



*A management game based on real A-League results.
Not just another 'Fantasy League'....*

THE GAME

A draft fantasy game, where a league of 8-10 team managers build a squad consisting of real-life A-League players. Each week, you pick your starting eleven from your squad as your team plays one of the other teams in your league, for three points on the league table. Easy!

- *IF YOUR PLAYERS SCORE IN REAL LIFE, THEY SCORE FOR YOUR TEAM*
- *IF YOUR GOALIE (OR 2 DEFENDERS) KEEP A CLEAN SHEET IN REAL LIFE, YOU SAVE ONE OF YOUR OPPONENT'S GOALS*

THE RULES

PRE-SEASON PLAYER AUCTIONS

Before the A-League season begins, a player list is released. The list contains all known A-League players, and their player position.

AA-League squads are limited to:

- 20 players (each A-League player may only be signed by ONE team)
- A maximum value of \$3 million (in units of \$10,000)

STANDARD LEAGUES

When managers create a new team and join a 'Standard' league (or re-join a Standard league at the beginning of a new season), they will either start with an empty squad OR (if close to the season start) may inherit an existing squad with some players and player bids already in place.

The **pre-season player auction** in a Standard league is based on '**STANDING**' bids. Any user can make a maximum of 15 Standing bids for **FREE AGENT** players. For the bid to succeed, it must 'stand' until the maturity date & time, WITHOUT any other team in that league beating that bid by a **MINIMUM OF 50% or \$100k, whichever is lower** (rounded up). If that time passes, the player will be signed to your team for the price you bid. If somebody **OUTBIDS** your bid, the maturity time is **RESET**, and now must stand until the new time without being outbid.

*The **closer** the start of the **FIRST ROUND of the season** is, the **shorter** the maturity period will be.*

A bid made 4 weeks before the season starts may have a maturity period of around 3 weeks, while a bid made 18 hours before the first round will mature in less than a day.

Once the pre-season bidding period finishes (24 hours before the first round), Standard leagues revert to the traditional '**PRIVATE**' bid system, where you can enter a maximum of ONE BID per round, which will go up against other bids from your league, with the highest bidder succeeding.

PRO LEAGUES

- 'Pro' leagues **pre-season player auctions** are held in Sydney, in real time, over several hours. They usually take place on the weekend one or two weeks before A-League Men's round 1. Managers attend either in person, or by video link.

At the auction, team managers bid against each other to sign A-League players, as they build a maximum squad of 20.

TEAM SELECTION

- Managers select their starting team of 11 (+ 2 subs) from their available squad players. **This team can be changed at most times of the season, up until the deadline** (usually Friday 6pm) at which point the team becomes locked in.

- A team consists of:

1 Goalkeeper, 4 Defenders, 4 Midfielders, 2 Strikers, 2 Subs.

If you don't change your team line up, it will stay as it is. You don't have to submit it every week...

A) Team positions

Players may be selected **FURTHER FORWARD** than their official position, but **not FURTHER BACK**.

Eg. A player classed as DEF (defender) can be selected anywhere: in defence, midfield or as a striker. But any 'midfield-type' player (DMD / MID / WNG / AMD) can only be selected in midfield or as a striker.

B) Team 'balance'

To prevent teams fielding unrealistic teams (eg. four attacking midfielders & two strikers) each week's team selection must be 'balanced'. **You can only field a team with ZERO OR BELOW balance points each match.**

EXAMPLE: If you play two attacking midfielders (AMD) in your midfield (+1 pts each), a central midfielder (MID: 0 pts) and only one defensive midfielder (DMD: -1 pts) your team balance is +1. You must balance this out by selecting either another DEF, UTL or DMD in midfield (which earns you -1 points), or a non-striker as a striker (also -1)

The table below shows which positions each player can be selected:

TEAM BALANCE: THE 'PLAYER PYRAMID'								
PLAYER TYPE	DESCRIPTION OF PLAYER TYPE			CAN BE SELECTED...	GOAL KEEPER	DEFENDER	MIDFIELDER	STRIKER
GLK	Goalkeeper			As a GOALKEEPER ONLY	0			
DEF	Defender	All specialist defenders. Centre back or wide playing backs		In ANY POSITION (except goalkeeper)		0	-1	-1
UTL	Utility	Versatile player who regularly plays either in defence or midfield		In ANY POSITION, but concedes +1 BALANCE POINT if selected in defence, or -1 if selected in midfield/striker		+1	-1	-1
DMD	Defensive midfielder	Midfielder with defensive duties or positioned behind central midfielders		In MIDFIELD OR AS STRIKER. Concedes -1 BALANCE POINT if selected in midfield			-1	-1
MID	Midfielder	Central midfielder or wide-playing middle-of-the-park midfielder.		In MIDFIELD OR AS STRIKER.			0	-1
WNG	Winger	Attacking midfielder who plays wide in an advanced position		In MIDFIELD OR AS STRIKER, but concedes +1 BALANCE POINT if selected in midfield			+1	-1
AMD	Attacking midfielder	Attacking / play-making midfielder		In MIDFIELD OR AS STRIKER, but concedes +1 BALANCE POINT if selected in midfield			+1	-1
STK	Striker			AS STRIKER ONLY				0
UNK	Unknown	Unclassified until reviewed. Classed as a STK until then.		AS STRIKER ONLY				0

MATCH SCORING

Goals :

Every goal scored by your team's outfield players (4 Defs, 4 Mids, 2 Strikers) **counts as a goal for your team.** Goals by your subs are counted as well, but if any of your **two strikers score**, your **first subs goal doesn't count** (*denoted by a -1*)

'Saves' :

Teams have the ability to 'SAVE' ONE GOAL of their opponent.

