

# The English Football League System

## ‘The Pyramid’



Below the FA-governed National League System, there are 48 County Leagues (inc. Hampshire Premier League) at level 11, with a further nine levels of grassroots leagues making up the English football league system.



## THE FA CUP

- Each round played on a knock-out basis i.e. win = progress to next round, lose = elimination
- On average 700 teams enter the competition from the Premier League down to non-league clubs playing in the 10<sup>th</sup> tier
- 92 clubs from the English Football League plus 608 from the Non-League
- The 48 Football League clubs from League's One and Two receive byes into the First Round of the competition
- The 44 clubs from the Premier League and Championship receive byes into the Third Round of the competition
- Starts in August with the Extra Preliminary Round
- Ends in May with the Final at Wembley Stadium
- Clubs, irrespective of means, pay £75 to enter the competition.

# GIANT KILLERS

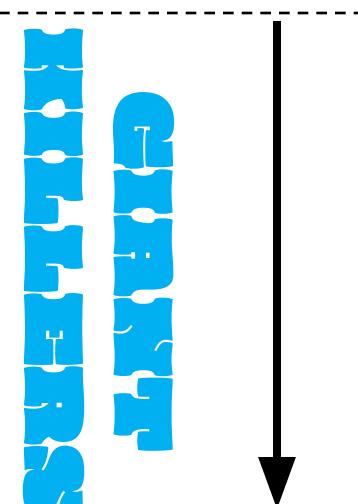
**THE DREAMS, THE HOPES, THE MAGIC,  
THE GLORY**

- GIANT KILLERS is based on the FA Cup
- From the First Round of the Competition Proper onwards
- This involves **92 teams** from the Football League plus **32 teams** from Non-league
- In GIANT KILLERS the outcome of fixtures is initially decided by the rolling of dice. The **dice are weighted** in favour of teams higher up the football pyramid with additional weighting for teams playing with home advantage
- The game introduces two elements to balance-out the natural advantage that teams from higher levels of the pyramid possess creating an almost equal footing for all teams
- GIANT KILLERS is perhaps mainly about the progression of teams outside the Football league but it doesn't have to be. If you are a supporter of a team from the higher divisions of the Football League then you'll want your team to do well but it will be slightly tougher for them in GIANT KILLERS than in real life
- GIANT KILLERS provides the opportunity to recreate the oft-talked about 'magic' of the FA Cup and introduces 'What If' and 'If Only' scenarios inviting you to enter your favourite non-league teams and also the non-league teams you love to hate. Additionally one could introduce teams that no longer exist, have historical significance in the competition or teams you used to play for – why not your Sunday league team?! What about replacing a Premier League team with Real Madrid, Barcelona or Glasgow Celtic?



TIER			<b>GIGANT KILLERS</b> Category
1	F o o t b	Premier League	<b>Category 1</b>
2	a ll L e a g u e	Championship	<b>Category 2</b>
3		League One	
4	a ll L e a g u e	League Two	<b>Category 3</b>
5	N o n -	National League	<b>Category 4</b>
6	I e a g	National Leagues North and South	
7		Northern Premier League Southern League Southern League Isthmian League	<b>Category 5</b>
		Premier Division Central Division South Division Premier Division	
8 and	u	All other leagues	<b>Category 6</b>

Round <sup>[2]</sup>	New entrants at this round <sup>[2]</sup>	No. of teams
<b>Qualifying Competition<sup>[2]</sup></b>		
Extra-Preliminary Round	Level 9 and 10 clubs	184
Preliminary Round	Level 8 clubs	160
First Round	Level 7 clubs	116
Second Round	Level 6 clubs	80
Third Round	none	40
Fourth Round	Level 5 clubs	64
<b>Competition Proper<sup>[2]</sup></b>		
First Round	Level 3 and 4 clubs (Leagues One and Two)(48)	80 (48 from Leagues One and Two Plus <b>32 Non-League having won through the qualifying rounds</b> )
Second Round	none	40
Third Round	Level 1 and 2 clubs (Premier League and Championship)(44)	64
Fourth Round	none	32
Fifth Round		16
Quarter-finals		8
Semi-Finals		4
Final		2







