Title: SYSTEM AND METHOD FOR DISPLAYING REAL-TIME INFORMATION BASED ON REAL-LIFE EVENTS

Abstract: A system and method for providing real-time fantasy information, based on real-life events, simultaneously with a related media presentation is provided. Real-time fantasy information is received. Based on the real-time fantasy information and rule parameters, fantasy content is generated. A graphic overlay is generated based on the fantasy content. The graphic overlay is then displayed simultaneously with the related media presentation.
For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.
SYSTEM AND METHOD FOR DISPLAYING REAL-TIME INFORMATION BASED ON REAL-LIFE EVENTS

Field of the Invention

The present invention relates generally to displaying real-time information based on real-time events simultaneously with a media presentation, and more particularly relates to displaying real-time fantasy sports league statistics during a media presentation about the sport.

Background of the Invention

Fantasy sports leagues are a well known form of diversion for many sports fans. For example, a group of football fans may form a fantasy football league. Each fan is head of a team, and selects by a predetermined method real life football players to be on the team. From the roster of players, the fan selects certain real life players as a starting team, and competes against other teams. Typically, teams compete based on the weekly performance of the real-life players. An example of a system and apparatus for participating in a fantasy football league is described in U.S. Patent No. 4,918,603, which is assigned to the assignee of the present application, and which is incorporated herein by reference.

Current fantasy leagues may suffer from a drawback that participants may not receive real-time information about a fantasy contest, or may have to individually calculate the information. That is, in the example of a fantasy football league, a fan may have players on a team which are from a number of different real teams. For example, a fan may have a running back from the Denver Broncos™, a quarterback from the Green Bay Packers™, and a wide receiver from the Minnesota Vikings™. The performance of the fan’s team is based on the performance of each of the players. The fan will not know the performance of his team until all of the players have played in the real life game. The performance of a fantasy team will change as the real life games occur. Typical fantasy leagues calculate a fantasy team’s performance after the conclusion of all games. If a fan wants to know a performance during the middle of the games. e.g., Sunday afternoon, a
fan may have to calculate the scores themselves. Calculating the scores and finding all
the information may be burdensome to the fan.

Additionally, many fantasy sports fans enjoy watching the sporting contests they
are involved in on the television. For example, a fan who is a member of a fantasy
football league may enjoy watching football games on Sunday. The fan, however, may
be unaware of the status of the fantasy football team, or other fantasy football teams, as
the fan is watching a football game on television. To keep up to date with statistics of a
fantasy football league, a fan would need to calculate the statistics on their own. These
calculations, as noted above, may be burdensome and time consuming, and may detract
from a fan enjoying the football game on television.

These and other drawbacks exist.

Summary of the Invention

An object of the present invention is to overcome these and other drawbacks in
existing systems and methods.

Another object of the invention is to provide a system and method for presenting
fantasy sports league statistics to a user on a real-time basis.

Another object of the invention is to provide a system and method for displaying
real-time fantasy information as a graphic overlay simultaneously with a media
presentation, where the real-time fantasy information is related to the content of the
media presentation.

Another object of the invention is to provide a system and method for displaying
real-time fantasy sports information simultaneously with a sports media presentation.

Another object of the invention is to provide a system and method for displaying
real-time fantasy sports information to a member of a fantasy sports league while the
member is watching a sports media presentation directed to the fantasy sports league
subject.
These and other objects of the invention are accomplished according to various embodiments of the invention. According to one embodiment of the invention, real-time information about sporting events is received. Based on preselected rule parameters, fantasy sports results are generated from the real-time information. Fantasy sports results may be generated at a central location, or at local processing devices. Using the fantasy sports results, local processing devices generate a graphic overlay. The graphic overlay is presented simultaneously with a media presentation of the sporting event or a related sporting event. This embodiment permits a user to view a media presentation of a sporting event while simultaneously receiving fantasy sports information related to the sporting event.

