

RCMC Fantasy Football Scoring System

OFFENSIVE	NAME	SETTINGS
FG	Field Goals	3 points Plus 2 points for a FG of 50+ Yds
FL	Fumble Lost, Including ST plays	-2 points
MFG	Missed Field Goal	-1 point
MXP	Missed Extra Point	-1 point
Fum2PK	Fumble Recovery Two-point Conversion, Kicking formation	2 points
Fum2PT	Fumble Recovery Two-point Conversion, Two-point formation	2 points
Pa2P	Passing Two-point Conversion	2 points
PaInt	Passing Interception	-2 points
PaTD	Passing TD	4 points
PaYd	Passing Yards	0+ PaYds = .05 point for every 1 PaYd
Re2P	Receiving Two-point Conversion	2 points
ReTD	Receiving TD	6 points
ReYd	Receiving Yards	0+ ReYds = 0.1 point for every 1 ReYd
Ru2P	Rushing Two-point Conversion	2 points
RuTD	Rushing TD	6 points
RuYd	Rushing Yards	0+ RuYds = 0.1 point for every 1 RuYd
XP	Extra Points	1 point
DEFENSIVE	NAME	SETTINGS

DFR Defensive/ST Fumble Recovered
(ID/DT/DST) 2 points

DTD Total Defensive and Special Teams TD 6 points

Int Interceptions 2 points

PA Points Against, Total Points Scored

0 PA = 10 points
1 - 6 PA = 8 points
7 - 13 PA = 6 points
14 - 20 PA = 2 points

21 - 27 PA = 1 points
28 - 34 PA = 0 points
35 - 41 PA = -1 points
42+ PA = -2 points

SACK Sack 1 point

STY Safety 2 points

YDS Yards Allowed

0 - 49 YDSs = 10 points
50 - 99 YDSs = 8 points
100 - 199 YDSs = 4 points
200 - 299 YDSs = 2 points