How far can your team go?

for ages 9 - 90

THE FOOTBALL KNOCK-OUT BOARD GAME

**GIANT KILLERS**  
THE DREAMS, THE HOPES, THE MAGIC, THE GLORY

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**GIANT KILLERS**



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# GIANT KILLERS

#### **GIANT KILLER CATEGORY**



## **REFERENCE CHART**

<b>1ST ROUND »</b>	<b>2ND ROUND »</b>	<b>3RD ROUND »</b>	<b>4TH ROUND »</b>	<b>5TH ROUND »</b>	<b>QUARTER FINALS »</b>	<b>SEMI FINALS »</b>	<b>FINAL</b>
<b>ONE REPLAY THEN EXTRA TIME THEN PENALTIES</b>	<b>NO REPLAY</b>	<b>NO REPLAY</b>					
<b>80 TEAMS</b>	<b>40 TEAMS</b>	<b>64 TEAMS</b>	<b>32 TEAMS</b>	<b>16 TEAMS</b>	<b>8 TEAMS</b>	<b>4 TEAMS</b>	<b>2 TEAMS</b>
<b>32 NON-LEAGUE</b>	<b>40 QUALIFIED</b>	<b>20 QUALIFIED</b>	<b>32 QUALIFIED</b>	<b>16 QUALIFIED</b>	<b>8 QUALIFIED</b>	<b>4 QUALIFIED</b>	<b>2 QUALIFIED</b>
<b>+</b>	<b>+</b>	<b>+</b>					
<b>24 LEAGUE ONE</b>		<b>20 PREMIER</b>					
<b>24 LEAGUE TWO</b>		<b>24 CHAMPIONSHIP</b>					
<b>GATE MONEY</b>	<b>GATE MONEY</b>	<b>GATE MONEY</b>					
Each team as per home card	Each team £1,000,000	Each team £100,000					
<b>WINNER'S PRIZE</b>	<b>WINNER'S PRIZE</b>	<b>WINNER'S PRIZE</b>					
<b>£ 18,000</b>	<b>£ 27,000</b>	<b>£ 67,500</b>	<b>£ 90,000</b>	<b>£ 180,000</b>	<b>£ 360,000</b>	<b>£ 900,000</b>	<b>£ 1,800,000</b>
<b>LOSER'S PRIZE</b>	<b>LOSER'S PRIZE</b>	<b>LOSER'S PRIZE</b>					
<b>£ 0</b>	<b>£ 0</b>	<b>£ 0</b>					
<b>TV COVERAGE FEES</b>	<b>TV COVERAGE FEES</b>	<b>TV COVERAGE FEES</b>					
3 GAMES BROADCAST	2 GAMES BROADCAST	1 GAME BROADCAST					
Each team	Each team	Each team					
<b>£ 67,500</b>	<b>£ 72,000</b>	<b>£ 144,000</b>	<b>£ 144,000</b>	<b>£ 288,000</b>	<b>£ 288,000</b>	<b>£ 0</b>	<b>£ 0</b>
<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>	<b>REPLAY</b>
<b>£ 34,000</b>	<b>£ 34,000</b>	<b>£ 72,000</b>	<b>£ 72,000</b>	<b>£ 144,000</b>	<b>£ 144,000</b>		

Outcome of games is determined by the random selection of dice value with teams being allocated a specific dice based on their allocated category and whether they are drawn to play a fixture home or away.

