The code will only work if your league is publicly viewable. This is an option your commissioner can chose.

Currently, it also only works for leagues with 10 categories

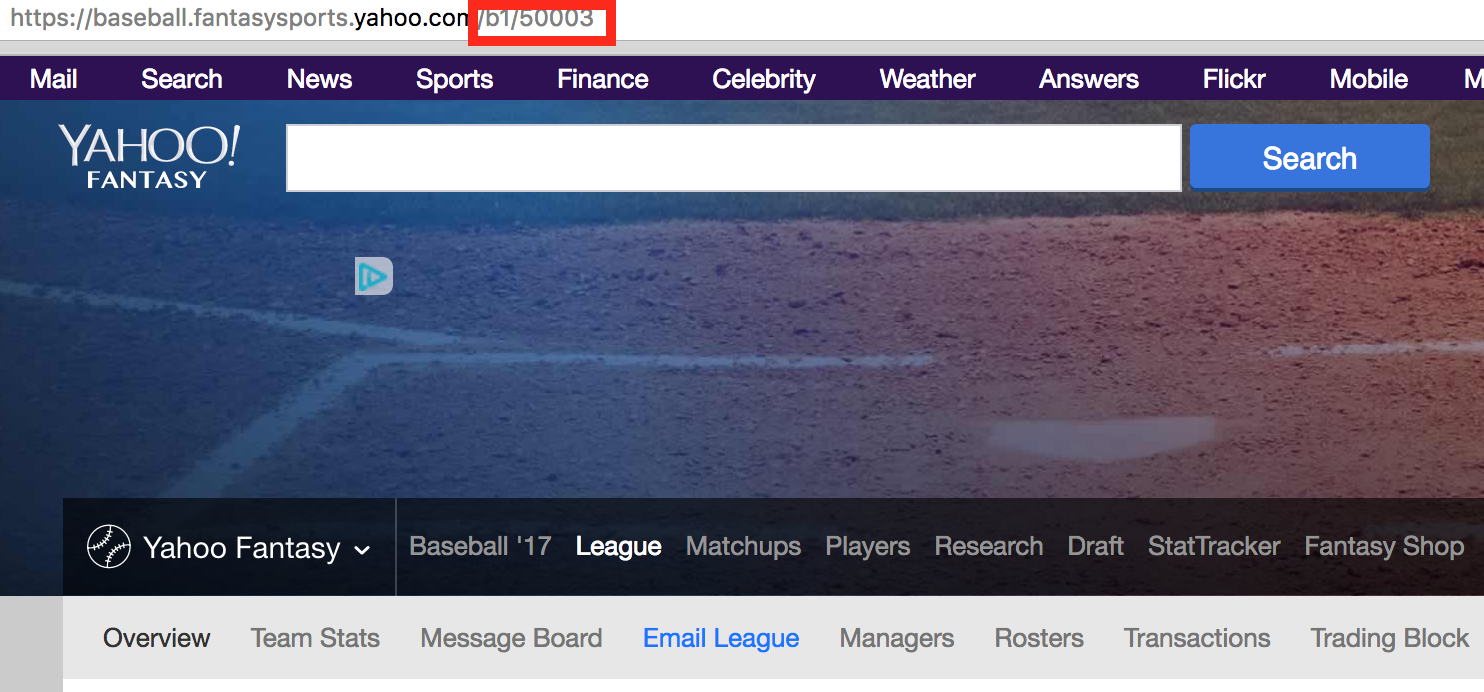
As published, the last two categories listed on matchup pages must be pitching ratios and in all other categories the higher-valued score must win. However, a little bit of manipulation can overcome this by changing the appropriate <’s or >’s in the “all\_lines” if statements within the o/m/n for loops. n == 9 and n == 8 correspond to the last two scoring categories, WHIP and ERA respectively. If you’re using QS instead of wins, for instance, QS is listed last instead of WHIP. So under the n == 9 if statement, you’d change “if all\_lines[o][n] **<** all\_lines[m][n]:” to “if all\_lines[o][n] **>** all\_lines[m][n]:”. ERA is now displaced to n == 7, so the opposite change in >/< is needed there.

You’ll need to input three things to use this code.

The first is the week number. Currently, the code can only tabulate standings for a single week, but the ability to sum over multiple weeks is in the works.

Second is the number of teams in your league.

Third is your league number, which can be found after the b1/ in any league page’s address:



The output is sorted by xW%, each team’s winning percentage if it played everyone every week.

The first column is team numbers by default, but you can make a list of strings of your team names in place of the team\_names = teams line. This line is five lines up from the end, after the o/m/n for loops.