

The League of Doom Times - Chronicle Picayune

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Vol VI., No. 5

THE LAND OF DOOM, SATURDAY, AUGUST 27, 2016

\$0.00

BREAKING: SWEEPING CHANGES TO LEAGUE RULES SHOCK OWNERS



Sudden League Expansion Causes Chaos and Confusion

Schedule Change, Draft Lottery Redo Required

By ALCYONE BALFOUR, Contributor

LEAGUE OF DOOM HQ – In a completely predictable, not at all unfair or disorienting move, the League Managers have expanded the league from 12 to 14 owners.

This move was made without the consultation of the majority of league owners, as no one could possibly be bothered by such an action. It was also carried out in the middle of the work day on a Friday, so as to ensure that none of the existing owners

EXTRA EDITION

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would notice what was happening and be able to respond appropriately. This was presumably done in order to avoid bothering them.

The change occurred less than 48 hours before the draft, potentially plunging draft boards into disarray. The League Managers' spokes-homunculus, Cho'Thugh the Obedient, stated that this was done to "inject more merriment and enthusiasm into the already amusing draft process, yes."

The first of the two new owners, Bobby Marshall, has been added to the Pirates Division, and the second, Emily Greene, has been added to the Zombies Division. A league insider who wished to remain anonymous said that these divisions were chosen because "they didn't have enough shitty owners in them."

The expansion has necessitated a completely rearranged schedule. Now, each owner will face off against in-division opponents twice per season, and will have additional matchups against out-of-division opponents sufficient to fill out their schedule. Additional, out-of-division opponents were chosen randomly. Another inside source told our reporter that this random selection method was used because "we couldn't be bothered to do anything more thought out in the limited time we had available to us." This seems like a totally reasonable problem-solving technique that is highly unlikely to have unexpected fallout in the form of unbalanced schedule difficulties by the end of the season.

In addition, the expansion calls for forcefully shoving two new owners into the draft order. After an impromptu vote held by the Committee to Determine How to Include Expansion Players into the Draft, it was decided, 6-2ish, with two abstentions, to simply redo the draft lottery. The new draft order will be determined on the afternoon of the draft itself.

Some owners were notably displeased with these moves. "This is going to fuck my board . . . Rant and rave and rant," said Sam Manleigh, magical unicorn. "A 14-

person league? Whoever heard of such a thing? Twelve is the standard, 12 is the line. Propaganda! Xenophobia!”

Others, like Zakk, were more amenable to the change. “I like long walks on the beach and redo,” he announced. He went on to clarify, “‘I don’t feel anything.’ That’s what she said. I said, ‘Shut up.’”

All in all, this expansion is expected to have no substantive impact on the league. ★

SUBSTANTIVE RULES CHANGES ABOUND

Team Defense Scoring, Bench Size, Roster Maximums All Adjusted

By SYNERGY COCHRAN, Contributor

THE KARL PEARSON INSTITUTE OF STATISTICAL ANALYSIS – In a move designed both to accommodate the league expansion and to make team defense scoring more reflective of defenses’ effect on the outcome of games, several League of Doom rules have been changed.

Bench size has been increased by one, up to six. This enables owners to take a backup player at each starting position, including quarterback, running back, wide receiver, tight end, team defense, and kicker. This was not previously possible with a bench size of five.

This bench size increase not only permits owners to have fuller rosters, but also places a greater emphasis on good drafting at the beginning of the season.

In order to counteract the potential dilution of the free agent pool due to increasing bench size and the league expansion, strict maximums at each position have been instituted.

Teams may have no more than two quarterbacks, three running backs, five wide receivers, three tight ends, two team defenses, and two kickers.

This is a substantial reduction from last season, when teams could have three quarterbacks, five running backs, six wide receivers, and four tight ends.

This change was largely enacted to make semi-viable running backs available in free agency. There will be a maximum of 42 running backs on rosters this year, down 30% from the previous maximum of 60 running backs.

A concerted effort has also been made to adjust team defense scoring in order to better reflect the impact that defenses have on whether or not a team wins.

League of Doom statisticians spent many hours researching the effect of various different defensive statistics on the outcome of games, and have settled on a new team defense scoring system that they believe is more representative of true defensive success.

Some of the statisticians' research has been released to us, and we offer it here in order to provide an explanation for the rules changes. (*Please consult our August 24 issue's article "Draft Preview: Tight Ends" for an explanation of the referenced statistics. – Ed.*)

First, the new scoring system itself: team defenses will start the game with 15 fantasy points. Every time that the opposing team scores, the team defense will lose 0.25 fantasy points per real world point given up, and every time that the opposing team gains yardage, the team defense will lose 0.02 fantasy points per real world yard allowed.

In addition, each sack will be worth two fantasy points, each interception will be worth 1.5 fantasy points, each pass defended (any incomplete pass that is caused by a defensive player) will be worth 0.5 fantasy points, and each forced fumble will be worth 0.25 fantasy points. Touchdowns off of turnovers, including interceptions, fumbles, and blocked kicks, will be worth six fantasy points. Safeties, two-point returns, and blocked kicks of any type will be worth two fantasy points, and one-point safeties will be worth one point.

Stuffs and fumbles recovered are now worth nothing. Similarly, punt- and kick-return touchdowns are no longer worth anything, because regular offensive players already get points for those, and it is unnecessary to reward two different positions for the same touchdown.

