



Fantasy Ethiopia

Guide and game rules

Prepared by Fantasy Technology Solutions

Game rules

Introduction

There are lots of different ways to score points on Fantasy leagues, with goals, assists and clean sheets the most important match events. Whoever you pick as captain will score double points in that Game week.

- Squad

when you sign up, you have to build a squad with 2 goalkeepers, 5 defenders, 5 midfielders and 3 forwards. Therefore, 15 players. You have a 100M budget, which you cannot exceed, and you can only have a maximum of three players from the same team.

- Tactics

With a squad of 15, you will always have 4 substitutes. In the eleven, accepted tactics are 3-4-3, 3-5-2, 4-3-3, 4-4-2, 4-5-1, 5-4-1 and 5-3-2. To change your tactic, you only have to replace players with bank players. For example, you are 4-4-2 and you want a 4-3-3: replace an eleven midfielder with a bank striker.

- Captain and Vice-Captain

Every day you can choose a captain, who will score twice. If you use automatic substitutions, if the captain does not play, it is the vice-captain who scores the double. You can make captain changes during the journey if you use manual substitutions (we will give details on this in another article). In that case,

the vice-captain ceases to exist, because it is you who are changing the captain.

- **In-game Substitutions**

There are two ways to approach each journey: using automatic or manual substitutions. There will be a more exhaustive article on this, but the important thing to know is: the market closes 1 hour before the first game of the day. If you do not change the team after that, you will have automatic substitutions at the end: whoever did not play is replaced by the substitutes who played and the captain, if he has not played, pass the armband to the sub-captain. But you can take the team's reins and make manual substitutions, which include captain changes.

- **Transfers**

The squad of 15 that you define at the start can (and should) change throughout the competition. For each round, you have 2 free transfers. You remove a player and go look for another one, as long as it is for the same position and your budget reaches the price of it. If you don't spend them on one day, you accumulate one for the next round, that is: you will have three free transfers in the next round. If you want to do more than the free transfers you have, you always take 4 penalty points for each extra transfer.

- What gives points?

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How to build a team?

Players and budget

To play the game you'll have to pick a team of 15 players, made of **2 Goalkeepers, 5 Defenders, 5 Midfielders, 3 Forwards**. For all of this, you'll have a maximum budget of **£100M**. The maximum number of players you can have from each club is 3 (three). If, due to "real life" transfers, you suddenly have more than 3 (three) from the same club, you'll have to correct it the next time you want to submit transfers.

Starting Eleven

From the 15 players in your team, you'll pick your 11 starters each week. Those 11 players will be the ones scoring points for your team. You can set your starting eleven in one of the following formations: **3-4-3, 3-5-2, 4-3-3, 4-4-2, 4-5-1, 5-3-2, 5-4-1**. To change the formation, you just need to sub out one player for one from a different position, and we'll do the magic trick to change it. And don't forget to set an order for your bench players. You'll understand why in a bit.

Tips: You'll have to pick a Captain and a Vice-Captain every week. This is important because on Captain's score will be doubled. And what is the vice-captain for? More on that just below.

Substitutions

Automatic Substitutions

Automatic substitutions will protect you whenever one or more of the players you picked for your starting eleven doesn't play. It's very useful for last minute injuries, untimely suspensions, postponed matches, etc. To be able to have ***AUTOMATIC SUBSTITUTIONS***, you can only make changes to your starting eleven until one hour before the start of the first game of the game week, when the transfer market closes for that game week.

Make sure everything's in order because after that it's out of your hands. In situations where one of the players you named as a starter doesn't play a single minute, he'll be replaced by one of your bench players. With this in mind, the order of players on your bench will also have to be managed. The order you select will be the one used when one of your starters fails to get on the pitch.

If your Captain doesn't play, that armband goes on to the Vice-Captain and his score will be doubled. If your Vice-Captain also doesn't play, then none of your players will have their score doubled. Keep in mind that the automatic substitutions can't create an invalid formation.

Imagine that the first player on your bench is a midfielder. If you're playing in 3-4-3 and one of your defenders doesn't play, it won't be the midfielder, your #1 sub, to come into the pitch. The first defender on your bench will come in, respecting a valid 3-4-3 formation (and not a 2-5-3 formation).

On the other hand, if you were playing in a 4-4-2 formation, then the midfielder would substitute in, creating a 3-5-2. Bottom line, you need to have

a valid formation at all times and automatic substitutions always take that into consideration.

If your Captain is replaced in this process, the armband will go on to the Vice-Captain.

Goalkeepers can only switch between themselves.

Manual Substitutions

After the closing of the transfer market for a game week, you can substitute players that are yet to play and also players that have already played but their performance wasn't to your liking or if you consider that the player you picked for Captain was not up to the armband, you can still replace him during the game week. You should then choose another player that is yet to play and see how he deals with the added pressure.

Naturally, as you make your first one of these kind of changes during a game week, automatic substitutions are no longer in play for the remainder of the round as well as the Vice-Captain if your Captain fails to play. It's life. You can't have everything. And yes, it could always backfire.

The only exception to manual substitutions is players that were sent off, as these cannot be removed from your starting 11. If you've picked them as captain, you won't be able to change that as well.

Goalkeepers can only switch between themselves.