Other objects and advantages exist for the present invention.

**Brief Description of the Drawings**

Figure 1 is a schematic diagram of a system for simultaneously presenting real-time fantasy results and a media presentation according to an embodiment of the invention. Figure 2 is a flowchart for simultaneously presenting real-time fantasy results and a media presentation according to two embodiments of the invention.

**Detailed Description of the Preferred Embodiments**

The present invention is described in relation to displaying real time information as a graphic overlay on a television screen (or another type of display screen) wherein the information is somehow related to the television program or other “primary” content on the display. Nonetheless, the characteristics and parameters pertaining to this display are equally applicable to other displays of real-time information, and to other types of overlays on media presentations.

The present invention is described in relation to fantasy competition, such as fantasy sports leagues, where fans select real life entities, such as people or teams, and compete with other fans based on real life events and outcomes. Fantasy and fantasy competition, such as fantasy sports, in the context of this application, may involve using real life outcomes and events in sports and entertainment to compete with others.
Figure 1 is a schematic illustrating a system 100 for displaying real-time information according to an embodiment of the invention. System 100 may comprise multiple local devices 110 connected to internet 130 through an internet service providers (ISP) 120. Nevertheless, for purposes of illustrating the present invention, the discussion will presume two local devices 110 connected to internet 150 through one ISP 120.

According to an embodiment of the invention, local devices 110 may be devices used by a user to access internet 130 through ISP 120. Local device 110 may alternatively access internet 130 directly. Local device 110 may comprise a local processing device 112, a display 114, and a receiver 116. Local processing device (LPD) 112 may be a personal computer, a television interface processor (e.g., a WebTV™ interface) or other device for receiving information from the internet, processing information as necessary, and for generating a graphic overlay based on information received. According to an embodiment of the invention, LPD 112 may comprise a personal computer having a modem module, a display module, a memory module, various input device modules and a processing module.

LPD 112 may be operatively connected to display device 114. Display device 114 may be a television, a monitor, or other devices capable of displaying a media presentation. A media presentation may be a television program, such as a sporting event or other television program. According to an embodiment of the invention, display device 114 may be a display device (e.g., a monitor) associated with LPD 112 (e.g., a personal computer). According to another embodiment of the invention, display device 114 may be a television operatively connected to LPD 112, where local processing device 112 is a personal computer or an internet interface. Other embodiments may also be used.

Receiver 116 may be operatively connected to display device 114 to allow reception and display of a media presentation. According to an embodiment of the invention, receiver 116 may be a device located in display device 114, such as a receiver in a television. According to another embodiment of the invention, receiver 116 may be located in a personal computer and may obtain media programming through internet 130.
from a media presentation provider. As illustrated in Figure 1, receiver 116 may be separate, but operatively connected to, display device 114.

Receiver 116 may receive media presentations from media presentation provider 170. According to an embodiment of the invention, media programming provider 170 may be a television station which transmits television programs via conventional methods, e.g., over the air, via cable connection, etc. Display device 114 may display the media presentation from media presentation provider 170. According to another embodiment of the invention, media presentation provider 170 may transmit media presentations through internet 130 to display device 114. Other methods for transmitting media presentations may also be used.

System 100 may further comprise a central server (CS) 140 which may communicate with local processing device 112 through internet 130 or other communications network. CS 140 may comprise a single server computer or multiple server computers configured to appear as a single resource to local device 110. CS 140 may communicate with data storage module 150. According to an embodiment of the invention, data storage module 150 may store various information associated with real-time information. Other information may also be available.

Data storage module 150 may further comprise rule module 152, accounting module 154, and schedule module 156. Rule module 152 may store preselected rule parameters which may be related to modifying real-time information received at CS 140. According to an embodiment of the invention, in a fantasy football context, preselected rule parameters may be league scoring rules and team rosters. Rules may include awarding points for touchdowns scored by a player and yards rushing, passing or receiving by a player, governing trading players, selecting players to be used for a particular week team rosters and other rules. Other rules and rule parameters may also be used.

