

How to Draft in a PPR Fantasy Football League?

Background:

Fantasy football is a game in which the participants serve as owners and general managers of virtual professional American football teams. The competitors select their rosters by participating in a draft in which all relevant National Football League players are available. Participants fill their team with real life players through the use of a draft. Once each position is filled in each specified team in a league, players of each team are given points depending on their weekly in-game stats during a NFL season. Each team faces off against another team in the league, and whoever has the most points after a week, will improve their record. A good record is needed to enter into the Fantasy Playoffs which occurs in the last couple of weeks in the regular season. The few highest record teams will go head to head and compete for points through a week in each round of the playoffs. Teams are out of the playoffs if they lose a head to head and are no longer in the competition. The last two surviving teams face off in the championship and usually lasts two weeks during the last two weeks in the NFL regular season schedule. PPR (Points Per Reception) is a type of fantasy football league where additional points are given to players each time they catch the ball during the game.

Custom leagues can be created, but standard PPR leagues contain:

- 1 QB
- 2 RB
- 2 WR
- 1 TE
- 1 Flex (can be either a RB,WR, or TE)
- 1 Team Defense
- 1 Kicker

Point Breakdown:

Offensive Points:

- 6 - Rushing/Receiving Touchdown (TD)
- 5-1 - Field Goal (FG), points depend on the distance of the field goal
- 1 - Per catch
- 1 - For every 10 yards a player rushes or the length of a completion
- 4 - Passing TD
- 1 - For every 25 yards thrown
- 2 - for a fumble or an interception
- 2 - for a 2pt Conversion

Defensive Points:

- 6 - Defensive TD
 - 2 - Interception
 - 1 - Sack
 - 2 - Safety
- Point Losses for set offensive milestones

STARTERS	PROJ	SCORE
QB	-	-
RB	-	-
RB	-	-
WR	-	-
WR	-	-
TE	-	-
FLX	-	-
D/ST	-	-
K	-	-

How to draft successively?

Draft Specifics:

PPR drafts are usually 15 rounds. In these rounds, participants have to select 9 starting positions and 6 reserve positions. The 9 starting positions are laid out in the background section of this guide. The most impactful rounds in the draft are the ones in the first half. Drafting right in this first half is essential to having a successful year with your team. Most leagues have about 8-12 participants playing. The quality and high value options are more numerous in leagues with fewer participants. The rest of this guide will highlight the importance of picking certain positions over others, and the various mindsets that you could have when drafting.

Rounds 1-4:

High value and proven players are available in the first four rounds. The most important positions that you will need to focus on are running backs(RB), wide receivers(WR), and tight ends(TE). Even though quarterbacks(QB) average more points than these positions, there are a limited number of consistent players in these positions. There is a drop off in the quality of players in these positions. The point differences earned by your RB1 can be vastly different than that of your RB2 and flex option. QBs on the other hand can consistently earn points and do not have that large of a difference when compared to other starting caliber QBs.

Running Backs, Wide Receivers, Tight Ends:

Of these three positions, most participants pick RBs and WRs over TEs. Choosing a TE in the first four rounds should only be made to secure the best available TE.

Choosing a Running Back:

Look for proven players that have a favorable situation. Look through the stats of their previous years and see how many points they scored. This will give you an estimation on their productivity in the coming season. High scoring RBs in previous years can usually be trusted to handle a similar workload. However there are a few running back specific factors where this could be wrong.

Splitting the Backfield:

This is a scenario where the starting RB of a team works in tandem with another RB on the team. They split the amount of carries and percentage of time on the field. This is also known as a running back committee. This issue of splitting the backfield is that the RB you have drafted will lose rushing opportunities and in turn earn you less points. Make sure to be up to date on any free agency signings that could cause this situation. Also in many cases, teams that draft a RB in the NFL Draft have plans to split the backfield or replace their current RB. Productive backup RBs that had previously taken over for injured starting RBs can also cause a team to share rushing opportunities between them. Avoid drafting RBs that could end up sharing opportunities as there is a limit to how many points they can score as a committee.

Running Back Play Style:

A PPR draft rewards points for every catch that a player makes. RBs usually get a handoff when they rush and do not gain points for the transfer of the football. This is why many people should prioritize receiving backs. Receiving backs get handoffs, but they also will run routes and catch the football. This automatically gives you a point per catch before they start gaining yardage. Power rushers do not typically run routes and catch the football. They are typically bigger, slower, and stronger RBs that get handoffs and push through the enemies defensive line. They should only be picked if they get a consistent amount of carries per game. Focus on high value receiving backs if they are available.

Choosing a Wide Receiver and Tight End:

WRs and TEs play similar roles as pass catchers on the team. Once again, look for proven players that have a favorable situation. Look through the stats of their previous years and see how many points they scored. Good WRs and TEs need to be trusted by their team. Past seasons can give you an estimation for the coming season. However there are some specific positional factors.

Target Share:

The amount of targets that a player receives is the number of times that a team's QB has intended for the football to go to the player. Target share is the percentage of targets when compared to other players on a team. A sizable target share is important for good WR or TE. A pass catcher that has the trust of a QB and is open will get more targets. Look for pass catchers with strong fundamentals and proven capability to handle a sizable workload.

The following factors are important to note when drafting any position.

Offensive Schemes:

Offensive schemes rely heavily on the QB. An accurate and trusted QB will be pass heavy during their games. This will allow the WRs and TEs on their team to have more opportunities to earn you points. Pass heavy offense will also boost the number of completions and yards your QB throws. Being pass heavy can take away rushing opportunities for a team's RB. A team with a good RB and inconsistent QB will be run heavy. Most of their offensive plays will be rushes. This increases the number of opportunities that a RB will have to score points. However a strong offense will allow both WRs and RBs to gain points regardless of a team's scheme. It would be a plus if you draft a WR or TE in a pass heavy offense or a RB in a rush heavy offense.

