Yahoo Fantasy Basketball - Default League Rules

1. Scoring Format & League Type

The default scoring type in Yahoo Fantasy Basketball is Head-to-Head Points. In private leagues, commissioners have the option to customize the scoring format.

2. Default Stat Categories

Yahoo standard leagues typically use either 8-category or 9-category scoring formats.

The categories are:

1. Points

2. Rebounds

3. Assists

4. Steals

5. Blocks

6. Three-Point Field Goals Made (3PM)

7. Field Goal Percentage (FG%)

8. Free Throw Percentage (FT%)

9. Turnovers (optional category in 9-cat leagues)

3. Roster Positions & Size

Default roster includes the following starting positions:

- Point Guard (PG)

- Shooting Guard (SG)

- Small Forward (SF)

- Power Forward (PF)

- Center (C)

- Guard (G)

- Forward (F)

- Utility (UTIL) positions

- Bench spots: typically 3 to 5

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- Injured Reserve (IR) spots may be available

These settings can be customized in private leagues.

4. Draft Type

The default draft type is a Snake Draft.

Other available types include:

- Autopick

- Offline Draft

- Salary Cap Draft

Private league commissioners can enable draft pick trading and set custom draft times.

5. League Customization

In private leagues, the commissioner can customize a wide range of settings including:

- Scoring categories and type

- Roster size and player positions

- Draft type, time, and pick length

- Trading rules and veto settings

- Playoff format, schedule, and seeding

6. Matchups and Weekly Format

In Head-to-Head Points leagues, each team competes in weekly matchups against another team. The outcome is determined by the total fantasy points accumulated by each team's starting lineup during that scoring period (typically one week). The team with the higher total wins the matchup and gets a win added to their record. The season consists of weekly matchups and the standings are based on overall win-loss records.

7. Playoff Structure

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Playoffs typically take place in the final weeks of the NBA regular season and are determined by regular season standings. In default public leagues, the top 6 teams make the playoffs, with the top 2 teams often receiving first-round byes.

- Round 1: Teams ranked 3-6 compete

- Semifinals: Winners face teams ranked 1-2

- Finals: Winners of semifinals play for the championship

Playoff rounds usually last one week each, though commissioners can adjust the length and number of teams for custom leagues.

8. Points League Format

In a Points league, players earn fantasy points based on their in-game statistical performance. Each stat is assigned a specific point value. For example:

- Points: 1 point

- Rebounds: 1.2 points

- Assists: 1.5 points

- Steals: 3 points

- Blocks: 3 points

- Turnovers: -1 point

The total score for a team is the sum of the points from all starting players' stats. Matchup winners are determined by who scores the most total fantasy points in the week.

9. Category League Format

In a Category league, teams compete in a set number of statistical categories. Typically, there are either 8 or 9 categories (e.g., Points, Rebounds, Assists, Steals, Blocks, 3PM, FG%, FT%, and Turnovers). Teams earn a win for each category they outperform their opponent in during a scoring period. For example, winning 5 out of 9 categories results in a 5-4 matchup victory.

Standings are based on total category wins and losses accumulated throughout the season.

10. Key Differences: Points League vs. Category League

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Points League:

- Each stat has a specific point value (e.g., Points = 1, Assists = 1.5, Steals = 3).

- Weekly matchup is based on total fantasy points scored.

- One win or loss per week depending on who scores more.

- Simple and easy to follow, good for beginners.

Category League:

- Head-to-head competition in 8 or 9 statistical categories.

- Each category counts as one win, loss, or tie per week.

- Weekly result could be, for example, 5-3-1.

- Rewards balanced teams and category-specific strategies.

Summary Comparison:

Feature	Points League	Category League
Scoring	Weighted total fantasy points	Based on stat categories
Weekly Result	1 win/loss	Up to 9 win/loss per week
Customization	Points per stat	Categories selected
Strategy Focus	Total output	Excelling in key stats
Complexity	Simpler	More strategic