Scoring System

Players score points for their performance on the field, based on the game sheets provided by the Official Statistics Provider of the individual leagues.

Points are allocated for the following events:

Criteria	Goalkeepers	Defenders	Midfielders	Forwards
Play 0 - 59 minutes	1	1	1	1
Play 60 - 90 minutes	2	2	2	2
Goals	10	6	5	4
Assists	3	3	3	3
Clean sheets	4	4	1	0
Own goal	-2	-2	-2	-2
Yellow card	-1	-1	-1	-1
Red card	-3	-3	-3	-3
Missed penalty	-2	-2	-2	-2
Saved penalty	5	5	5	5
Penalty committed	-1	-1	-1	-1
Goals conceded	-1 for every 2 goals	-1 for every 2 goals	0	0
Saves	1 for every 2 saves made	0	0	0
Shots on target	0	1 for every 2 shots on target	1 for every 2 shots on target	1 for every 2 shots on target

- Goals conceded: Players are only credited with the goals conceded during the time they were on the field. If a player is sent-off, all goals conceded by his team until the end of the game will count towards his "Goals Conceded" total.

- **Own goals:**
Basically, own-goals are the ones in which a player from the team that conceded is the one to direct into the goal a ball that was not going there (ex: shots off target or bounces off the post and against the goalkeeper's back).
- **Clean sheets:**
A Clean Sheet is awarded to a player, Goal keeper, Defender or Midfielder when he plays 60 or more minutes and his team doesn't concede any goal during that period. If a player is sent-off, all goals conceded by his team until the end of the game will count towards his "Goals Conceded" total.
- **Stats correction:**
It is possible that stats corrections are applied to previously released scores, since the quality standards imply a full review of all events that went on the field of play as well as the referee's official report. In case of any correction, it will always happen in the 24 hours after the end of the respective game week and will result in automatic updates of weekly and season scores.

Transfers

How can I make transfers?

After having created your team, you can buy or sell players through transfers. Until the deadline for Game week 1, you'll be able to make unlimited transfers without any hit points. If you join in the middle of the competition, you will

also have unlimited transfers in the period between creating your team and the deadline for the first game week where your team will be scored.

After Game week 1, you'll be given 2 (two) free transfers per round: In game weeks where you don't use all your free transfers, 1 free transfer will carry over to the following week. It won't be possible to carry more than 1 each week, so if you have 2 free transfers in Game week 5 and don't use any, you'll only have 3 free transfers available in the next game week - the 2 given by rule and the 1 you can carry over - and not 4 free transfers.

Each additional transfer, after the ones available for that game week, will have a point hit of minus four points (-4), that will be subtracted from the respective game week's score. After confirmed, transfers cannot be reverted.

Wildcard

Each Manager will have access to 2 (two) Wild cards during the competition, one for each half of the season. After activation, the Wild card allows you to make unlimited free transfers until the game week's deadline, i.e., you can activate it one day and do unlimited transfers every day until the next deadline, without any hit points. Once activated (when confirming your transfers), the Wild card cannot be canceled or reverted. One of the Wild cards will have to be used up to Game week 17, with the other having free use from that point until the end of the season.

Player Prices

Player prices change during the season, according to the supply and demand of the transfer market.

The price of players only changes after Game week 1 and players can only gain or lose €0.1M per day, for a maximum of €0.3M each game week.

To check the current price of a player, just open its Player Card.

Buying and Selling players

If a player has increased his value while in your team, you'll be able to keep 50% of that valuation when you transfer him out and improve your team budget.

For example, if a player cost you €5.0M and is currently valued at €5.2M, then its sell value shown on the Transfers page will be €5.1M, already taking into consideration the €0.1M gain you'll have for your budget. If the player's value was €5.3M, then you'd have a gain of €0.2M because we round up to the first decimal place.

On instances where your player's value has dropped, your budget will suffer also and you'll lose 50% of the difference between acquisition and current price.

All visible prices on the Transfers page are selling prices, i.e., they already account for the money you'll receive if you sell the player.

Rank

Overall Ranking

In case of any ties, during the competition and at the end, the following criteria will be applied: **More goals scored, Least goals conceded by Goalkeepers, Defenders and Midfielders, Lowest budget, Least transfers made (transfers made while using the Wild card will not be accounted for), Least automatic substitutions made, Least discipline points, Game week squad was created, and Oldest team in the competition.**

Leaderboards

This is the area where you can check all the information related to your Leagues.

Here you can examine your ranking (overall, monthly or weekly), take a peek at your closest opponents' squads or even those on top of the boards. It doesn't count as espionage, so feel free to do it.

Public Leagues

Public Leagues are leader boards for which the system will sign you up automatically when you create your team:

- A nationwide league, with all contestants in the particular league, which determines the final winner.
- A league with all the supporters from your favorite club.

Private Leagues

This is the place where you can compete against your most ferocious opponents: your friends.

You just need to create a league and invite them all. They'll then receive the necessary token and will be able to join you.

It's never too late to join a Private League, even if you already have a team and have started weeks ago or are just joining in the middle of the season.

You can only enter a maximum of 15 Private Leagues but there is no limit to the number of contestants a Private League can have. The more, the merrier.

Tips: You can sign up 3 teams per league.