



## Fantasy Premier League Football Help Pack

**“Therefore, as we have opportunity, let us do good to all people, especially to those who belong to the family of believers.” Galatians Ch6:10**



Welcome!!

We are happy that you have shown interest in being part of this competitive ministry. The main objective is to enjoy having fun and mixing with other people within the league. The aim is to keep encouraging our fellow brothers and sisters in Christ, and to keep on witnessing to our non-Christians as God is always working for the good. But also, to try and win the league!!!

For those who are new to this, this PDF document will show you three areas of how the Fantasy Premier League Football works (FPL). They are 'Rules Explained,' 'Points Explained,' and 'Chips Explained.' They will all be explained in a way to help you to understand the game. So, take your time in reading them.

The link to send you to the FPL page - <https://fantasy.premierleague.com/>

The App, you can download it either in App Store (Apple iPhones) or Google Play Store (Android Phones). Type in 'Premier League – Official App.' – Download it.

My advice is to fiddle around on the game so that you can familiarise yourself.

Take a read of the basic rules below.

Blessings.

# Rules Explained

## Team Value & Structure

At the beginning of the season, you receive **£100.00m** build your team.

Each team consists of 15 players

- 2 Goalkeepers
- 5 Defenders
- 5 Midfielders
- 3 Forwards

Every Gameweek you will have to choose 11 players to start and 4 go to the bench. You can choose various formations, but at all times you must have at least:

- 1 Goalkeeper
- 3 Defenders
- 2 Midfielders
- 1 Forwards

Only points from the players in the starting 11 will be added to your total.

Bench players will be auto subbed if a player from the starting 11 doesn't play.

Besides choosing your starting 11 and your bench each week you'll have to pick your **Captain** and **Vice-Captain**.

Captain points will be doubled, and Vice-captain serves as a replacement for your Captain if he fails to register playing minutes.

## Gameweek

Period of time where all teams play one series of matches.

There are a total of **38 Gameweeks** in a single FPL season.

Due to cup competitions and some unforeseen situations some matches in certain gameweeks might be rescheduled for a later date.

This causes some GW's to have more, and some to have less games than usual.

SGW – Single Gameweek

BGW- Blank Gameweek – A gameweek where a team or multiple teams don't have a fixture. That game is usually moved to a gameweek which then becomes a DGC.  
DGW – Double Gameweek – A gameweek where a team or multiple teams play two matches. These are the gameweeks where most managers use their chips.

## Transfers

After selecting your squad you can buy and sell players in the transfer market. Unlimited transfers can be made at no cost until your first deadline.

After your first deadline you will receive 1 free transfer each Gameweek. Each additional transfer you make in the same Gameweek will deduct 4 points from your total score (Classic scoring) and match score (Head to Head scoring) at the start of the next Gameweek.

If you do not use your free transfer, you are able to make an additional free transfer the following Gameweek. If you do not use this saved free transfer in the following Gameweek, it will be carried over until you do. You can never have more than 1 saved transfer.

**Unlimited free transfers can also be made between Sat 12 Nov 13:30 and Mon 26 Dec 13:30 when the Premier League season has been adjusted to accommodate the FIFA World Cup Qatar 2022.**

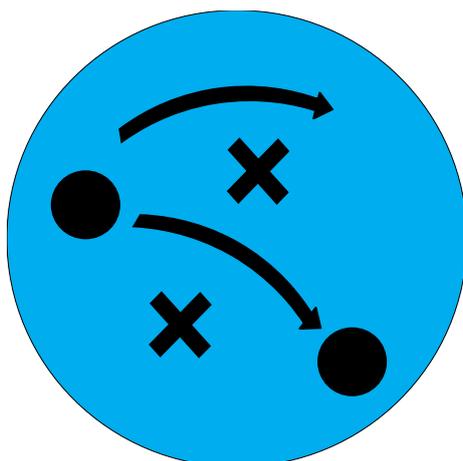
At other times you are limited to 20 transfers in any Gameweek. This rule does not apply when playing a Wildcard or a Free Hit Cup.

## Player Price Changes

After GW 1 players prices change depending on how much player transfer them in/out. These changes can occur every night.

If you are transferring out a player whose price has increased after you brought him, you will be given a half of that increased price. E.g., If you bought a player for 10m and you are selling him for 10.4 or 10.5, you will get 10.2m.

On the other side if you are transferring out a player whose price has decreased after you brought him, you will only be given that decreased price. E.g., If you brought a player for 10m and you are selling him for 9.8, you will get that 9.8m in the bank.



