

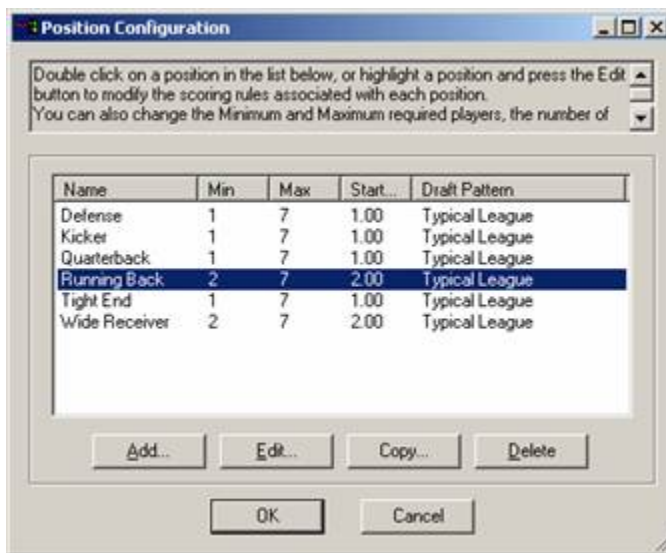
How to Setup Your League Scoring Rules

Overview

When you set up a new league, pcDrafter provides a number of options to automatically configure the scoring rules for your league. However, we recognize the fact that each league is different. For this reason, we have offered an unsurpassed ability to configure the scoring rules for each position to match your league exactly.

Step 1 : Select the **Edit->Positions/Scoring Rules...** menu on the main pcDrafter screen.

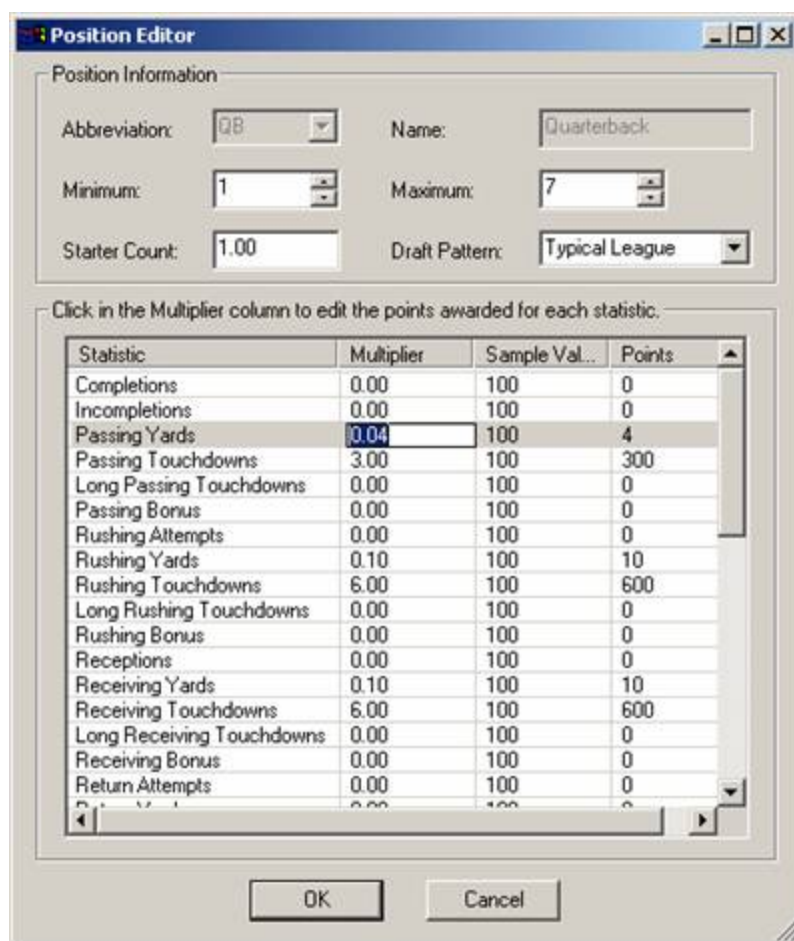
This will open the Position Configuration screen pictured below. Note that this screen is also displayed when you are configuring a new league using the League Setup Wizard.



Step 2: Select the position for which you want to modify the scoring rules.

In the example above, we will be modifying the scoring rules for Running Backs.

Step 3: Double-click the selected position (or click the **Edit...** button) to open the Position Editor. The Position Editor (pictured below) is divided into two main sections. The top portion (**Position Information**) provides an overview of the positional information. The bottom portion is the section where we will actually set the scoring rules for our league.



Step 4: Click the **Multiplier** field for the scoring rule you want to modify. The Multiplier is the rule that will be applied to determine the points scored for each player, based on their projections. Using the sample above, you can see that a **Multiplier** of 0.04 for passing yards translates to 4 **Points** for every 100 (shown in the **Sample Value** column) Passing Yards. Likewise, you can see that using a **Multiplier** of 3 for every **Passing Touchdown** will result in 300 **Points** if the player were projected to score 100 Passing Touchdowns.

Step 5: Enter a new **Multiplier** value to change the scoring rule. Using the sample above, if we change the Multiplier to .10 for Passing Yards, you will see that now 10 **Points** would be awarded for every 100 **Passing Yards**.

Step 6: Edit as many scoring rules as you like to configure your league exactly.

Step 7: Press the OK button to apply your changes.

Note that changing the scoring rules will cause all the projected player points to be recalculated and new power rankings to be generated automatically.

Other Notes

Some Statistics may be configured differently for different positions. For example, Interceptions may be configured with a negative (-)1 Multiplier for Quarterback, but a positive (+)1 Multiplier for Defenses.

Only those statistics that have a Multiplier identified will appear on the Player Editor. If you are viewing a player and don't see a Statistic you want, simply follow the instructions above to configure the new scoring rule.