**SCORING DICE VALUES. Used from 1st Round to Quarter Finals (Round 6) inclusive**

<u>Giant Killers</u>		<u>HOME</u>	<u>AWAY</u>
<u>CATEGORY</u>			
Level 1	<b>1</b> Premier League	<b>4 3 3 2 1 0</b>	<b>4 3 2 2 1 0</b>
Level 2	<b>2</b> Championship	<b>4 3 2 2 1 0</b>	<b>3 3 2 1 1 0</b>
Level 3/4	<b>3</b> League One / Two	<b>3 3 2 1 1 0</b>	<b>3 2 2 1 1 0</b>
Level 5/6	<b>4</b> National / National North & South	<b>3 2 2 1 1 0</b>	<b>3 2 1 1 0 0</b>
Level 7	<b>5</b> Northern, Southern & Isthmian Premier	<b>3 2 1 1 0 0</b>	<b>2 2 1 1 0 0</b>
Level 8 and below	<b>6</b> All other non-league	<b>2 2 1 1 0 0</b>	<b>2 1 1 1 0 0</b>



Level 7 HOME dice used for all teams in SEMI-FINALS and FINAL **3 2 1 1 0 0**

Extra Time Dice Values: **1, 2, 0, 0, 0, 0**

Penalty Shoot-out Dice Values: **GOAL, GOAL, GOAL, GOAL, SAVE, MISS**

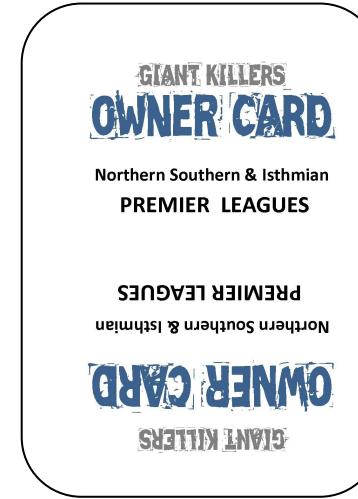
Cup Magic Cards (24): **12 x '1 goal', 8 x '2 Goals', 4 x '0 goals'**

# Giant Killers

CARD

## DECKS - OWNER

\*44.45 x 63.5mm – Card back shows league. NB Should probably show category!