# Points Explained

## All Players

Playing up to 59 minutes:	<b>1 point</b>
Playing 60 minutes and more (excluding stoppage time):	<b>2 points</b>
Each penalty miss:	<b>-2 points</b>
*Bonus points based on player performance:	<b>1-3 points</b>
Receiving a yellow card:	<b>-1 points</b>
Receiving a red card:	<b>-3 points</b>
Each own goal scored:	<b>-2 points</b>
Each assist:	<b>3 points</b>

## Goalkeepers

Each goal scored	<b>6 points</b>
*Clean sheet	<b>4 points</b>
Every 3 shots saved	<b>1 point</b>
Each penalty saved	<b>5 points</b>
Every 2 goals conceded	<b>-1 points</b>

(\*Clean sheet points are added after not conceding a goal for at least 60 minutes).

## Defenders/Midfielders/Forwards

	Defenders	Midfielders	Forwards
Each goal scored	<b>6 points</b>	<b>5 points</b>	<b>4 points</b>
Clean sheets	<b>4 points</b>	<b>1 point</b>	<b>X</b>
Every 2 goals conceded	<b>-1 points</b>	<b>X</b>	<b>X</b>

## Bonus Point System

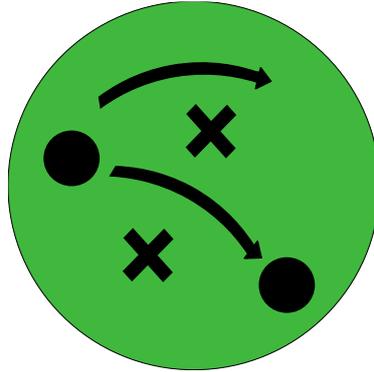
At the end of every match BPS (Bonus Point System) are added to the total points of the players that have stood out in the match.

Players with the three highest BPS are awarded with additional points, 3 points to the highest, 2 to the second highest and 1 to the third highest BPS.

If more players have the same points in BPS then they would share the same bonus points in that game.

Playing 1 – 60 minutes	3 points
Playing over 60 minutes	6 points
GK and DEF scoring a goal	12 points
MID scoring a goal	18 points
FWD scoring a goal	24 points
Each assist	9 points
GK and DEF keeping a clean sheet	12 points
GK saving a penalty	15 points
GK save	2 points
Successful open play cross	1 point
Creating a big chance	3 points
For every 2 clearances, blocks and interception (total)	1 point
For every 3 recoveries	1 point
Key pass	1 point
Successful tackle	2 points
Successful dribble	1 point
Match winning goal	3 points
70-79% pass completion (at least 30 passes attempted)	2 points
80-89% pass completion (at least 30 passes attempted)	4 points
90%+ pass completion (at least 30 passes attempted)	6 points
Conceding a penalty	-3 points
Missing a penalty	-6 points
Yellow card	-3 points
Red card	-9 points
Own goal	-6 points
Missing a big chance	-3 points
Error leading to goal	-3 points
Error leading to attempt at goal	-1 point
Being tackled	-1 point
Being caught offside	-1 point

Conceding a foul	-1 point
Shot off target	-1 point



# Chips Explained

## Chips

Chips are a big part of the game as they can make a huge difference if you play them in the right way.

There are currently 4 different chips in the game:

- 2x Wildcard (**WC**)
- Free Hit (**FH**)
- Triple Captains (**TC**)
- Bench Boost (**BB**)

## Wildcard

All transfers (including those already made) in the Gameweek are free of charge (no hits will be deducted from your score).

The wildcard chip can be used twice a season. The first wildcard will be available from the start of the season until **Sat 12 Nov 13:30**. The second wildcard will be available after **Mon 26 Dec 13:30** in readiness for the January transfer window opening and remain available until the end of the season. The Wildcard chip is played when confirming transfers that cost points and can't be cancelled once played.

## Free Hit

Make unlimited free transfers for a single Gameweek.

After that Gameweek ends your team will return to its previous state, how it looked the last GW, before playing the chip and before making any transfer for this GW.

This chip is best used in Black or Double Gameweeks.

## Triple Captain

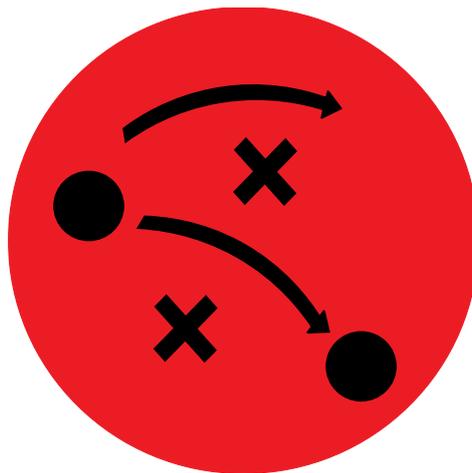
When this chip is used, your captain points are triples instead of doubled that Gameweek.

It is recommended using this chip when your captain has a Double Gameweek or in extreme cases where the player has a huge point potential in a Single Gameweek.

## Bench Boost

The points scored by your bench players in the next Gameweek are included in your total.

This chip should be used if you have a team of 12 – 15 players playing 2 games in a Double Gameweek.



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