FFFO
FANTASY FRONT OFFICE™

NFL DFS
CASH GAME GUIDE

A PRACTICAL GUIDE TO BUILDING DRAFTKINGS & FANDUEL CASH LINEUPS







- CASH GAME BASICS
- PROVEN STRATEGY
- POSITION GUIDANCE
- LINEUP CONSTRUCTION
- INJURY & NEWS MANAGEMENT
- COMMON MISTAKES
- PRE-LOCK CHECKLIST

01 / CASH-GAME FOUNDATION

WHAT CASH GAMES REWARD

Cash games reward consistency more than extreme upside. The objective is to build a lineup with enough reliable scoring paths to finish above the payout line more often - not to chase the single highest possible score.

50/50s

Roughly half the field receives a payout.

DOUBLE-UPS

A smaller percentage typically earns about 2x the entry fee, depending on contest structure.

HEAD-TO-HEAD

Your lineup competes directly against one opponent.

FFFO CORE IDEA

Favor dependable opportunity, role and projection over plays that require an unusually big game to succeed.

02 / PROJECTION DISCIPLINE

FLOOR, MEDIAN & PROJECTION

A projection is an estimate, not a guarantee. Use it as a disciplined starting point while asking how stable the player's opportunity is.

ROLE

VOLUME

PROJECTION

SALARY

Then account for matchup, environment and late news.

03 / PLAYER POOL

BUILD A STABLE PLAYER POOL

Cash construction gets easier when the player pool is intentionally small and every role can be explained.

QB Strong overall projection and reliable scoring paths. Rushing can add floor; pocket passers can still work when volume and efficiency support the projection.

RB Prioritize touches, routes and targets, snap share and goal-line opportunity. Be cautious with uncertain committees.

WR Prioritize targets and route participation. High-volume roles matter more than highlight-reel potential.

TE Look for routes, targets and red-zone involvement. Avoid paying only for a touchdown-dependent role.

DST Use salary, pressure and sack potential, turnover opportunity and game environment. DST scoring is volatile; no defense is truly safe.

04 / VALUE

FIND VALUE WITHOUT PUNTING OPPORTUNITY

Cheap does not automatically mean value. Salary relief is useful when the player has a believable path to touches or targets.

ROLE CHANGE

Injuries or depth-chart changes can create legitimate value before pricing fully adjusts.

STABLE USAGE

Consistent routes, carries or targets can be more useful than a low-volume big-play option.

SALARY EFFICIENCY

Compare projected opportunity and points to salary - but never ignore why the player is cheap.

ONE QUESTION

If this player does not score a touchdown or hit a long play, can the role still produce useful fantasy points?

05 / CONSTRUCTION

A REPEATABLE SIX-STEP PROCESS

1. TRUSTED PROJECTIONS
2. ROLE-DRIVEN VALUE
3. RELIABLE VOLUME
4. WHOLE-LINEUP REVIEW
5. CHECK FAILURE PATHS
6. RECHECK STATUS

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06 / AVOID

COMMON CASH-GAME MISTAKES

CHASING LAST WEEK

A big previous score does not guarantee the same role or efficiency this week.

FORCING A GAME STACK

Do not sacrifice stronger individual plays just to create tournament-style correlation.

IGNORING LATE NEWS

Inactive players and role changes can invalidate an otherwise sound lineup.

CHEAP = VALUE

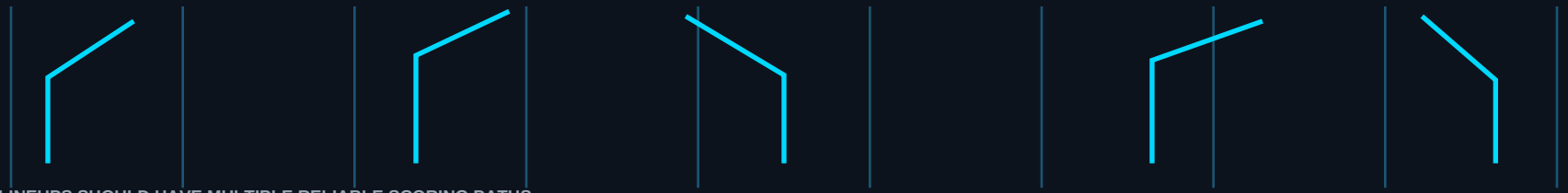
Low salary does not compensate for a player who barely sees the field.

OVERVALUING SAFETY

No NFL player is risk-free. Focus on probability and opportunity, not certainty.

OVERREACTING TO MATCHUP

Matchup matters, but strong volume can survive imperfect environments.



CASH LINEUPS SHOULD HAVE MULTIPLE RELIABLE SCORING PATHS.

07 / BEFORE LOCK

THE FFFO PRE-LOCK CHECKLIST

- [ ] Confirm the contest type and scoring rules.
- [ ] Confirm every player is on the correct slate.
- [ ] Review injury designations and inactive news.
- [ ] Recheck expected roles after injury news.
- [ ] Review salary and projected opportunity.
- [ ] Look for unnecessary touchdown-dependent plays.
- [ ] Confirm the salary cap and roster rules.
- [ ] Give the final lineup one last review before lock.

SUNDAY RULE

A lineup built earlier in the week is a draft. Late news can materially change the player pool.

08 / FFFO WORKFLOW

PREPARE → GENERATE → REVIEW → VERIFY

An optimizer can quickly search thousands of combinations, but output quality still depends on the player pool, projections, status data and settings supplied to it. Use FFFO to organize the construction process - not as a substitute for reviewing the lineup.