

## **RATINGS HOW-TO GUIDE Update– September 2007**

### **FORMULA for PUNTERS' RET GRADES**

Use the following equation to calculate punters' return % for punters' RET grade table:

Returned Punts / (Total Punts - (Touchbacks + Punts Inside 20) / 1.5)

### **Additional ratings instructions for new optional ratings...**

#### **TEAM Y RATINGS (Defense)**

These optional defensive team ratings help reflect teams' tendencies to intercept passes with less or greater frequency than average. In game play, this rating is added to / subtracted from the opposing quarterback's Y rating on all Y chart readings.

To determine team defense Y ratings, compare each team's defensive interception percentage with the league average for that season, and adjust up or down by one point for each point higher or lower than the league average. For instance, if the league average for interceptions is 5%, and a team has a defensive INT percentage of 3, then give it a team defense Y rating of -2.

When assigning Y ratings, you may want to consider adjusting the rating slightly up or down based on the combined pass ratings of a team's defensive secondary (for instance, if a team has superior-rated defensive backs, then their team Y rating may need to be adjusted downward slightly).

#### **TEAM PENALTY RATINGS (Offense and Defense)**

These ratings reflect the tendencies of each team's offensive and defensive platoons to commit penalties. In game play, these ratings are used along with an optional penalty chart on all penalties on plays from scrimmage.

To determine team penalty ratings (separately on offense and defense), first find each team's platoon's % of penalties per play, then rank all teams from best (lowest) to worst (highest).

Teams in top .067: A

Teams in top .333: B

Teams in top .667: C

Teams in top .933: D

Others: F

#### **TEAM FUMBLE RATINGS**

These ratings reflect each team's tendencies to recover their own fumbles and also take away the ball from their opponents on defense. In game play, these ratings are used along with an optional fumble recovery chart on all fumbles on plays from scrimmage.

To determine a team's offensive fumble rating, first find each team's percentage of own fumbles recovered, then rank each team from best (highest) to worst (lowest).

Teams in top .067: A

Teams in top .333: B

Teams in top .667: C

Teams in top .933: D

Others: F

To determine each team's defensive fumble rating, rank all team defenses for fumbles recovered, from best (highest) to worst (lowest):

Teams in top .067: A

Teams in top .333: B

Teams in top .667: C

Teams in top .933: D

Others: F

#### **TEAM PUNT and KICK COVERAGE RATINGS**

These ratings reflect the ability of each team's kick coverage units to limit returns. In game play, these ratings are used along with optional kickoff and punt return charts on all routine kickoffs and punts.

To determine COV ratings (separately for punt and kickoff returns), first find each team's average yardage allowed per return, then rank all teams from best (lowest) to worst (highest).

Teams in top .067: A

Teams in top .333: B

Teams in top .667: C

Teams in top .933: D

Others: F

(NOTE: When rating a very small league using any of these percentage rank ratings, you may want to adjust the % rank cutoffs for each rating based on how many teams you'd like to end up with in each letter grade pool).