Accounting module 154 may store information about users of system 100. According to an embodiment of the invention, in a fantasy football context, accounting information may include information about users in each league, such as biographical data, billing data, financial data, team information, including what user and players are
associated with a team, and other information particular to a person involved in a fantasy football league. Other accounting information may also be stored.

Scheduling module 156 may store scheduling information about a real life event. According to an embodiment of the invention, in the context of a fantasy football league, scheduling information may be the NFL season schedule or a relevant subset thereof. Scheduling information may also include a schedule between teams in a fantasy football league. Other schedule information may also be stored.

According to an embodiment of the invention, real-time information provider 160 may be a source of real time information (RTI). The RTI may originate at the CS 140 or be provided by a third party data provider. According to an embodiment of the invention, in a fantasy football context, RTI may comprise information about statistics of players competing in football games. Statistics may include touchdowns scored, yardage gained, interceptions thrown, and other statistics related to football. According to an embodiment of the invention, real-time information provider 160 may be an outside data provider which provides RTI to CS 140. According to another embodiment of the invention, RTI may be received through automatic generation based upon the television signal or a scorer’s data line. Other methods for obtaining RTI may also be used.

According to an embodiment of the invention, RTI is continually transmitted to 140. CS 140 may access rule module 152 and calculate fantasy results (e.g., fantasy sports results, etc.) based on the rules and RTI. CS 140 may then transmit fantasy results (or “results”) to an LPD 112 through internet 130 and ISP 120. LPD 112 may generate an graphic overlay to display the results on the display devices 114 during the viewing of the media presentation. According to another embodiment of the invention, RTI is transmitted from CS 140 to LPD 112. LPD 112 accesses rule module 152, generates results, and generates a graphic overlay to be displayed. According to another embodiment of the invention, information contained within rule module 152, accounting module 154, and scheduling module 156 may be stored in modules located with LPD 112. LPD may use RTI and preselected rule parameters to generate fantasy results and further may generate a graphic overlay. Other methods for displaying real-time information may also be used.
In an embodiment of the present, a graphic overlay may be generated locally by LPD 112. The results and graphic overlay may be customized in terms of information, layout and format through an input device available and communicating with the LPD. Additionally, particular subsets of RTI data may be selected for calculation and display by a user at local device 110. According to an embodiment of the invention, in a fantasy football context, this may allow a user to select among various games occurring within the league and/or the particular statistics and players displayed within the graphic overlay. CS 140 may access preselected rule parameters stored in rule module 152 and calculate fantasy results based on the rules. CS 140 may transmit the appropriate results to LPD 112. LPD 112 may generate a graphic overlay of the score and display the graphic overlay with a media presentation on display device 114. According to another embodiment, preselected rule parameters may be stored at LPD 112, and central server 140 may transmit RTI through internet 130 and ISP 120 to LPD 112. Using appropriate rule parameter, LPD may calculate results, generate a graphic overlay of the score, and display the graphic overlay with a media presentation on display device 114.

According to an embodiment of the invention, a user may select how real-time information is distributed. A user may select to receive fantasy results of particular interest to that user. By selecting fantasy results of interest, a system may distribute real-time information accordingly. By way of example only, in an embodiment of a fantasy football league, a user may select to receive fantasy results of a competition between the user's fantasy team and another user's fantasy team. By selecting to receive the specific fantasy results directed to two teams, real-time information and/or fantasy results directed to other teams and players will not be presented to a user. According to an embodiment of the invention, where a central server generates fantasy results, a local processing device only receives the fantasy results of interest, as selected by the user. According to an embodiment of the invention, where real-time information is sent from a central server to a local processing device for generation of fantasy results, the central server only sends the real-time information related to the fantasy results of interest. The amount of information transmitted may be reduced, as only real-time information and/or fantasy results selected by a user may be transmitted, thereby reducing costs and the time for transmission and processing. A user may select other fantasy results of interest, such
as other specific contests between teams, specific players, specific teams, specific leagues, or other specified fantasy results.

