

# How to Manage Your Squad

## Squad Size

To join the game select a fantasy football squad of 15 players, consisting of:

2 Goalkeepers

5 Defenders

5 Midfielders

3 Forwards

## Budget

The total value of your initial squad must not exceed £100 million.

## Choosing Your Starting 11

From your 15 player squad, select 11 players by the Gameweek deadline to form your team.

All your points for the Gameweek will be scored by these 11 players, however if one or more doesn't play they may be automatically substituted.

Your team can play in any formation providing that 1 goalkeeper, at least 3 defenders and at least 1 forward are selected at all times.

## Selecting a Captain and a Vice-Captain

From your starting 11 you nominate a captain and a vice-captain. Your captain's score will be doubled.

If your captain plays 0 minutes in the Gameweek, the captain will be changed to the vice-captain.

If both captain and vice-captain play 0 minutes in a Gameweek, then no player's score will be doubled.

### Prioritising Your Bench For Automatic Substitutions

Your substitutes provide cover for unforeseen events like injuries and postponements by automatically replacing starting players who don't play in a Gameweek.

Playing in a Gameweek means playing at least 1 minute or receiving a yellow / red card.

Based on the priorities you assign, automatic substitutions are processed at the end of the Gameweek as follows:

If your Goalkeeper doesn't play in the Gameweek, he will be substituted by your replacement Goalkeeper, if he played in the Gameweek.

If any of your outfield players don't play in the Gameweek, they will be substituted by the highest priority outfield substitute who played in the Gameweek and doesn't break the formation rules (eg. If your starting team has 3 defenders, a defender can only be replaced by another defender).

### Players Per Team

You can select up to 3 players from a single Premier League team.

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. The maximum number of free transfers you can store in any gameweek is 5.

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

### Wildcards

For information on wildcards please refer to the chips section of the rules.

### Player Prices

Player prices change during the season dependent on the popularity of the player in the transfer market. Player prices do not change until the season starts.

The price shown on your transfers page is a player's selling price. This selling price may be less than the player's current purchase price as a sell-on fee of 50% (rounded up to the nearest £0.1m) will be applied on any profits made on that player.