

Passing:

Passing Yards (1 point for every \_\_ yards)

Passing TD

Passing First Down

2-Pt Conversion

Pass Intercepted

Pick 6 Thrown

Pass Completed

Incomplete Pass

Pass Attempts

QB Sacked

40+ Yard Completion Bonus

40+ Yard TD Bonus

*The Pass Intercepted, Incomplete Pass, and Pick 6 Thrown options will all stack. So if your QB throws a Pick 6, they would lose points for all three of those categories.*

Rushing:

Rushing Yards (1 point for every \_\_ yards)

Rushing TD

Rushing First Down

2-Pt Conversion

Rush Attempts

40+ Yard Rush Bonus

40+ Yard Rush TD Bonus

Receiving:

Reception

Receiving Yards (1 point for every \_\_ yards)

Receiving TD

Receiving First Down

2-Pt Conversion

0-4 Yard Reception Bonus

5-9 Yard Reception Bonus

10-19 Yard Reception Bonus

20-29 Yard Reception Bonus

30-39 Yard Reception Bonus

40+ Yard Reception Bonus

40+ Yard Reception TD Bonus

Reception Bonus - RB

Reception Bonus - WR

Reception Bonus - TE

*Note that the Yard Reception Bonus do NOT stack. So a player who made a 35-yard catch can only be credited with one of those points values. Any of them will stack with the TD bonus, though.*

[You can learn how reception bonuses are calculated here.](#)

Kicking

FG Made

FG Made (0-19 yards)

FG Made (20-29 yards)

FG Made (30-39 yards)

FG Made (40-49 yards)

FG Made (50+ yards)

Points per FG yard

Points per FG yard over 30

PAT Made

FG Missed

FG Missed (0-19 yards)

FG Missed (20-29 yards)

FG Missed (30-39 yards)

FG Missed (40-49 yards)

FG Missed (50+ yards)

PAT Missed

*Any blocked field goal or PAT will count as a kick missed for your kicker*

Team Defense:

Defense TD

Points Allowed 0

Points Allowed 1-6

Points Allowed 7-13

Points Allowed 14-20

Points Allowed 21-27

Points Allowed 28-34

Points Allowed 35+

Points Per Point Allowed

Less Than 100 Total Yards Allowed

100-199 Total Yards Allowed

200-299 Total Yards Allowed

300-349 Total Yards Allowed

350-399 Total Yards Allowed

400-449 Total Yards Allowed

450-499 Total Yards Allowed

500-549 Total Yards Allowed

550+ Total Yards Allowed

Points Per Yard Allowed

Hit on QB

Sacks

Sack Yards (1 point every \_\_ yards)

Interceptions

INT Return Yards (1 point every \_\_ yards)

Fumble Recovery

Fumble Return Yards (1 point every \_\_ yards)

Tackle For Loss

Assisted Tackle

Solo Tackle

Tackle

Safety

Forced Fumble

Blocked Kick

Pass Defended

2-Pt Conversion Returns

Missed FG Return Yards (1 point every \_\_ yards)

Blocked Kick Return Yards (1 point every \_\_ yards)

The Points Allowed and Yards Allowed sections above both are all independent, meaning a team will only get the point value for the range that they are in.

[You can learn more about what stacks here.](#)

Special Teams Defense:

Special Teams TD

Special Teams Forced Fumble

Special Teams Fumble Recovery

Special Teams Solo Tackle

Punt Return Yards (1 point for every \_\_ yards)

Kick Return Yards (1 point for every \_\_ yards)

[Learn more about these Special Teams Scoring Options.](#)

Special Teams Player:

Special Teams TD

Special Teams Player Forced Fumble

Special Teams Player Fumble Recovery

Special Teams Player Solo Tackle

Player Punt Return Yards (1 point for every \_\_ yards)

Player Kick Return Yards (1 point for every \_\_ yards)

*These are the same categories as the Special Teams Defense, but these are awarded to an individual player. This is where your RB could get credit for his efforts on special teams.*

Miscellaneous:

Fumble

Fumble Lost

Fumble Recovery TD

*This small section allows you to subtract points from **ANY** of your players fumbling and/or losing a fumble. This applies to **ANY** type of play, regardless of if they're on offense, defense, or special teams.*

Bonus:

100-199 Yard Rushing Game

200+ Yard Rushing Game

100-199 Yard Receiving Game

200+ Yard Receiving Game

300-399 Yard Passing Game

400+ Yard Passing Game

100-199 Combined Rush + Rec Yards

200+ Combined Rush + Rec Yards

25+ Pass Completions

20+ Carries

*The yard ranges are strict and do not stack. If a player has 198 rushing yards and then has a 5-yard carry, they will lose any point value for the 100-199 yard range, and then gain the point value for the 200+ Yard range.*

*Not for the Combined Rush + Rec Yards, it's possible for one of those total to be zero. A player is eligible for that bonus if he has 150 rushing yards and zero receiving yards.*

IDP:

IDP TD

Sack

Hit on QB

Tackle

Tackle For Loss

Blocked Punt, PAT, or FG

Interception

Int Return Yards (1 point for every \_\_ yards)

Fumble Recovery

Fumble Return Yards (1 point every \_\_ yards)

Forced Fumble

Safety

Assisted Tackle

Solo Tackle

Pass Defended