

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/football2026.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 £100.0m 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:

Each entrant may enter up to two teams in the competition. 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 £95m. and £100m.), 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 21st. August 2026 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.

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 competition as below. No scores are registered for other matches (FA Cup, Carabao Cup, European Ties, Friendlies etc).

Scoring

During the season, your fantasy football players will be allocated points based on their performance in the Premier League.

Action	Points
For playing up to 60 minutes	1
For playing 60 minutes or more (excluding stoppage time)	2
For each goal scored by a goalkeeper	10
For each goal scored by a defender	6
For each goal scored by a midfielder	5
For each goal scored by a forward	4
For each goal assist	3
For a clean sheet by a goalkeeper or defender	4
For a clean sheet by a midfielder	1
For every 3 shot saves by a goalkeeper	1
For accumulating 10 or more clearances, blocked shots, interceptions (CBI) and tackles (defenders)	2
For accumulating 12 or more clearances, blocked shots, interceptions (CBI), tackles and recoveries (midfielders & forwards)	2
For each penalty save	5
For each penalty miss	-2
Bonus points for the best players in a match	1-3
For every 2 goals conceded by a goalkeeper or defender	-1
For each yellow card	-1
For each red card	-3
For each own goal	-2

Defensive contribution points in Fantasy reward outfield players who may not earn a goal or an assist but still make significant contributions during a match.

Any defender who reaches an accumulative total of 10 or more clearances, blocks, interceptions (CBI) and tackles in a single match will earn 2 points.

Any midfielder or forward who reaches an accumulative total of 12 or more clearances, blocked shots, interceptions (CBI), tackles and recoveries will earn 2 points.

Defensive contribution points do not stack eg: a defender does not earn 4 points for the accumulation of 20 clearances, blocked shots, interceptions (CBI) and tackles in a single match.

A clean sheet is awarded for not conceding a goal whilst on the pitch and playing at least 60 minutes (excluding stoppage time).

If a player has been substituted when a goal is conceded this will not affect any clean sheet bonus.

If a player receives a red card, they will continue to be penalised for goals conceded by their team. Red card deductions include any points deducted for yellow cards.

General Rule

An assist is awarded to the attacking player who makes the final touch directly before the goal.

This can be:

- A pass
- A touch, including an inadvertent touch.
- A shot

Assists can also be awarded for own goals, where the goalscoring action is made by a defending player.

Assists from Passes

When an assist is awarded for a pass

An assist is awarded for a pass when:

- The pass goes directly to the goalscorer.
- The pass is received by the goalscorer inside the penalty area after no more than one defensive touch. The intended recipient of the pass does not matter.
- The pass is received by the goalscorer outside the penalty area after no more than one defensive touch, and the pass is deemed to have been intended for the goalscorer.

When no assist is awarded for a pass

No assist is awarded for a pass when:

- The pass takes two or more defensive touches before reaching the goalscorer.
- The goalscorer receives the ball outside the penalty area after a single defensive touch, but the original pass was not intended for them.
- The defensive touch is classified as a pass.
- The goalscorer loses and then regains possession before scoring.

Tackles and interceptions as passes

A tackle or interception can also be classified as a form of pass when the touch is deemed to have been made with the intention to find a teammate.

Woodwork touches

A touch off the woodwork does not count as a defensive touch.

Inadvertent touches

An attacking touch that is not deemed to be a pass or goal attempt only earns an assist if it goes directly to the goalscorer.

Assists from Shots and Rebounds

When an assist is awarded for a shot rebound

An assist is awarded for a shot or cross-shot when a goal directly follows:

- A save
- A block
- A rebound off the woodwork

The action must not be an obvious cross or pass attempt. A shot does not have to be on target to result in an assist.

Deflected shots

Deflections on a shot before the save, block or rebound do not cancel out the assist if the shot was and remains on target. *see FAQ: What's the difference between a Blocked Shot and a Deflected Shot?*

Multiple-touch saves

A single save event can on occasion include multiple touches from the goalkeeper.

When no assist is awarded for a shot rebound

No assist is awarded for a shot or cross-shot when:

- A defensive touch follows the save, block or rebound before the ball reaches the goalscorer.
- The goalscorer converts their own rebound after their initial attempt is saved, blocked or rebounds off the woodwork.

Assists from Own Goals

Own goals follow the assist rules above, with the own-goal scorer treated as the goalscorer. The touch from the own-goal scorer does not count as a defensive touch.

Passes before own goals

When a pass leads to an own goal, no assist is awarded if:

- The pass takes two or more defensive touches before the own-goal scoring action.
- The own goal scoring action is classified as a pass.
- A defensive touch before the own goal is classified as a pass.

