⚽ FOOTBALL DRAFT WHEEL GAME RULEBOOK & GUIDE

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# 🎯 OBJECTIVE

Build the strongest starting XI + Manager by drafting players through randomized wheel spins. Players are scored out of 10. The winner is the team with the highest median player score. If there’s a tie (within 0.2), the manager rating decides.

# 👥 NUMBER OF PLAYERS

Minimum: 2 players  
Ideal: 4 players  
More can join with added chaos and longer rounds!

# 📋 TEAM STRUCTURE

Each player must build a full team with:  
- Goalkeeper (GK)  
- Right Back (RB)  
- Left Back (LB)  
- Centre Back 1 (CB1)  
- Centre Back 2 (CB2)  
- Defensive Midfielder (CDM)  
- Midfielder (CM)  
- Attacking Midfielder (CAM)  
- Right Winger/Forward (RW)  
- Left Winger/Forward (LW)  
- Striker (ST)  
- Manager (MGR)

# 🎡 WHEEL SPINS

Players take turns spinning a custom football category wheel. Each spin gives a category that you must choose a player from (e.g., “Current French Player”, “Scored 4 Goals in One Game”).  
- Pick a player that fits the category.  
- Cannot pick a player already chosen.  
- Must fill an open position in your XI.

- Out of position players ratings will be penalized  
- If you land on “Lose [Position]”, re-spin and re-fill that position.

# 🧠 SCORING SYSTEM

Each player is rated out of 10:  
10 – GOAT-level (only from approved GOAT list)  
9 – Icon of the sport  
8 – Top player  
7 – Great player  
6 – Good  
5 – Mid-level Premier League player  
4 – Low-level Premier League player  
3 – Championship-level player  
2 – EFL League One level  
1 – Semi-pro  
0 – Not a footballer or joke pick

# 🧙‍♂️ POWERUPS (P)

Special abilities marked with (P). Use at any time unless specified otherwise.

# 🧩 POWERUP LIST

- Wheel of Fate (P): Re-spin one filled position, must accept result.  
- Skip (P): Skip your current spin.  
- GOAT Override (P): Use a GOAT out of position and keep the 10.  
- Position Lock (P): Force a player to fill a position of your choice next spin.  
- Position Change (P): Change the position of one of your players.  
- Lock One Position (P): Freeze one player; can’t be moved later.  
- Reroll (P): Reroll your spin.  
- Upgrade or Downgrade (P): Flip a coin: +1 heads, -1 tails.  
- Time Traveller (P): Swap a “current” pick with an all-time player.  
- One Roll, Two Picks (P): Spin once, pick two players, keep one.  
- Remove a Player (P): Remove an opponent’s player (must use immediately).  
- Pick for Another Player (P): Use your spin to pick for someone else.  
- Forced Trade (P): Spin a random position on your team and a rival’s, swap them.  
- Swap One Player (P): Swap one of your players with another’s (same position or vacancy).  
- Mirror Steal (P): Copy the last player picked (must be same position).

# 🧮 END OF GAME: SCORING & WINNER

Once teams are full:  
- Calculate each team’s median rating (excluding manager).  
- If two are within 0.2, manager rating is tiebreaker.  
- Group decides unclear ratings fairly.

# ⚠️ OPTIONAL HOUSE RULES

- Randomized Draft Order  
- Powerup Draft: Start game with 3 random powerups per player.

# 🛠️ TOOLS FOR PLAYING

- Use an online wheel spinner with your categories.  
- Track teams, spins, and powerups on Google Sheets.