

PZ FFL 2024-25 SEASON RULES

Each team manager selects a squad before the season starts and then each weekend selects a team of eleven players. The goals scored by his players in their real matches count for his team and the goals conceded by his goalkeeper count against.

RULES

1 LEAGUE MEETING

Before the season commences, a meeting of managers will take place to determine the following:-

- a) The selection of players
- b) Confirmation of the duration of season and start date
- c) The entry fee (£12)
- d) The cup draw
- e) Any amendments to or other rules as required

2 TEAMS / SQUADS

A team should consist of one of the following formations:-

- 1 Goalkeeper and either
- (5-3-2) 5 defenders, 3 midfielders, 2 strikers or
- (4-4-2) 4 defenders, 4 midfielders, 2 strikers or
- (4-3-3) 4 defenders, 3 midfielders, 3 strikers or
- (3-5-2) 3 defenders, 5 midfielders, 2 strikers or
- (3-4-3) 3 defenders, 4 midfielders, 3 strikers

(NOTE: a reserve goalkeeper **must** be nominated if there are more than two in the squad)

Any team at variance with the above may be subject to the penalties as described in section 6 below.

The maximum number of players in any squad will be 20 (subject to the limits shown below) although only 15 will be selected at the pre-season auction. Up to a further five players may then be purchased after the initial auction.

However, on international weekends, an emergency purchase of a keeper (for £1.00) will be allowed for one weekend only

The emergency keeper is exempt from the maximum number of players shown below.

The squad will be limited to the maximum number of players per actual league division as shown below:-

Division	No. of players
Premier League	10
Championship	
League One	Unlimited
League Two	Unlimited

The manager who finished last in the previous season will make the first choice of player. Then the manager finished second bottom will pick a player and so on until each manager has picked one player each. Any new managers will take precedence on first choice.

In the next round, the manager who had last choice from the previous round will go first, with the picking order in reverse. Therefore, the manager who had first choice in the previous round shall be the last and the manager who had last pick in the previous round shall be the first in this round. The squad selection will continue until each manager has chosen their initial 15 players.

There will be no set sequence for picking any particular type of player. A manager is free to choose a player for any position in any order.

All player's position will be taken from the Soccerbase Players List ("The Bible") that is submitted to all managers shortly after the "Transfer Window" closes.

This list is downloaded from the www.soccerbase.com website.

If a player is not on "The Bible" then the player's position will be resolved by using the Soccerbase.com website (www.soccerbase.com).

3 **TEAM SELECTION**

Each team manager must submit his team for the weekend before the first match, involving any of his player's real teams, kicks off, after which point there are no more changes allowed. Therefore, a manager cannot include a player whose match has already been played or is being played at the time that the selection is submitted.

The manager must ensure that his/her selections are given to the **League Controller** before kick-off time. (This may take the form of email or text)

The submitted team should be in one of the formations as shown in section 2 above

Any manager not submitting a team will have a 0-3 score recorded.

A manager cannot include a player whose match has already been played or is being played at the time that the selection is submitted, unless no alternative is available in the squad.

All first team competitive domestic matches played on a **Friday, Saturday, Sunday and Monday** only will count in the league and cup.

NOTE However, where the players actual team has two matches, only the first one will count, whether or not the player actually plays.

4 **RESULTS**

The goals scored by each manager's nominated players will be added up, to give the goals scored and the goals conceded by the nominated goalkeeper plus any penalties as shown in section (6) will also be taken into account, to give the teams goals conceded, which will then give the team result for the weekend.

Own goals will count as goals conceded, (except for those scored by the goalkeeper)

Extra time and penalty shoot outs **DO NOT** count.

The football results published on the Soccerbase.com website will be used.

Three points will be awarded for a win and one point for a draw.

5 TRANSFERS

At the PZ FFL pre-season auction, the managers should have assembled a squad of up to 14 players. Any players not selected at the pre-season auction will become the property of Fantasy Football League FA

Managers may increase /decrease their squads in any of the following ways:-

a) Buying

Any player not currently selected by any manager may be bought for a fee.