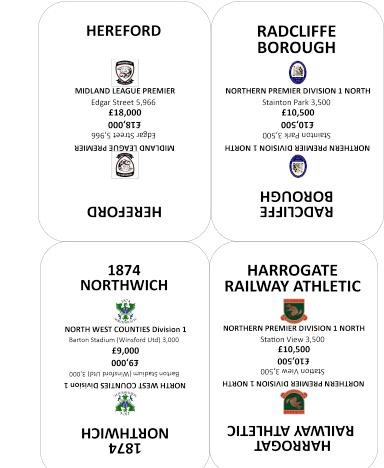
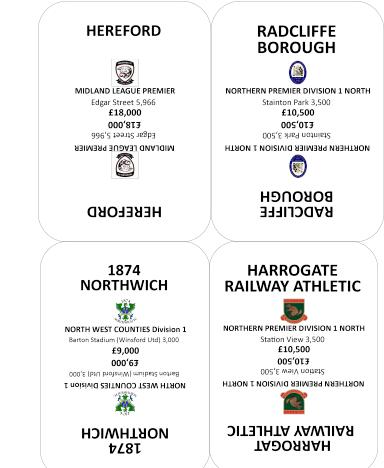
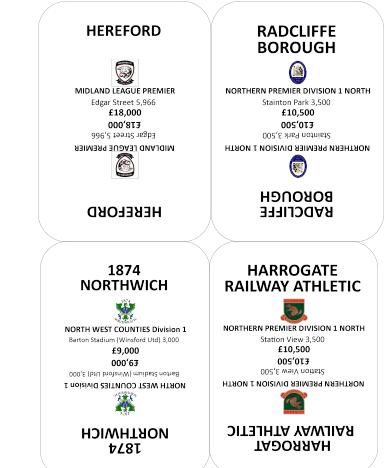
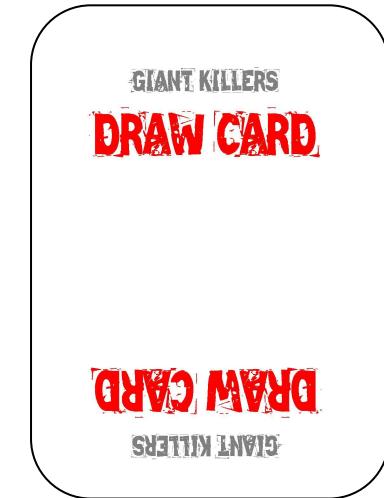
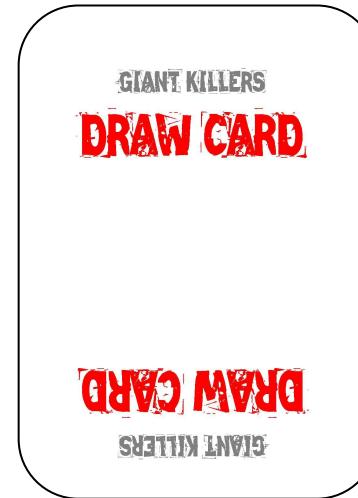
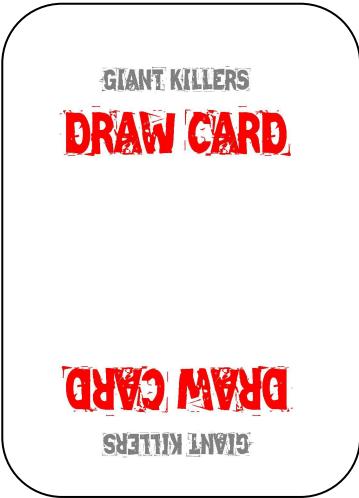
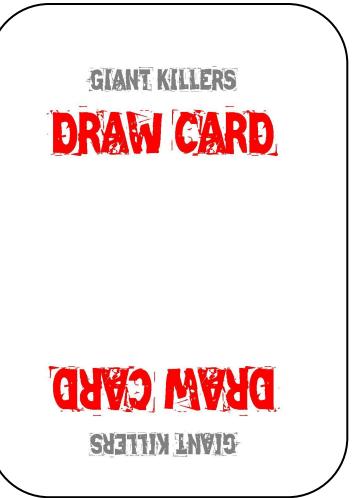
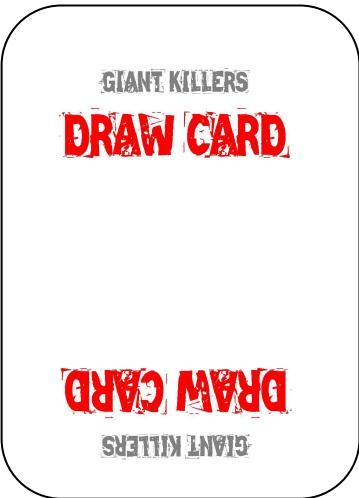
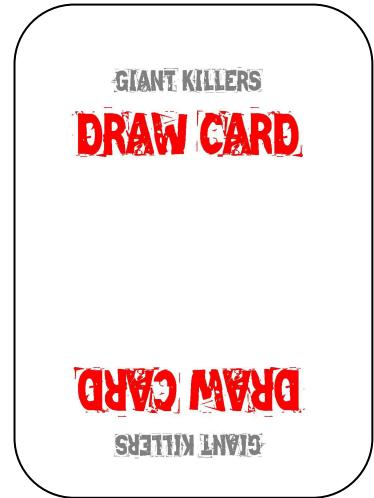


# GIGANT KILLERS

CARD

## DECKS - DRAW

\*63 x 88mm – Card back all same design so as not to reveal no information in draws.



# GIANT KILLERS

## GIANT KILLER

— CARD DECKS —



Beat a team from higher category demonstrates form.

Reward = 1 GIANT KILLER card per category above.

In game play,

2 x GIANT KILLER Cards = 1 extra goal added to dice score

# GIGANT KILLERS

## CUP MAGIC

If all else fails, there's  
always  
"The Magic of the Cup!"



## — CARD DECKS —

8 x 2 goals

12 x 1 goal

4 x 0 goals



## PENALTY SHOOT-OUTS

A seemingly necessary part of the modern game, as opposed to multiple replays, and one I've decided to replicate in game play.

We all have a love-hate relationship with penalty shoot-outs. When your team is involved, the tension experienced is palpable.

If after a replay and extra-time the outcome of the fixture has not been decided, the penalty shoot-out is invoked.

This has proved a successful part of the game with emotions experienced identical to those in real-world football!



