*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 TWO DEFENDERS) KEEP A CLEAN SHEET IN REAL LIFE, YOU SAVE ONE OF YOUR OPPONENT'S GOALS

THE RULES

In both STANDARD and PRO leagues, team managers bid for a squad consisting of:

* Up 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)

During the pre-season, all player auctions information is displayed on the HOME PAGE.

STANDARD LEAGUES
- 'Standard' leagues make it easier to get started.
All teams start each season with empty squads, and build a squad during the pre-season using **standing bids**. Standing bids are displayed to everyone on the league's trade page. They must stand for a pre-defined period **until their maturity time** without being **outbid by a minimum of 50% or 200k**. If they're outbid, the maturity period is **reset.**

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 for A-League players, as they build a squad consisting of up to 20 players.

TEAM SELECTION

- Managers then select their starting team from their squad.
This team can be changed each round, up until the deadline

- 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…

MATCH SCORING

GOALS:

- **Every goal scored by your team's outfield players counts as a goal for your team**.
- Subs goals count as well, but if any of your **two strikers score**, your **first subs goal doesn't count** *(denoted by -1)*

SAVES :

- **Teams have the ability to 'SAVE' 🧤 ONE GOAL of their opponent:**
There are TWO ways to make SAVE :
A) If your selected keeper keeps a clean sheet in real life   **OR**
B) If a minimum of TWO of your selected defenders FROM DIFFERENT A-LEAGUE CLUBS keep a clean sheet in real life

Your team can only make ONE save per game.
If your keeper makes a SAVE, your defenders will have no further effect on saving.

AN AA-LEAGUE MATCH:

GLOVE = SAVE
Keeper kept a clean sheet for Perth Glory, so saves the ONE goal scored by Riley McGree

ACTUAL MATCH SCORE

These two defenders kept clean sheets for Perth Glory, but no save was made because they're from the same club...

This sub scored two goals, but one doesn't count because a striker scored

McGree scores, but his goal is saved by Reddy's clean sheet...

PLAYER TRADING

Teams may make a **PRIVATE BID** for unsigned players (or 'FREE AGENTS') in their league, or **RELEASE** players from their squad, at most times of the season.

- **PRIVATE BIDDING**: You may 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 you league's LEAGUE PLAYER LIST (see right)

and you will find a BID option next to every FREE AGENT in the list. If successful, your player will be available for team selection for the FOLLOWING ROUND (NOTE: The weekly 'auctions' are run usually immediately after the start of each round)

Show 20 ∨ players			Search:	
NAME	**CLUB**	**POS**	**TEAM**	**VALUE ($k)**
Matt Acton	MV	GLK	FREE	BID
Rahmat Akbari	BR	DMD	Bluetown Rovers	90
Tom Aldred	BR	DEF	Space City	40
Mustafa Amini	SY	MID	Melbourne North	160
Aaron Anderson	MV	DEF	FREE	BID
Nick Ansell	AU	DEF	FREE	BID
Terry Antonis	WS	SUBMIT PLAYER BID		BID
Thomas Aquilina	WS	MID	FREE	BID

- **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.

DEFENDERS ⇕	CLUB ⇕	POSITION ⇕	VALUE $k ▼
Joel King	SY	DEF	90 ▽
Antonee Burke-Gilroy	PG	DEF	80 ▽
Adrian Mariappa	MA	DEF	80 ▽
Curtis Good	MC	DEF	50 ▽
Jason Geria	MV	DEF	40 ▽
Scott Neville	BR	DEF	30 ▽

RELEASE A PLAYER HERE

THE SEASON

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

After the regular rounds, the finals series will be played as such:
<p align="center">1st v 4th</p>
<p align="center">2nd v 3rd</p>

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.