It may be necessary, at some point, to transmit control information from the CS 140 to the LPD 112. In a fantasy football context, control information may include, for example, scoring rules, league data and other information necessary or desirable for a user to monitor a game and other games going on in a league or other leagues in the most robust and desirable way. According to an embodiment of the invention, LPD 112 may provide non-volatile memory so that control information may need to be downloaded only once at the beginning of the season, provided that the control information remains static during the season. For example, if there is a scoring rules change, a signal may be sent down to all LPDs indicating that a league update needs to be processed/downloaded.

A second embodiment is also possible. In this embodiment, the majority of the processing may occur at the LPD 112. Processing may include scoring calculations for the league play. According to an embodiment of the invention, players manually input data about scoring rules and players in the league into the LPD 112. According to another embodiment of the invention, a customized floppy disk, CD, or other storage medium may be provided to all users in the league, where the storage medium may contain control information. The storage medium may allow control information to be loaded into each user’s LPD 112 and thus store (and reuse if necessary) the control information automatically.

Figure 2 illustrates a flow chart for methods for creating a graphic overlay according to two embodiments of the invention. By way of example only, a user may elect to join a fantasy football league. At step 205, a user may create a team. Real life players are selected for the created team at step 210. Preselected rule parameters, such as scoring rules, are designated at step 215. For example, scoring rules may include awarding six (6) points for every touchdown scored, awarding one (1) point for every ten (10) rushing or receiving yards gained and one (1) point for every twenty (20) passing yards gained.

A system may decide where to store rule parameters at step 220. According to one embodiment of the invention, rule may be stored at central server (CS) 140 at step
According to another embodiment of the invention, preselected rule parameters may be stored at local processing device (LPD) 112 at step 245.

If scoring rules are stored at CS 140 at step 225, CS 140 may receive RTI from real-time information provider 160 at step 230. RTI may include information about player statistics, including, in the context of fantasy football, touchdowns scored and rushing, passing and receiving yards gained. For example, RTI may indicate that a running back from the Denver BroncosTM has scored two touchdowns and gained 95 yards rushing, a quarterback from the Green Bay PackersTM has gained 178 yards passing, and a wide receiver from the Minnesota VikingsTM has scored a touchdown and gained 112 yards receiving.

At step 235, CS 140 may calculate fantasy results based on stored rule and RTI. For example, according to the scoring rules and the RTI above, CS 140 may calculate an award for a team of 46 points, and where the running back from the Denver BroncosTM is awarded twenty-one (21) points nine (9) points for the rushing yards and twelve (12) points (for the two (2) touchdowns), the wide receiver from the Minnesota VikingsTM is awarded seventeen (17) points (eleven (11) points for the receiving yards and six (6) points for the touchdown) and the quarterback from the Green Bay PackersTM is awarded eight (8) points (for the passing yards). Further CS 140 may calculate the points each player of a team has contributed to that team, and the most recent play by a player. Other fantasy results may also be generated.

At step 240, CS 140 may transmit results to LPD 112. According to an embodiment of the invention, content may be transmitted from CS 140 through internet 130 and ISP 120 to LPD 112. Other methods for transmitting content may also be used.

LPD 112 may generate a graphic overlay based on the transmitted fantasy results at step 265. A graphic overlay may include the team name, the total team score, individual players names, and individual players scores. A graphic overlay may include the points an individual player gained, how the points were awarded and the identity of the player. Other information may also be included in a graphic overlay.

At step 270, the graphic overlay may be displayed simultaneously with a media presentation. For example, as a user is watching on a television a football game between
the Denver Broncos™ and the San Diego Chargers™, the graphic overlay of the scores awarded to players participating in the viewed game, as well as the scores awarded to other players participating in other games, may also appear on the television.

