

FMLS Glossary

Words, phrases and concepts you should be familiar with.

Chalk

This refers to a player that is expected to be on so many teams that his effective ownership is close enough to 100% that having this player on your team will not affect your overall rank, but not having him could drop your overall rank significantly if he posts a high score for the week.

Haul

This is a term used to describe when a player posts a comparably high score for the week.

Differential

A player that is not commonly picked. Typically this player will have a lower ownership percentage. Managers pick these players to try to get away from the chalk and gain an edge on the competition.

diffeRANCHal

A differential that Ranchinator would consider in his article. These are the extreme differential picks.

DGW

Double game week. When a team plays two games in the same week. For example, playing a game on Wednesday and a game on Saturday.

SGW

Single game week. When a team only has one game during the week. These are the most common types of game weeks in fantasy.

BP

Bonus point. These are points that a player generates which is not a goal, assist, clean sheet, or minutes. Examples of bonus points include clearances, tackles, key passes, crosses, and recoveries.

BP Machine

A player who generates a lot of bonus points!

Floor

This is a player who has a consistently average score with their bonus points. For example, if a player scores: 5, 6, 6, 9, 11, 5, 6, 5, 6 their floor is a 6.

Ceiling

This refers to the maximum score that a player may reach.

Boom or Bust

This is a player who will score either 2 points or 7+ points. These players typically do not generate bonus points, but rather will score a goal(s) or not do anything during the game.

Scrub

A player who has a high chance to not play during the week. These are players used to get points into your lineup from off of the bench.

Switcheroo

A method that managers use where they put in a player who will not play in their starting lineup along with players who do play on their bench. The best score on the bench will sub in for the non-playing player.

Autoroo

A version of the switcheroo where a manager plays 5 defenders, but 2 of them are not playing. The bench consists of either 2 forwards and 1 midfielder or 2 midfielders and 1 forward. The 2 best scores automatically sub into your lineup.

Keeperoo

A version of the switcheroo for goal keepers. The method is done by playing an early game slate goal keeper on the bench and a late game slate goal keeper on the field. If the early goal keeper has a good score, the manager will change the field goal keeper to a goal keeper that will not play. This gives the manager the bench goal keeper points. If the manager does not like the bench keeper score, they would keep the starting goal keeper in their lineup.

Cheaperoo

A version of the switcheroo with cheap bench players. Cheap players are typically ones under \$7m in value.

Medranda

When a defender subs off of the field after they secure their 60 minute clean sheet and then their team gets scored on. The player that subbed out keeps their clean sheet, but the rest of the defenders on their team lose it.

Fade

A typically chalk player who is left out of a fantasy team. This play is typically done to try to gain an advantage in a questionable matchup.

Round 10

When a week that looks like it should be a really high scoring week on paper turns into one of the lowest scoring weeks that fantasy has ever seen. Typically this is because the chalk picks all failed to produce.

OOP

A player who plays out of position on the field. For example, a defender that plays as a forward or midfielder.

JFR

Johnny "Freakin" Russell (Sporting Kansas City player)