

Scoring Matrix

Offensive Points

6 pts. = Any Touchdown
(Pass, Rush, Receive)
0.1 pt. = 2 yds. Passing
0.1 pt. = 1 yd. Rushing
0.1 pt. = 1 yd. Receiving
0.3 pt. = QB Reception
0.3 pt. = RB Reception
0.3 pt. = WR Reception
-2 pts. = Fumbles Lost
-2 pts. = Interception Thrown
3 pts. = 300+ Yards Passing Bonus
3 pts. = 125+ Yards Rushing Bonus
3 pts. = 100+ Yards Receiving Bonus

Defensive Points

6 pts. = Any Touchdown
(Int, Fbl, Punt, Kickoff)
2 pts. = Safety
2 pts. = Fumble Recovery
1.5 pts. = QB Sack
2 pts. = Interception Caught
12 pts. = Defensive Shutout
9 pts. = 1-6 Defensive Points Allowed
6 pts. = 7-13 Defensive Points Allowed
3 pts. = 14-20 Defensive Points Allowed
-2 pts. = 29-35 Defensive Points Allowed
-4 pts. = 36-42 Defensive Points Allowed
-6 pts. = 43-49 Defensive Points Allowed
-8 pts. = 50-99 Defensive Points Allowed

Kicker Points

Made Kicks

2 pts. = (0-29 yds.)
3 pts. = (30-39 yds.)
4 pts. = (40-49 yds.)
6 pts. = (50 + yds.)
2 pts. = PAT

Missed Kicks

-3 pts. = (8-39 yds.)
-2 pts. = (40-49 yds.)
-1 pts. = (50-59 yds.)
-0 pts. = (60-99 yds.)
-2 pts. = PAT

Rookie Salaries

Rookie salaries will be on the following pay scale due to the fact that none of these players have played pro-football, therefore they have not amassed any fantasy stats.

2008 Pro Draft

Round One selections, \$1,250,000
Round Two selections: \$1,000,000
Round Three selections: \$750,000
Round Four selections: \$500,000
Round Five selections: \$500,000
Round Six selections: \$500,000
Round Seven selections: \$500,000