

Fantasy League Rules (Fantasy Cup Rules appear below)

The rules below set out the terms and conditions of the Fantasy Football League and Cup. If there is any situation which arises during the course of the season which is not covered by these rules a decision will be made by John Gallon having due regard to the ethos and spirit of the competition.

Prizes:

The prizes awarded will depend on the number of teams entered - all entry fees will be returned as prize money. The prizes will be as follows:

- 1st. Prize: One half of the League Prize Fund
- 2nd. Prize: One third of the League Prize Fund
- 3rd. Prize: One sixth of the League Prize Fund

Thanks to the generosity of Joanne at the Jolly Fisherman, a weekly prize of two pints (or equivalent) will be given to the manager of the highest scoring team each week. The prize can be claimed at the bar of the Jolly Fisherman. In the event of more than one team reaching the same highest score, each manager will be able to claim the weekly prize. The prize is not transferable, it must be claimed in the week that it is won and may not be carried forward. Managers under the age of 18 may claim soft drinks and other non-alcoholic items in lieu of the two pint award.

Team Make-up:

All teams must be selected from the current player list. This list is available on the latest version of the Excel Entry Form at <https://www.thegallons.co.uk/Archive/Football/football2025.html>. There is also a PDF Entry Form available on line or as hard copy at The Jolly Fisherman. A PDF of the current player list will be available on line, updated when the Excel Entry Form is updated. Hard copies of the PDF entry form will be available in the Jolly Fisherman. The hard copies will have an appended Player list but this list will not be updated. The player list contains players from all FA Premier League teams. Further players will be added to the list as required.

All teams will have 15-man squads and must be in one of the following four formats:

1. **TWO** goalkeepers; **FIVE** defenders; **FIVE** midfielders; **THREE** forwards.
2. **TWO** goalkeepers; **FIVE** defenders; **SIX** midfielders; **TWO** forwards.
3. **TWO** goalkeepers; **FIVE** defenders; **FOUR** midfielders; **FOUR** forwards.
4. **TWO** goalkeepers; **FOUR** defenders; **SIX** midfielders; **THREE** forwards.

The team will include a Star Player at double cost. The Star Player will score double points at all times.

The team must not exceed £70.0m in value.

A player can only be selected once - player duplication is not permitted. However, a player can be transferred out of a Fantasy League team and then transferred back in a subsequent week.

How to play:

Select your team of fifteen different players from the Player list attached to this form and nominate one of your players as Star Player. If you wish to receive a weekly update by E-mail, please enter your e-mail address in the space provided. If you want to have a lucky dip team (value between £67m. and £70m.), please tick the box provided and do not enter any player details

yourself. Once you have completed the form, submit your team(s) along with your entry fee to John Gallon or leave your entry form and fee behind the bar in The Jolly Fisherman. Teams which fail to meet the entry requirements for the competition will not be registered.

NB. If you selected your team rather than opting for a lucky dip team your team(s) must be submitted by 7.00pm on Friday 15th. August 2025 to begin scoring points from the beginning of the Fantasy League. Teams selected by the entrant accepted after this date will only start scoring points from the Sunday following the date of submission. Lucky dip teams may be entered at any time in the season and will have scores backdated to the start of the season.

Note: There is no limitation on the number of teams each person may enter.

Scoring Points:

The Star Player will score double points at all times (including double negative points where appropriate). From the remaining squad of 14 players, 10 players will score each week. Excluding the Star Player, the score of the lowest positive or zero-scoring player in each position each week will drop out of the scoring (i.e. negative scores will not drop out). If all players in a position register negative scores, the score nearest to zero will drop out. Players score points during the English Premier League, League Cup and FA Cup competitions as below. No scores are registered for other matches (European Ties, Friendlies etc)

Your selected players will score points as follows:

All players:

- Starting XI appearance (2 pts)
- Substitute appearance (1 pt)
- Goal scored (5 pts)
- Assist (3 pts)
- Red card (-3 pts)
- Yellow card (-1 pt)
- Missed penalty (-2 pts)
- Own Goal (-3 pts)

Goalkeepers only:

- Saves (1pt per 2 saves)*
- Penalty save (5pts)

Goalkeepers/defenders only:

- Full Clean Sheet - player plays 60 mins or more (5 pts)**
- Part Clean Sheet - player plays fewer than 60 mins (2 pts)**
- First goal conceded (0 pts)
- Each additional goal conceded (-1 pt)***

Midfielders only:

- Tackles (1pt per 2 tackles)****

Points are not awarded for penalty shoot-outs.