If scoring rules are stored on LPD 112 at step 245, CS 140 may receive RTI from a real-time provider 160. CS 140 may transmit RTI to LPD 112 via internet 130 and ISP 120. Other methods for transmitting RTI may also be used.

CS 140 receives RTI at step 250. As noted above, RTI may include information about player statistics, including, in the context of fantasy football, touchdowns scored, and rushing, passing and receiving yards gained. As with the example above, RTI may indicate that a running back from the Denver Broncos™ has scored two touchdowns and gained 95 yards rushing, a quarterback from the Green Bay Packers™ has gained 178 yards passing, and a wide receiver from the Minnesota Vikings™ has scored a touchdown and gained 112 yards receiving.

At step 255, CS 140 may transmit RTI to LPD 112. According to an embodiment of the invention, RTI may be transmitted from CS 140 through internet 130 and ISP 120 to LPD 112. Other methods for transmitting RTI may also be used. At step 260, LPD 112 may calculate fantasy results based on stored scoring rules and RTI. For example, according to the scoring rules and the RTI above, LPD 112 may calculate an award for a team of 46 points, where 18 points were awarded for three touchdowns, nine (9) points were awarded for the rushing yards, eight (8) points were awarded for the passing yards, and 11 points were awarded for the receiving yards.

As noted above, LPD 112 may generate a graphic overlay based on the transmitted content at step 265, and the graphic overlay may be displayed simultaneously with a media presentation.

The present invention permits a user to view a media presentation, such as a television presentation of a sporting event, while simultaneously receiving real-time information related to the media presentation. The real-time information may be sent to a user in a number of different manners. According to the embodiments described above, real-time information may be sent to a user via an internet transmission. Real-time
information may be sent to a central location, and fantasy results, based on preselected rule parameters, may be generated at the central location before being sent to local processing devices for presentation with a media presentation. According to an embodiment described above, real-time information may be sent from a central location to local processing devices. Local processing devices may generate fantasy results based on preselected rule parameters and real-time information and present the fantasy results simultaneously with the media presentation.

According to an embodiment of the invention, information related to a media presentation may be sent with the media presentation, such as information contained within a television signal. According to an embodiment of the invention, real-time information is received at a central location. Fantasy results may be generated based on preselected rule parameters and the real-time information. The fantasy results may be embedded into a television signal and sent to a local processing device operatively connected to a television. The local processing device may generate a graphic overlay to present on the television with the media presentation from the television signal. A fantasy result component of a signal, in the example of a fantasy sports league, could have information about the start and end of a signal, a player, a type of play, distance and points awarded for a play, a team, points awarded to a team, and other fantasy sports information. By way of example, a fantasy content component of a signal may be 01-1234-6-18-2-99, wherein 01 indicates the start of a fantasy results component, 1234 indicates a particular player, 6 indicates a particular type of play, 18 indicates the distance of the play, 2 indicates the score calculated for the play, and 99 indicates the end of the fantasy results component. Other types of signals may also be used.

According to an embodiment of the invention, real-time information may be embedded within a television signal and sent to a local processing device. A local processing device may use real-time information and preselected rule parameters to generate fantasy results. By way of example only, a real-time information component of a signal may contain similar information as a fantasy results component of a signal described above, except that the real-time information component does not contain information about the points calculated for a particular play. Other signals may also be used. According to an embodiment of the invention, a local processing device may use information from a real-time information component of a signal and recalculate fantasy
results. Based on fantasy results, a local processing device may generate a graphic overlay to present simultaneously with the media presentation, such as a television program. By way of example only, fantasy football scores may be presented simultaneously with a football game presented on television.

According to an embodiment of the invention, real-time information and fantasy results may be transmitted in known protocols (e.g., American Standard Code for Information Interchange (ASCII), hypertext transfer protocol (HTTP), file transfer protocol (FTP), etc.) or in other, yet to be developed protocols. The requirement of the present invention is that the transmitting device and the receiving device be able to communicate.