Injuries:

Injuries can be random and at varying degrees. It could sideline a player for a week or end their season. It is hard to predict and take measures against injuries that could happen during the season. This is the case for every position that you may draft. Players that miss an extended amount of time due to injuries are termed 'injury prone'. Choosing an injury prone player is a risk, but there is a chance for upside if they do not get reinjured. ACL and MCL injuries have also shown to cause regression in some players. These players are risky as well because there

is no guarantee that they will produce high level play even if they do not get reinjured. ACL and MCL injuries can cause the loss of full range of motion and limit movement.

Age:

Age is a huge factor for every position. The prime of a player is typically after they play 2-3 seasons in the league. But there is a chance of regression as they grow older past their prime. Playing in the NFL is strenuous and will take a lot of work. Different positions notice player regression in different ages. For RBs, WRs, and TEs, they typically are past their prime when they are 30-31. These positions endure numerous hard tackles during every game. QBs can last much longer depending on their play style. Drafting a veteran is a risk since there is a chance that they do not perform as well as they did in previous seasons.

Rounds 5-13:

During the early rounds of 5-13, prioritize drafting a QB and taking a TE if you have not already done so. The 6 reserve players can be any of the positions that are listed above. Focus on more RBs and WRs that will be on reserve. These rounds are important to secure players that serve as safety measures. These reserve players are there as replacements for your starting RBs and WRs if any situation occurs. This could be when a starting position is on a bye week or even if they suffer a season ending injury. These rounds are a perfect time to draft experimental prospects such as rookie players or players on new teams.

Choosing a Quarterback:

Quarterbacks will usually have the highest point scoring averages on your fantasy team. There are usually more starting caliber QBs than players in a fantasy league. So everyone in a fantasy league should be able to draft a consistent QB. I have found that picking the best available QB would suffice for any drafting purposes. There will be opportunities to sign other starting caliber QBs throughout the season.

Rounds 14-15:

The last two rounds in your draft should be allocated to pick your starting team defense and kicker. The point difference between these positions is very minimal, so many participants wait till the end to secure them.

Mindset:

A perfect pick is a player in their prime and one that has a sustained history of success in previous years. They play an ace role on their team and in turn become the focal point in your fantasy team. There are very few players that are like this in the NFL. Most of the time, these top candidates will all be taken in the first round. As the rounds go by, riskier and riskier prospects are moved up the draft board. There are many ways you can go about drafting.

Aggressive Team Manager:

This type of mindset has a high risk tolerance. Someone who is okay that a player has high risk and high upside. The players that will be picked will be experimental players that have a level of risk that is bringing down their draft grade. Examples include college prospects that will be

rookies in the coming year, great players that are coming back from a huge injury, or veteran players that may have a chance of regression. These players may not be consistent as there may be some weeks where they do not score many points. But other weeks they may breakout and score double or triple the amount of points that was expected of them. The total number of points of their team will vary greatly throughout the season. Some weeks this team will win by a huge margin and other times the opposite will occur.

Conservative Team Manager:

This type of mindset cares about the guaranteed value of a prospect. Someone who typically chooses players that have very few risks. There might not be a huge chance of upside, but there is a relatively low chance of downside. These players will score points consistently and will play a part in the team's total points. The total number of points in their team will be consistent throughout the season. All they need to be wary of is how the team of their opponent is faring.

Conclusion:

There are many risks that could endanger even the safest player on your team. It is important to have a balance between conservative and aggressive drafting. It is also important to do your own research about the players that you wish to draft. No one can predict with an absolute certainty of what will happen in the next season. However, if you follow this guide, I believe that you will see favorable results in any future drafts for fantasy football.

To: Dr. Pascual
From: Akshay Nataraja
Subject: Instruction Set Analysis
Font: Arial

Audience Analysis:

My audience are American football fans that would like to try playing fantasy football. Many older fans have not taken a plunge into fantasy football. They would know the various football terms and understand the complexities of American football. They would be familiar with how drafting in the NFL works as well. Drafting in fantasy football is a little different and its expectations are different since you have to understand the situation of every team that you are drafting a player from. This guide will help them understand what factors they need to be wary of when drafting their team. Also it will help them understand how experienced fantasy managers think and act.

Design Analysis:

There is a lot of information since fantasy football is very complex. I wanted to list everything so that a reader can be prepared for everything when it comes to drafting. I decided to add a background because it is important for them to understand how fantasy football is played. I then had sections that explored the various rounds and options that they had. In these sections I mentioned the risk factors that they will have to prepare for. I made it like this because it will allow readers to skim to the section that they might be confused on. I did not think that too many visuals were necessary for this guide. All of the information is easy to understand if it is read through for my audience.

Textual Analysis:

Pretty much every sentence will have a term that is related to American football. I highlighted the use of some terms that not every football fan may know. The terms that I did not define explicitly are those that are known to my audience. I wrote it in a professional format since my older audience will find it more readable. The font choice that I chose is easy to read and large enough for my audience to read.

Visual Analysis:

I put in a visual for the position breakdown for a fantasy team. This was just to allow readers to see how the position breakdown looks on their phone. The point breakdown could be seen as a visual as it gives the audience a quick look into the breakdown without wordy text explaining it. I did not see the need to add other visuals as I found that writing it would suffice.