting Lineup**

The players a fantasy owner/GM chooses from their roster whose points (based on performance) will be counted in the scoring of a particular game or week of a fantasy season.

### **Stud**

A star fantasy player that produces FFP at an elite level.

### **Team**

The collection of players each owner has on his roster.

### **Team Defense or D/ST**

Short for Defense/Special Teams. Scoring system used by most leagues where an entire team's defense and special teams are drafted to earn points.

**Trade**

The act of exchanging players and/or draft picks between two or more Owners. This can occur during a draft or during the season.

**Trade Deadline**

A time set towards the end of the season when trades are no longer allowed to be made within the league.

**Transaction**

A roster change. Some leagues have a transaction fee. Applies to any add, drop, cut, or trade.

**Undroppable Players**

Used to maintain fairness and integrity in a league by creating a list consisting of the best players in the league that teams cannot drop from their roster for any reason. This is done to prevent teams out of contention from dropping studs from their roster and giving other teams competing for the league title an unfair advantage.

**Waivers**

Process used in some leagues to make all free agents equally available to every team. Waivers generally work like this: when a player is dropped from one team, he does not immediately become available. Instead, the player is placed on waivers for a set amount of days predetermined by the league. The team with the highest waiver order who puts in a claim for that player will have the chance to add him to their roster first.

**Waiver Order**

The ranking of Owners with priority on waiver claims. Typically, from week to week, waiver order is reset to reflect Owners records. The Owner with the worst record is first in the waiver wire order and the Owner with the best record is last in the waiver wire order.

**YAC**

Short for Yards After Catch. Abbreviation used in reference to receiver stats.

**YPC**

Short for Yards Per Carry/Catch. Abbreviation used in reference to averages.

**YPG**

Short for Yards Per Game. Abbreviation used in reference to averages.