THE ULTIMATE FANTASY FOOTBALL TEAM

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Introduction

The inspiration invented fantasy football from Wilfred Winkenbach, also known as Bill in 1950. The inspiration was from him playing fantasy games such as baseball and golf. The game began in a hotel room in Manhatten Hotel the hotel is currently known as the Milford Plaza. Winkenbach and two other writers known as Scotty Stirling and George Ross set rules to help govern the game through a scheme that they had created the fans for sports were allowed to draft players teams that were professional onto their particular fantasy roster that they would use to play weekly against other players in the league (Rakowski, 2012).

The Greater Oakland Professional Pigskin Prognosticators League was the first World's fantasy football league. The league had eight teams that were assembled by the help of the founder and his friends.

Fantasy football has currently grown, and the advancement of technology has made the sports to be commonly played since it has increased the number of players. For example, a game that was previously played in a hotel room with three men is now played by more than 30 million players in the U.S.A alone, 2 million players in Canada, and currently evolving in California at a rapid rate. Research from the Fantasy Sports Trade Association in the U.S.A has identified that 56.8 million people played sports in the U.S in 2015. This was an increase of 15 million players compared to the year 2014. From the year 2011 to 2015, the game has released an increase of 16 million players. Technology has helped the social interaction of the sports, real-time information, created a virtual community, and improved the social interaction features.

The game is played during the NFL season, where the fantasy team faces each other, so as the real teams in the league. The owner of the fantasy team is allowed to pick and drop players according to their wish and their desires. The player's real statistics are collected from the game and converted to the fantasy points by the league provider. The fantasy team that has the most point in a week wins the game for the week since the NFI games are played weekly during the regular season.

Purpose of Evaluation

The report will provide information on how to choose a good fantasy football team by determining the player's value by using the player's past statistics and traits to build the ultimate fantasy football team. This is because most fantasy team manager tends to pick their players according to their budget, which in most cases does not work for the team.

The findings will also identify how these teams can be improved once they are chosen, and the season is in process. The information will also include the budget that one should consider while choosing its players, the current technological state, and the potential improvement that will be needed for functionality purposes.

Questions the report answers

The report answers questions, "How to create the ultimate Fantasy Football Team."

The focus of the report is to determine how to choose a good fantasy football team that will help in winning the particular league. This will try to be determined by the value and the statistics of the player.

Literature Review

Literature reviews asses other written materials by other researchers to compare their findings and opinions on what they say about choosing Fantasy Football players. Since football is a popular game in the World, more individuals are very interested in the sport, and a lot of articles are written about the players who may be useful to the Fantasy team managers.

Therefore the materials will help the researcher identify how a helpful fantasy player can be chosen, mainly from the past statistics and records that may be available.

Check fixtures for different league years.

Looking at fixtures of the league for other years helps in the identification of the particular teams that have been regular in the league. This will help the team owner be able to identify players that have been consistent in the groups. In doing so, it gives the team owner a base from where it needs to pick its players from and where to get the statistics for the particular player chosen.

Sprecher, 2017 explains that checking fixtures at the beginning of a season is very important in the identification of players. This because a player that one will have on the team cannot play all the 38 weeks matches, and therefore the owner of the team should consider other players. This also helps the owner identifies the players that will play during that season, for he advises that one should pick players who played during the season, not just stay on the bench.

The studying of the fixture will also help the owner of the team in studying positions and identifying which player players in the middle field, defense, and upfront.

The rotation of the fixture helps the owner identify weak and strong players in both home and away matches. This helps the owner determine the players to choose for games that are home and away since some of the players might be affected by weather, phobia of playing away from home. Some play exceptionally well away from matches but not home matches.

Do not rely on one or two players

Sprecher, 2017 advises that the team owners should not pick players according to their popularity, but according to the skills they have to offer. For example, a player who is worth £12m will only score 200 points in the season is less valuable than a player who will score 110 points in the season and is worth £6m. It is evident that famous players are more expensive but sometimes do not deliver as expected.

It is encouraging that one should be able to identify players that are skilled in different areas such as taking the penalties, corners, and free-kicks as this are players that generally have a potential for scoring. It is essential to also keep an eye on the future of potential players that are coming up. It is not wise to select only experienced players in your team for experienced players to have an advantage of performance. Still, they also have a disadvantage that they have higher chances of injury and therefore encourages one to be mindful of the potential players since the team owner would not like to be left with medical bills that are high when these experienced players experience an injury. Experienced players may also sometimes be expensive for the team to draft, and they may not offer value in comparison with young, energetic players looking to make a name in the league. The experienced maybe relaxed and sometimes may even retire before the season ends, leaving the team stranded.

