

---

# Field Day Community Fantasy Manual

---

## ----- Kickball -----

### Offense

<b>Singles</b>	<b>1</b> point(s) per	Earned for every single hit.
<b>Doubles</b>	<b>2</b> point(s) per	Earned for every double hit.
<b>Triples</b>	<b>3</b> point(s) per	Earned for every triple hit.
<b>Homeruns</b>	<b>4</b> point(s) per	Earned for every homerun hit.
<b>Strikeouts</b>	<b>-3</b> point(s) per	Earned for striking out.
<b>Runs</b>	<b>1</b> point(s) per	Earned for reaching home.
<b>RBI's</b>	<b>0.5</b> point(s) per	Earned every time a teammate reaches home following a ball in play by you.
<b>Lead Off Value</b>	<b>(At-Bats * Total Bases) / 40</b>	Calculated via the number of at-bats multiplied by total bases accrued then multiplied by 40. Meant to reward the lead off batter who can't earn RBIs.
<b>Batter Value</b>	<b>(Total Bases / At-Bats) * 3</b>	Calculated via total bases divided by number of at-bats then multiplied by 3. Meant to reward consistent kickers.

## Defense

<b>Outs Recorded</b>	<b>2</b> point(s) per	Earned for recording an out.
<b>Out Assists</b>	<b>1</b> point(s) per	Earned for assisting in recording an out.
<b>Defensive Gems</b>	<b>3</b> point(s) per	Earned for making a phenomenal play. Defensive gems are up to Admin discretion.
<b>Errors</b>	<b>-2</b> point(s) per	Earned for having an attempt to record an out but flopping the opportunity. Errors are up to Admin discretion.

## Pitching

<b>Strikeouts</b>	<b>2</b> point(s) per	Earned for striking out opponents.
-------------------	-----------------------	------------------------------------