There are TWO ways a SAVE can be generated by your team:

A) If your selected keeper keeps a clean sheet in real life (they must play a minimum of 60 minutes of that match) **OR**

B) If a minimum of TWO of your selected defenders FROM DIFFERENT A-LEAGUE CLUBS keep a clean sheet in real life (minimum 60min played)

Also, for any SAVE to be successful, **ALL FIVE DEFENSIVE POSITIONS MUST BE FILLED** (1x GLK and 4x DEFs)

Your team can only make ONE save per game.

If your keeper makes a SAVE, your defenders will have no further effect on saving.

A SAVE is denoted by the 'glove' symbol 

A player whose goal has been saved is denoted by a red asterisk ()*

PLAYER TRADING

Teams may make a maximum **ONE PRIVATE BID PER ROUND** for any unsigned player (or 'FREE AGENT') in their league, and **RELEASE ONE PLAYER** from their squad (only one every 6 days), at most times of the season.

- **PRIVATE BIDDING:** You submit a bid for a maximum of **ONE** player at a time from the current free agent list per round, using only any funds remaining in your salary cap. To bid for a free agent, go to your league's **LEAGUE PLAYER LIST** and you will find a **BID** option next to every **FREE AGENT** in the list.

When the weekly 'auctions' are run (usually immediately after the start of each round), if you are the highest bidder you will then have that player available in your squad for the **NEXT** round. If two or more teams bid the same amount for the same player, the lowest placed team on the ladder will succeed. If all points, goal difference and goals are equal, the bid will be won by the **NEWEST TEAM** (i.e. date the team was created on).

A bid will be rejected if:

- * Your squad is currently **FULL** (20 players)
- * Your squad would be exceeding the salary cap (\$3 million)
- * Your team already has a submitted Private bid (If you need to, you may delete any other Private bid from your **BIDS & TRADES** section on your league's Trade Page)
- * Your team has previously contracted that player during this season (This is to prevent teams releasing and re-signing a player **ONLY** to reduce their value).

- **RELEASING A PLAYER:**

Teams may **RELEASE** one player from their squad per **SIX** day period.

To do this, go to your **TEAM** page (while logged in) and find your squad list. Select the release button next to the player you want to release. As long as the criteria are met, you can release the player instantly to make room in your squad for any unsigned player you wish to bid for.

These are the main criteria for a successful player release:

- * No recent releases (within the previous 6 days)
- * Player must have been contracted for **AT LEAST 2 WEEKS** (doesn't apply to players signed at the pre-season auction)
- * Player must **NOT BE SELECTED** in your current team selection. If they are, you must **RE-SELECT YOUR TEAM BY REPLACING THAT PLAYER** before a release is possible.
- * Your league must currently allow trading:

Times of the year when leagues **DON'T ALLOW TRADING** include: The 30-minute period after a round begins, the off season, the finals series, or directly after the pre-season auction (before fixtures for the league have been drawn)

PLAYER CLASSIFICATION

Pre-season:

Players position classifications are reviewed by an Admin during the pre-season. **Transfermarkt.com** is used as the reference. The player will be classed according to the **MOST COMMON** position played by that player over their **LAST 20 MATCHES ON TRANSFERMARKT.com** (where the player has a listed position). This applies to all competitive matches WORLDWIDE, where their POSITION has been specified, and only to matches before the moment the player was added to the database.

If Transfermarkt.com HAS NO POSITIONAL HISTORY for the player, they will be classed as 'UNK' (unknown) until Transfermarkt lists them in a position for a match.

It is intended that this system is completely transparent and objective: Anyone at anytime can visit Transfermarkt and check the recent positional status of any player.

During the season:

During the A-League season, any user may add any player to the database, then bid on and select that player. Before adding a player, **it is the user's responsibility to check the database to ENSURE THE PLAYER ISN'T ALREADY PRESENT.** If there are two players entered into the database, the one with the CORRECT SPELLING shall be deemed the official player, or the one ENTERED FIRST. The other 'incorrect player(s) shall be deleted.

New player classification procedure: Unless the player is a goalkeeper, that player shall remain classed as 'UNK' (unknown) until reviewed by an Admin. UNK players can be selected in a team, but are treated as a STK until reviewed.

Once a player has been classified, their position **shall NOT change** for the remainder of the season.

THE A.A.L. SEASON

The season consists of 21-27 rounds (you play every other team 2 or 3 times), followed by a two-week finals series. The entire season, including finals, is played during the regular A-League season.

*There are **NO BYES** in the AA-League! If a league isn't filled by the full quota of teams (usually eight), your team will sometimes play a '**VIRTUAL TEAM**' - an empty team with **NO PLAYERS** which will be unable to score goals or make a save. You will still need to score to win 3 pts though, a 0-0 draw being the worst result possible.*

After 21 rounds, the finals series will be played as such:

**1st v 4th
2nd v 3rd**

Teams equal on points on the ladder are separated using similar criteria to the A-League:

- 1) Highest goal difference
- 2) Most goals scored
- 3) Points from head-to-head results during regular season
- 4) Goal difference from head-to-head results during regular season
- 5) Most goals scored from head-to-head results during regular season
- 6) Club with the oldest formation date (displayed on team profile page. This will go down to the exact second of formation, using database information, if necessary)

The two winners will then meet in the AAL Grand final, which is played over the final round of the regular A-League season.

*During the AA-League finals series, the **higher placed team** is always given the match as a **home game**.
If the match ends in a draw, the home team is deemed the winner.*