

Proposed amendment to Article 1.1 of the LXG Constitution which amends the starting rosters to include 1 Superflex spot. This spot may be filled by any individual player, but will most commonly be occupied by a QB. Thus, the LXG will effectively be a 2-QB league. Brief rationale below with a TL;DR at the bottom if anything longer than a tweet makes your brain cramp-up like a sad fleshy walnut.

The Argument for Superflex.

The primary argument for 2-QB leagues is the dramatic devaluing of the position in 10-12 team leagues. Using values from last year, let's compare the difference in end of year scoring between the #1 and #10 finishers at each of the major three positions: RB 146 pts, WR, 125.2pts, QB 81.5pts. The difference between the top QB and the worst starting QB in the league is only 55% that of running backs. It gets worse. Despite RB and WR already showing much more healthy variation, we also start ~26RBs and ~34WRs each year. So let's compare the top player with the median starter at each position, RB 156.1, WR 146.4, QB 27.6. This is only 18% as wide a gap compared to WR! Quite frankly, despite being the most important player in real life football, nailing your QB pick in fantasy football just doesn't really matter that much compared to the other major positions. This is reflected in our auction valuation as well, while Mahomes commanded a respectable \$35 (less than half what the top RBs go for), the median QB cost a mere \$14, while the #10 QB reliably goes for \$1 at the end. For a position so important to football, QB is severely undervalued in fantasy.

This leads us to the second aspect of the argument for Superflex, that of QB draft strategy. As evidenced by the numbers above, the most reliable strategy at QB every year is simply to ignore it, spend your money elsewhere and grab QB9-12 at the end for 1-2\$, you're likely to only be down between 27-81 points at the end of the year compared to whoever paid up for QB1 (even if they nail the pick), and even if your end of draft QB busts, the wire has a glut of serviceable QBs with decent matchups every week. Guys like Burrow, Stafford (probably not Aaron Rodgers anymore RIP Moise), are always available a few weeks into the season. As such, holding a backup QB is generally bad business, adding to the glut on the wire.

Introducing Superflex fundamentally gives us more of what we want. To theorize who we expect to be good in August. It gives us a reason to actually think about QB as a position. Moreover, it allows you to flex opinions on a fully expanded roster of QBs. In a Superflex league between 20 and 30 QBs are likely to be drafted. This means you need to have at least a rough opinion on how Deshaun Watson might look in CLE or how much Derek Carr will benefit from Davante Adams. These are issues you can fully ignore in our current format, both would likely be on the wire in week 3. (Opting for a Superflex spot over a second QB spot does allow for the flexibility to avoid a straight 0 in cases where injuries/COVID/bye weeks really put your nuts in a vice.) Given the volume of passing and boring stability of the top10 QBs, its time to embrace a format that gives us a reason to consider and care about QB, its time for Superflex.

TL;DR

Variability in QB scoring is extremely restricted compared to RB and WR

Starting only the 10 best QBs makes the position unimportant, everyone has a good one

The consistent supply of good QBs on the wire makes the position not worth thinking much about

Superflex makes QB important and decisions about QB matter

Superflex encourages you to consider a wider range of QBs, more the draft goodness we love