The present invention has been described within the specific context of a fantasy football league. However, the present invention is equally applicable to other types of fantasy sports leagues (e.g., baseball, basketball, hockey, etc.), as well as other methods which convert real-time information into fantasy results for display during a media presentation (e.g., Oscars™, Emmys™, elections, etc.).

According to another embodiment of the invention, a computer usable medium having computer readable program code embodied therein for an electronic competition may be provided. For example, the computer usable medium may comprise a CD ROM, a floppy disk, a hard disk, or any other computer usable medium. One or more of the modules of system 100 may comprise computer readable program code that is provided on the computer usable medium such that when the computer usable medium is installed on a computer system, those modules cause the computer system to perform the functions described.

According to one embodiment, modules of the present invention may comprise computer readable code that, when installed on a computer, perform the functions described above. Also, only some of the modules may be provided in computer readable code.

According to one specific embodiment of the present invention, various modules of system 100 may comprise components of a software system. System 100 may operate
on a network and may be connected to other systems sharing a common database. Other hardware arrangements may also be provided.

Other embodiments, uses and advantages of the present invention will be apparent to those skilled in the art from consideration of the specification and practice of the invention disclosed herein. The specification and examples should be considered exemplary only. The intended scope of the invention is only limited by the claims appended hereto.
Claims

What is claimed is:

1. A system for displaying real-time fantasy results during a related media presentation, where real-time fantasy results are based on real life events and preselected rule parameters, the system comprising:

   means for receiving the real-time information;

   means for generating fantasy results based on the real-time information and the preselected rule parameters;

   means for generating a graphic overlay based on the fantasy results; and

   means for displaying the graphic overlay simultaneously with the related media presentation.

2. The system according to claim 1, further comprising means for selecting the preselected rule parameters.

3. The system according to claim 1, further comprising means for transmitting the fantasy results to the graphic overlay generating means via an internet connection.

4. The system according to claim 1, further comprising means for transmitting the fantasy results to the graphic overlay generating means via a signal embedded in a television signal.

5. The system according to claim 1, further comprising means for transmitting the real-time information to the fantasy results generating means via the internet.

6. The system according to claim 1, further comprising means for transmitting the real-time information to the fantasy results generating means via a signal embedded in a television signal.
7. The system according to claim 1, wherein the real-time information is real-time sports information, and the related media presentation is a sporting event.

8. The system according to claim 7, further comprising means for selecting the preselected rule parameters.

9. The system according to claim 8, wherein the preselected rule parameters comprise at least one of:
   a) players on a fantasy sports team;
   b) rules for scoring in a fantasy sports league; and
   c) fans enrolled in a fantasy sports league.

10. A method for displaying real-time fantasy results during a related media presentation, where real-time fantasy results are based on real life events and preselected rule parameters, the method comprising:

    receiving the real-time information;

    generating fantasy results based on the real-time information and the preselected rule parameters;

    generating a graphic overlay based on the fantasy results; and

    displaying the graphic overlay simultaneously with the related media presentation.

11. The method according to claim 10, further comprising selecting the preselected rule parameters.

12. The method according to claim 10, further comprising transmitting the fantasy results to a device to generate the graphic overlay wherein transmitting occurs via an internet connection.
13. The method according to claim 10, further comprising transmitting the fantasy results to a device to generate the graphic overlay, wherein transmitting occurs via a signal embedded in a television signal.

14. The method according to claim 10, further comprising transmitting the real-time information to a device to generate the fantasy results, wherein transmitting occurs via the internet.

15. The method according to claim 10, further comprising transmitting the real-time fantasy information to a device to generate the fantasy results, wherein transmitting occurs via a signal embedded in a television signal.

16. The method according to claim 10, wherein the real-time information is real-time sports information, and the related media presentation is a sporting event.