Shot rebounds before own goals

When a shot rebound leads to an own goal, an assist can be awarded if the own goal directly follows:

- A save
- A block
- A rebound off the woodwork

No assist is awarded when a defensive touch follows the save, block or rebound before the own goal.

Assists from Penalties and Direct Free-Kicks

When an assist is awarded

An assist is awarded to:

- The player who wins a penalty or a free-kick that is then scored directly, either by:
 - Being fouled
 - Having the final touch before a handball offence

Handball offences

The attacking player's pass or touch must directly lead to the handball offence.

For a shot, a deflection before the handball does not cancel out an assist, provided the shot was and remains on target after the deflection.

When no assist is awarded from Penalties and Direct Free-Kicks

No assist is awarded when:

- The player who won the penalty or free-kick scores the goal themselves.
- The pass or touch does not directly lead to the handball offence.
- A shot receives a deflection that takes the ball off target before drawing a handball offence.

Throw-Ins and Corners

No assists are awarded to players who win corners or throw-ins which then result in a goal being scored directly.

Finalising Assists

All the actions and touches that govern the award of assists are reviewed and decided by Opta and can be revised during matches and over match days. The final decision on assists is made by Fantasy Premier League in consultation with Opta.

For the avoidance of doubt, points awarded in-game for a gameweek are subject to change up to 9am UK time on the day after the final match of the Gameweek.

Once the points have all been finalised, no further adjustments will be made unless under extraordinary circumstances.

Bonus Points System

The Bonus Points System (BPS) utilises a range of statistics to create a BPS score for every player. The three best performing players in each match will be awarded bonus points. 3 points will be awarded to the highest scoring player, 2 to the second best and 1 to the third.

Examples of how bonus point ties will be resolved are as follows:

- If there is a tie for first place, Players 1 & 2 will receive 3 points each and Player 3 will receive 1 point.
- If there is a tie for second place, Player 1 will receive 3 points and Players 2 and 3 will receive 2 points each.
- If there is a tie for third place, Player 1 will receive 3 points, Player 2 will receive 2 points and Players 3 & 4 will receive 1 point each.

Players score BPS points based on the following statistics (one point for each unless otherwise stated):

Action	BPS
Playing 1 to 60 minutes	3
Playing over 60 minutes	6
Scoring a goal direct from a penalty	12
Goalkeepers and defenders scoring a goal (non penalty)	12
Midfielders scoring a goal (non penalty)	18
Forwards scoring a goal (non penalty)	24
Assists	9
Goalkeepers and defenders keeping a clean sheet	12
Making a save	2
Making a save from a shot inside the box	1
Making a save from a big chance (a chance where the attacking player is expected to score)	1
Saving a penalty	7
For every 3 clearances, blocked shots and interceptions (total)	1
For every 3 recoveries	1
Creating a chance	1
Creating a big chance (a chance where the attacking player is expected to score)	3
Successful open play cross	1
Successful tackle	2
Successful dribble	1
Scoring the goal that wins a match	3
Making a goalline clearance	9
Foul won	1
Shot on target	2
70 to 79% pass completion (at least 30 passes attempted)	2
80 to 89% pass completion (at least 30 passes attempted)	4
90%+ pass completion (at least 30 passes attempted)	6
Goalkeepers and defenders conceding a goal	-4
Conceding a penalty	-3
Missing a penalty	-6
Yellow card	-3
Red card	-9
Own goal	-6
Missing a big chance	-3
Making an error which leads to a goal	-3
Making an error which leads to an attempt at goal	-1
Conceding a foul	-1
Being caught offside	-1
Shot off target	-1

Data for the BPS is supplied by Opta and will not be changed after the Gameweek has been marked as final. We will not enter into discussion around any of the statistics used to calculate this score for any individual match.

Player Transfers and Star Player changes:

There will be two transfer windows broadly aligned to the Premier League transfer windows.

Changes made before 7:00pm on Friday 21st. August 2026 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 21st. August 2026, 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 Transfer Window of the season (from 7:00pm Friday 21st. August 2026 until midnight Saturday 12th. September 2026). A manager who has transfers remaining from their allocation of 12 may use those outstanding transfers (up to a maximum of 4 transfers) in a bonus week of their choice until midnight on Saturday 26th. December 2026.

The second batch of 12 transfers may be used in the second Transfer Window (from Sunday 27th. December 2026 to midnight Saturday 13th. February 2027). A manager who has transfers remaining from their allocation of 12 may use those outstanding transfers (up to a maximum of 4 transfers) in a bonus week of their choice until the end of the season.

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/football2026.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/football2026.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.