



## FFU202: Performance Scoring Systems

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Performance scoring, like many aspects of fantasy football, is self-describing.

In a performance scoring system players are rewarded or punished for their performance in several aspects of the game. While it is nearly impossible to rate a running back on his ability to pick up a blitz, tracking yardage, turnovers and various other categories is simplicity itself.

Some performance systems will award bonuses only after a player hits a pre-specified threshold. For instance, giving three points when a runner or receiver gains 100 yards. Some give varying amounts of points for the length of a touchdown. Say giving running backs six points for any touchdown of 10 yards or less, seven points for touchdowns between 11 and 20 yards and so forth.

Many of these systems came into play because of players like the now retired Detroit running back Barry Sanders. Throughout much of his career Sanders was a yardage monster and a touchdown mouse. This did not diminish the value of Sanders to the Lions though.

Many fantasy fans found it incongruous that a back like Sanders was valued lower than a specialty back that came in only in short yardage situations.

In an attempt to rid themselves of this seeming contradiction, performance scoring gained widespread acceptance. The problem was, and is, that though there are defacto standards, these same standards seem at odds with each other.

As an example it is widely held that 100 total yards rushing and/or receiving is the value equivalent of a touchdown. Yet, the standard performance scoring system rewards yardage at a rate of one point per 10 yards. This gives yardage a 67% advantage over touchdowns.

The purpose of this lesson is not to enforce a standard where there truly is none but to give you ideas on how you can design a performance scoring system that meets your wants and desires. To that end we will propose specific categories of statistics and recommend a scoring formula for them. Since these are meant only as recommendations, feel free to modify them to your heart's content.

QB, RBs, WRs & TEs	
Category	Scoring
Passing TD	4
Other TDs*	6
Passing Yards	1 per 40
Other Yards	1 per 15
Interception	-2
Fumble Lost	-2
Pass 2-Pt	1
Other 2-Pt	2

**\* Includes rushing, receiving, punt and kick returns**

Place Kickers	
Category	Scoring
FG 0-30 Yards	3
FG 31-40 Yards	4
FG 41-50 Yards	5
FG 51-60 Yards	6
FG 61+ Yards	7
Missed FG	-3
PAT	1
Missed PAT	-1
TD	6
Yards from scrimmage	1 per 10
Blocked Kick	-2
Fumble	-2
Interception	-2

Defense	
Category	Scoring
Points Allowed	-1 per 3
Total Yards Allowed	-1 per 20 after 250
TD*	6
Turnover	2
Safety	4
Blocked Kick	2
Sack	1 per sack
Forced Punts	1
4th Down Conversions Allowed	-2

**\* Interception, Fumble or Blocked Kick Returns Only**

All of these categories are easily retrieved from your local paper or scoring can be done with computer software. While not all software can handle each of these categories, My Fantasy League can and is available on a free trial basis at <http://www.myfantasyleague.com>. This League Management site allows commissioners to build their league and offers discounts for buying early. Repeat customers also receive a substantial discount.

One thing to remember is that the scoring values I have provided are by no means the only that can be used and, in the case of yardage bonuses for QB, RB, WR and TEs, are nowhere near the standards. Some leagues will give one point for 10 yards gained rushing or receiving, while another will give the same point for 10 yards of combined rushing and receiving. Some leagues will give six points for all touchdowns regardless of how they are scored. Some leagues have higher deductions for turnovers.

I promote the scoring in the table because it balances performance with scoring. I use the lower scoring option for quarterbacks because of the number of TDs they will pass for and because any increase tends to undervalue those quarterbacks that both rush and pass for TDs. But the bottom line in all of this is that you should decide what you feel most comfortable with.