17. The method according to claim 16, further selecting the preselected rule parameters.

18. The method according to claim 17, wherein the preselected rule parameters comprise at least one of:

   a) players on a fantasy sports team;

   b) rules for scoring in a fantasy sports league; and

   c) fans enrolled in a fantasy sports league.

19. A system for displaying real-time fantasy sports results during a related sports media presentation, where real-time fantasy sports results are based on real life events, and preselected rule parameters, the system comprising:

   a) a central server means comprising:

      a) means for receiving real-time sports information;

      b) means for storing the preselected rule parameters;

      c) means for generating fantasy sports results based on the real-time sports information and the rule parameters; and
d) means for transmitting the fantasy sports results;

a local processing means comprising:

a) means for receiving fantasy sports results;

b) means for generating a graphic overlay based on fantasy sports results; and

c) means for transmitting the graphic overlay; and

a display means comprising:

a) means for receiving the related sports media presentation;

b) means for receiving the graphic overlay; and

c) means for simultaneously displaying the graphic overlay and the related sports media presentation.

20. A system for displaying real-time fantasy sports results during a related sports media presentation, where real-time fantasy sports results are based on real life events, and preselected rule parameters, the system comprising:

a central server means comprising:

a) means for receiving real-time sports information; and

b) means for transmitting the real-time sports information;

a local processing means comprising:

a) means for receiving real-time sports information;

b) means for storing the preselected rule parameters;

c) means for generating fantasy sports results based on the real-time sports information and the preselected rule parameters;
d) means for generating a graphic overlay based on fantasy sports results; and

e) means for transmitting the graphic overlay; and

a display means comprising:

a) means for receiving the related sports media presentation;

b) means for receiving the graphic overlay; and

c) means for simultaneously displaying the graphic overlay and the related sports media presentation.

21. A method for displaying real-time fantasy sports results during a related sports media presentation, where real-time fantasy sports results are based on real life events, and preselected rule parameters, the method comprising:

receiving real-time sports information at a server device;

storing the preselected rule parameters at a server device;

generating fantasy sports results based on the real-time sports information and the rule parameters;

means for transmitting the fantasy sports results to a local processing device;

receiving fantasy sports results at the local processing device;

generating a graphic overlay based on fantasy sports results;

transmitting the graphic overlay to a display device;

receiving the related sports media presentation at the display;

receiving the graphic overlay at the display device; and

simultaneously displaying the graphic overlay and the related sports media presentation on the display device.
22. A method for displaying real-time fantasy sports results during a related sports media presentation, where real-time fantasy sports results are based on real life events, and preselected rule parameters, the method comprising:

receiving real-time sports information at a server device;

transmitting the real-time sports information to a local processor device;

receiving real-time sports information at the local processing device;

storing the preselected rule parameters at the local processing device;

generating fantasy sports results based on the real-time sports information and the preselected rule parameters at the local processing device;

generating a graphic overlay based on fantasy sports results at the local processing device;

transmitting the graphic overlay to a display device;

receiving the related sports media presentation at the display device;

receiving the graphic overlay at the display device; and

simultaneously displaying the graphic overlay and the related sports media presentation on the display device.
FIG. 1

SUBSTITUTE SHEET (RULE 26)
FIG. 2

CREATE A TEAM

SELECT PLAYERS FOR TEAM

DESIGNATE SCORING RULES

STORE INFORMATION

STORE IN CS

CS RECEIVES REAL-TIME INFORMATION

CS CALCULATES SCORES

TRANSMIT SCORES TO LPD

LPD CALCULATES SCORES

LPD CREATES GRAPHIC OVERLAY OF SCORES

GRAPHIC OVERLAY DISPLAYED SIMULTANEOUSLY WITH MEDIA PRESENTATION

CS RECEIVES REAL-TIME INFORMATION

CS TRANSMITS REAL-TIME INFORMATION TO LPD

STORE IN LPD

SUBSTITUTE SHEET (RULE 26)