The statisticians needed to find a way to measure the impact of a defense on the final result of an NFL game. They decided to use Pro-Football-Reference.com's Expected Points statistic, which "break[s] down the contributions each team's various squads made to the margin of victory." The Expected Points for defenses represents how many points a defense contributed to their team over the season. (*For more on Expected Points, go to sports-reference.com/blog/2010/03/features-expected-points/ – Ed.*)

In order to determine which defensive statistics measurable in fantasy football correspond with Expected Points, the statisticians looked at the Pearson product-

moment correlation coefficient (denoted as r) of Expected Points in comparison to the various statistics in question, like sacks, interceptions, and so on.

They found that points allowed (PA; $r = -0.8845$), yards allowed (YA; $r = -0.7759$), sacks (Sck; $r = 0.6596$), interceptions (Int; $r = 0.6561$), and passes defended (PDF; $r = 0.6025$) all had a relatively strong correlation coefficient with Expected Points.

Surprisingly, statistics like forced fumbles (FF), stuffed runs, and several others had only weak correlation coefficients, at best.

Despite this, forced fumbles were integrated because of their impact on the offense. The remaining low-correlation statistics were eliminated.

After finding the statistics with moderately strong correlation to Expected Points, the statisticians developed a formula to make fantasy points correlate as closely as possible to Expected Points, which is reflected in the league's new team defense scoring system. When compared with Expected Points, the new team defense fantasy scoring formula has an r value of 0.9193 and a p value of < 0.00001 , making it a very strong correlation that is highly statistically significant.

Expect to see team defenses' scores go down very gradually as games progress, and then increase when defensive "events" (sacks, interceptions, etc.) occur. Under this system, last year's top fantasy defense, Denver, would have scored 17.06 points per game. The average of the top-14 fantasy defenses' points per game would have been 14.59 points in 2015.

This places team defenses third in fantasy points, between wide receivers and running backs, the same as it was last year. Top end defenses will score slightly more than previously, however.

Hopefully these new changes can facilitate a more competitive and exciting 2016 season. ★

LEAGUE MANAGERS ISSUE STATEMENT ABOUT TRADES

New Trade Guidelines Laid Out, Threats Made

By CHO'THUGH THE OBEDIENT, Contributing Homunculus

THE PERPETUAL VORTEX OF WELTZSCHMERZ – In Their immeasurable and merciful wisdom, the League Managers have issued a press release regarding their glorious Vision for trades in the League of Doom, yes. Following the incurable madness of the journalists present at the issuance of the press release, it has been determined that pathetic mortal ears and minds are insufficiently designed to directly receive the Words of the League Managers, so Their statement has been transcribed here:

“All owners are expected to make a good faith effort to trade. We can always punish you by limiting the number of waiver wire acquisitions you can make, you know. We can even do this retroactively, in the middle of the season. Do not tempt Us.

“In order to facilitate more delightfully entertaining trading, We have decided to institute a trade window period: during the 24 hours after a trade has been announced, other owners may make public counter offers to either side. After the window closes, if no other offers have been made, the trade goes through. If offers have been made, either owner may pull out of the original deal in order to accept one of the counteroffers, which will immediately be binding.

“Of course, We can still veto initial trade offers, for Our word is law. Now go about your day.”

This is all Excellent, and the owners are expected to be most pleased. The League Managers remind you that all of this is as it has always been. ★

WHO ARE THE NEW OWNERS?

Getting to Know the New Competitors in the League of Doom



Pictured: the new owners. From left to right: Emily Greene, Bobby Marshall.

By HAMRICK ZINK, Contributor

THE DEEP WEB – The surprise league expansion raises many questions. Where did the new owners come from? Who are they? Is their addition to the league part of a vast, shadowy conspiracy to fix the results of games and ensure that the League Managers' preferred owners win?

As with all solid information about the League Managers, answers are hard to come by.

Anonymous inside sources indicate that one of the new owners asked to join the league. It is unclear how this individual was able to discover the existence of the league in the first place.

These sources also indicate that the other new owner is one of several individuals approached by the League Managers with an offer to join. It is unknown if the Managers made this unprecedented offer in person or through an intermediary. Is this individual in collusion with the Managers?

Unfortunately, it is not clear which new owner is which.

What little information that is known about the new owners is offered below.

Emily Greene is believed to be some kind of blind or soulless giant human-grape hybrid, or perhaps a hitherto-unknown variety of gaseous lifeform. If the latter, she may wear a violet pressurized environmental suit.

She may rely on an apparatus of unknown origin in order to breathe in our atmosphere. She may also reside in a shoe store, although she appears not to wear shoes herself.

Rumor has it that she is an acquaintance of Jaime, Meredith, and Ned, but all three declined to comment.

Bobby Marshall is thought to be a ghost, spirit, specter, or other ethereal post-living entity. Reliable informants say that he is also Will's brother. Condolences are in order for Will, in light of the fact that his brother appears to be deceased.

If anyone has any further information about the new owners, they are encouraged to contact the *Times-Chronicle Picayune*. ★

Corrections

Over the last several issues, contributor Hamrick Zink's first name has been spelled alternately "Hamrick," "Hamrik," and "Hamrink." The correct spelling is "Hamrick." Rumors of rogue Hamrick Zink simulacra engaged in nefarious activities in the service of the League Managers are wholly unfounded.

In the August 24 issue (Vol. VI, No. 4), the "In This Issue" section was inadvertently placed on the last page and retitled "Things That Were in This Issue." We apologize for any confusion this may have caused. This error is due to intern Timmy O'Brien's unexcused absence on the date of publication. He has been posthumously reprimanded.