The fees are as follows:-

Premier league player	160 pence
Championship player	120 pence
League One player	80 pence
League Two player	60 pence

If two or more managers wish to buy the same player, the first notification received, by email or text, by the League Controller will be deemed to be the purchaser.

b) De-registration / Selling

A manager may de-register a player and remove him from his squad.

The manager must pay 50% of the fees described in subsection a) above to the Fantasy Football League FA.

When a player is transferred he does not take his previous goals with him. His performance with his new team starts at zero.

Transfers and de-registrations must be cleared with the League Controller prior to inclusion in the team. If in doubt always name a replacement player from your current squad, especially if the transfer has not been ratified prior to the weekend's fixtures.

Transfer fees relating to this section (5) will be paid out in prizes at the end of the season. (See Prizes section below)

6 PENALTIES

If a manager does not submit a team a 0-5 score will be recorded.

If a manager fails to adhere to the any team formation as shown in section (2), then a 6 (six) goal penalty will be incurred.

If the nominated goalkeeper fails to play then the reserve goalkeeper is automatically placed in the team.

If a manager has more than one reserve goalkeeper he MUST nominate his reserve.

However, if the first choice goalkeeper does not play and no reserve is nominated then a three goal penalty will be incurred.

If, neither, the first choice or the reserve goalkeeper play then the team will incur a three goal penalty.

If a goalkeeper starts a match but does not finish for whatever reason, all goals conceded by the goalkeeper's real team for that match will count against him. This is to prevent any advantage being gained by being sent off or injured early in a match.

7 **PZ FFL CUP**

All teams participating in the league will be entered in to the PZ FFL Cup, which will be held on various weekends throughout the season, simultaneously with the league competition.

The draw will take place at the pre-season meeting and dates of each round will be shown on the Cup page of the website.

The result will be determined by goals scored by each team, as per section (4).

The competition will start in a group format to work out the knockout round opening fixtures, which will be dependent on the number of teams participating. These post group fixtures will also be shown on the Cup page of the website.

Except for the Final, each knockout round will be played over two legs, with the aggregate score counting.

If after the two legged tie, the result ends in a draw then the away goals rule will count, but if this still results in a draw then there will then be a one-legged replay, and if the result is still not decided after this (no away goals rule), the result will be made by the toss of a coin, with the winner going through to the next round.

If the Final ends in a draw, there will be a replay, and if after this, the result is still not decided then the result will be made by a toss of a coin to determine the Cup winner.

8 **POSTPONED/ABANDONED**

In the event of matches being postponed or abandoned, the league will continue to operate providing there are at least 30 real teams playing. i.e. 15 matches, else the league will be suspended for that week.

All abandoned matches count as if the match had taken its full course, providing at least 70 minutes have been played.

Team managers must use their best endeavours to ensure that they have as many players in their nominated team playing as possible.

9 **SENDINGS OFF**

Any manager who has a player sent off will incur a £1 penalty per player. However, if at a later date the sending off is rescinded, by the Premier or Football League, this will not be taken into account.

10 **RE-ELECTION FEES**

The team that finishes bottom will be subject to a re-election fee of £4 and the team that finishes 2nd bottom will be subject to a £3 fee, however, if there are 10 or more teams in the league, the team that finishes 3rd bottom will also be subject to a £2 fee.

11 **LEAGUE PLACING**

Final league positions will be calculated in the following order:-

- a) Points then by
- b) Goal Difference then by
- c) Goals Scored

12 PRIZES

The total of the League entry fees, Transfer fees, Sending off fines and any other monies received, after deducting the cost of the website annual charge will be distributed at the end of the season according to the list below:-

	<u>10 teams +</u>	<u>Under 10 teams</u>
Champion	30%	32.5%
Runner-up	20%	22.5%
3 rd place	12.5%	15.0%
4 th place	7.5%	0.0%
Cup winner	10%	10%
Runner-up	5%	5%
Top Scorer	10%	10%
Top Weekly Team Score	5%	5%

The Top Weekly Team Score is awarded to the first team to score the highest number of goals in a week, unless two or more teams score the highest number of goals in the same week, whereby the prize will be shared between them.

13 MISCELLANEOUS

If you have any suggestions or ideas concerning the league, please let the League Controller know and the suggestion may be put to the rest of the Managers for consideration.