Loyalty to a particular team or individual

It is usual for one to be loyal to a particular team or an individual because there is always a feeling of belonging and identification with that specific team or an individual. It is generally discouraged for the team owners to pick sides or individuals that they are just basically loyal to. Since if this team or individuals fail, they will also fail with them (Spreher, 2017). Drayer et al., 2010 explain that there is always a unique relationship that usually exists between the fans and the players. Thus a specific alliance has formed that influence the future decision of the fan. The perception of the team is usually affected by the loyalty the owner of the fantasy football team has, and this affects persistence to an individual player or team, resistance to change. The biasness to a piece of particular information, and this affects the choice of a player that it chooses. But this should not be the case players and teams should be selected based on their performance.

Potter, 2016 encourages that sometimes it is more beneficial to stick with young potential players and being patient with them as they develop their pro-skills. It is much easier to mold a younger player than a player who is already a pro. The Younger player sometimes becomes building blocks for success in the future.

Do a background check on players and teams

So much information is available in the media and sports channels about players and teams that play in the NFL football league. The team managers must take time to do a background check on the particular players and teams before signing them.

Identify the specific traits, skills, and player your organization would need within the specified budget. Note down and keep records before making the particular chose.

Woo, 2016 encourages individuals to study players that they were interested in drafting, the franchise cities they came from, and the characteristics of that particular city. Paying attention to the player's performance, injuries, and trades. Research has shown that doing a backup check on specific players and team help identify the trending values against the current situation in the league. This enables one balance of future players with the current players.

Sprecher, 2017 discourages picking of player that is a new sign in. This is because the value of that particular player currently not knows, and it may either fall both ways, which are not a healthy choice for the team. The team needs to be sure of its players to be able to collect more points. In the league. He identifies that good player to sign in the team is players who are consistent in physical ability, opportunity, and good health (Potter, 2016).

As one research about a player or a team, they should be mindful of the potential of the players so that you can know the value of the player to help in the buying and selling of that particular player.

In the process of researching, learn the game and the league as if you are a pro. Learn the rules for a scoring ruling, which is very critical while choosing a player, also learn the game for it help identify if you would like offensive players more or the defensive players. It helps the owner of the team strike a balance in choosing the team (Sakalley, 2017).

It is essential to make a background medical history of the player that the team would lie to sign in.

A medical history will identify if the player has been on drugs or not, is affected by a specific injury that may affect them to complete playing in that particular season or not, or is the player in good shape and can finish a regular season(Eakins,2017).

Attitude and the behavior of the player

There is a player when they begin their sports career are very humble and have the best behavior of their selves, but their attitude and perception changes immediately. They start getting more money due to their performance. They begin to be disrespectful to their teammates and coaches. They get attracted to the social pressures of the environment, and they start lacking the discipline for the game. This kind of player should be avoided by all means even if they become the best players in the league because this character will affect their performance eventual in the league. If not personal return, then it will affect team performance since the attitude will not allow them to work together as a team.

Ordine, 2017 believes that a player with a positive attitude is a player that is going places compared to a player that has a negative manner. A positive attitude player will follow instructions from his /her coach, will have discipline both in and out of the playing ground, and will be very supportive of their teams. He encourages that one should identify players that have very high discipline in the game since such player is going places in their career.

Mill, 2017 explains that discipline, character, and attitude of a player determines how the player will go in their career in sports. A player who is changed by money, fame, and glory does not perform well in the long term. If you would like to have a player who will play well in a long period is a player that is not affected by these factors.

These players climb very fast on the ladder. They have an ability to grow even if they are currently not the most talented due to their ability to listen, work within the instruction, and respect their teammates. The focus should be on players who have built a positive character for an extended period

Potential player with a favorable attitude. Good players with negative aspects should be avoided with all means of life.

Conclusion

The sport has grown from humble beginnings, and it has currently become a multi-billion dollar industry. The game's growth is approximated to be with about twenty-nine million players. The success of the game is mainly owned by the growth of the internet, which has provided the platform for a virtual community with the availability of streamed statistics calculation. After each season, a team is allowed to draft new players. The current players can also be retained unless they are traded to other teams or have been dropped. When a player is lost, they belong to a group of unowned players where different teams can pick them. In a league, no player can be owned by more than one side. In a game, the team owner is tasked with choosing which player starts the game. The member of the team is also allowed to predetermine the number of players that can be used in a game. One of the areas to be noted is the addictive nature of the game, which the team managers or owners should be careful about.

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