*A 'Save' is defined as a goalkeeper preventing the ball from entering the goal with any part of his body when facing an intentional attempt from an opposition player.

****Clean sheet bonuses:**

In order to earn a Full Clean Sheet bonus (5 pts), your player must complete at least 60 minutes of the match and his team must keep a clean sheet for the entire match (including extra time but excluding penalty shoot-outs). If a player is on the pitch for less than 60 minutes and his team keeps a clean sheet for the full match, he'll score a Part Clean Sheet bonus (2 pts).

All players earn 2 points for starting a match and 1 point for coming on as a substitute.

*****Goals Conceded Rules:**

Goalkeepers and defenders are only penalised for goals conceded during the time that they are on the pitch.

If a goalkeeper or defender is substituted off, they will not be penalised for any further goals conceded by their team.

The exception to this is if the goalkeeper or defender receives a red card. In this scenario, they will continue to be penalised for all goals conceded by their team after they were sent off

********A 'tackle' is defined as where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession. The tackled player must clearly be in possession of the ball before the tackle is made. The final destination of the ball (to the tackler, to a teammate, to an opposition player, out of play) is not considered. A tackle will only be deemed unsuccessful if the player tackled retains possession of the ball

For the purposes of Cup matches, extra time counts as normal game time.

Player Transfers and Star Player changes:

Changes made before 7:00pm on Friday 15th. August 2025 will not count against your transfer allocation. If a player selected in a lucky dip team is removed from the player listing before 7:00pm on Friday 15th. August, he will be replaced in the lucky dip team by the nearest equivalent player from the player listing. After that date managers may make no more than 4 transfers per week up to a maximum of 24 transfers. These transfers will be split into 2 batches of 12. The first batch of 12 may be used in the first half of the season (from 7:00pm Friday 15th. August until Saturday 27th. December 2025). The second batch of 12 transfers may be used in the second half of the season (Sunday 28th. December 2025 to Saturday 30th. May 2026). A maximum of 4 transfers may be made in a single transfer week (Sunday to Saturday) with the transfers taking effect from the following Sunday which means that the new scores will show from the Sunday after.

You may change your Star Player nomination up to 3 times during the season. These changes may be made at any time although the normal weekly transfer period will apply. Your Star Player must be a member of your squad; if you wish to have a new Star Player who is not already in your squad you must transfer the new player into your squad and this will count as one of your transfers from your allocation of 24.

Transfer forms will be available from the blue folder behind the bar at The Jolly Fisherman and may also be downloaded from

<https://www.thegallons.co.uk/Archive/Football/football2025.html>. Full rules are as given on the Transfer Form.

Updates

Updated League tables will be published each Sunday at <https://www.thegallons.co.uk/Archive/Football/football2025.html> and also held in the blue folder behind the bar at The Jolly Fisherman. Registered users of the E-mail service will receive the updated League Table, a listing of current player scores, a listing of players injured or suspended and a summary of transfers registered in the previous transfer week.

The scores published each Sunday will contain details of all matches played up to and including the Saturday previous to the date of publication (subject to availability of the scores).

Fantasy Cup Competition

How the Cup is Played:

A knock-out Cup Competition will be run on the same dates as the rounds of the FA Cup (subject to the number of teams in the league). Fantasy League teams will be drawn head-to-head by random computer selection with the team scoring the highest points going forward to the next round. If the teams are level on points, the scores for the previous week will be taken into account. This count-back will continue until a winner is found.

Two-thirds of the Fantasy Cup prize fund will be awarded to the Cup Winner and one-third to the losing finalist.

Cup Draws and updates will be published along with the Fantasy League updates on the appropriate Sundays.