

Fantasy SPL - Singapore

Official Rules & Guidelines

Welcome to Fantasy SPL!

In fantasy football, you become the manager of your own Singapore Premier League team.

- **Build Your Squad:** Pick 15 real SPL players using a fixed \$100.0m budget.
- **Earn Points Every Gameweek:** Whenever your selected players score, assist, or keep clean sheets in real-life SPL matches, they earn points for your fantasy team.
- **Climb the Leaderboard:** Name a captain to score double points, make weekly transfers to improve your squad, and compete against friends and fans across Singapore for the top spot.

1. Squad Selection

Every manager begins with a **\$100.0m budget** to assemble a complete squad of **15 players**.

Squad Composition

Your 15-man squad must consist of:

- **2 Goalkeepers**
- **5 Defenders**
- **5 Midfielders**
- **3 Forwards**

Squad Constraints

- **Club Limit:** Maximum **3 players** from any single SPL club.
- **Foreign Player Quota:** Maximum **7 foreign (non-Singaporean) players** across your entire 15-player squad.
- **Budget Ceiling:** Your squad's combined value cannot exceed **\$100.0m**.
- **Squad Completion:** All 15 roster spots must be filled and compliant with all limits before your team can be saved.

Important Quota Notice: Exceeding 7 foreign players in your squad is strictly prohibited by system validation. In any circumstance where a squad is found to have breached this limit (such as mid-season classification changes), that squad will be ruled ineligible for any official prizes (subject to future announcement and confirmation).

2. Starting XI, Formations & Captaincy

Matchday Lineup

Each gameweek, you select **11 starters** to score points. Your **4 bench players** do not score points unless activated via **Bench Bonus** or through automatic substitutions.

Position	Total in Squad	Starting XI	Bench
Goalkeepers	2	1	1
Defenders	5	3 – 5	0 – 2
Midfielders	5	2 – 5	0 – 3
Forwards	3	1 – 3	0 – 2
Total	15	11	4

- **Valid Formations:** You may arrange your outfield players in any shape, provided your starting XI always maintains at least:
 - **1 Goalkeeper**
 - **3 Defenders**
 - **2 Midfielders**
 - **1 Forward**
 - Permitted formations: 3-4-3, 3-5-2, 4-3-3, 4-4-2, 4-5-1, 5-2-3, 5-3-2, 5-4-1
- **Bench Ordering & Priority:** Your bench outfield players are ordered from **left to right (Priority 1, 2, and 3, excluding the goalkeeper)**. During automatic substitutions, the system attempts to bring on the leftmost bench player first, provided they played minutes and their addition maintains a valid tactical formation.
- **Bench Goalkeeper Rule:** Your reserve goalkeeper can only substitute for your starting goalkeeper, never for an outfield player.

Captain & Vice-Captain

- **Captain (C):** Scores **double points (2×)** in the gameweek.
- **Vice-Captain (VC):** Receives the double multiplier **only** if your designated Captain plays 0 minutes across the entire gameweek.
- Note on VC activation: Captaincy transfers are only confirmed **24 hours after the final fixture of the gameweek concludes**.
- If both your Captain and Vice-Captain play 0 minutes across the gameweek, the multiplier is lost entirely (no other player inherits double points).

3. Transfers & Player Market

Manage your squad across the campaign by making player transfers between gameweeks.

- **Gameweek 1 (Season Launch):** Unlimited free transfers until the Gameweek 1 deadline.
- **Weekly Free Allowance:** You receive **+1 free transfer** each gameweek (provided you did not activate Overhaul or Blitz).
- **Accumulating Transfers:** Unused free transfers carry forward up to a maximum bank of **5 free transfers**.
- **Transfer Hits:** Each additional transfer made beyond your free allowance costs **-4 points**, deducted from your total score for the upcoming gameweek.
- **Squad Integrity:** Transferred replacements must play the **same position** as the outgoing player, and your squad must remain within your current budget, the 3-player-per-club cap, and the 7-foreign-player limit.
- **Player Price Changes & Profit:** Player prices rise or fall dynamically based on transfer popularity. Managers receive **100% of player profit** when selling a player who has risen in price. (Detailed pricing bracket thresholds will be updated later).

Real-World Mid-Season SPL Transfers

- **Player Leaves the League:** If a real-world player transfers out of the SPL to an overseas club or is released, they remain in your fantasy squad but will score 0 points. You must use a standard transfer to swap them out.
- **Internal SPL Transfers & Club Limits:** If a player moves between SPL clubs mid-season, causing your squad to hold 4 players from a single club, your squad remains valid until your next transfer. However, you will be blocked from bringing in any *new* players from that club until you sell enough to drop back within the 3-player ceiling.

4. Power-Up Chips

Every manager has access to **four special chips**.

- **Bench Bonus, Golden Boot, Blitz** can be played **once per season**.
- **Overhaul** can be played **twice per season**:
 - o Use 1: Must be activated **before Gameweek 9**.
 - o Use 2: Available **from Gameweek 9 onwards**.

Important: Only **one** chip can be active in any given gameweek. Once confirmed, a chip cannot be cancelled or moved to a later gameweek. Activating Overhaul or Blitz **preserves your current bank of free transfers** into the subsequent gameweek.

Name	Season Uses	How It Works
Bench Bonus	1×	Points scored by all 4 bench players are added to your total gameweek score.
Golden Boot	1×	Your captain earns triple points (3× instead of double points.
Overhaul	2× (1 pre-GW9, 1 GW9+)	Unlimited permanent transfers for that gameweek at zero point deduction. Banked free transfers are preserved.
Blitz	1x	Unlimited transfers for one gameweek only . Following the gameweek deadline, your squad automatically reverts to its exact pre-Blitz lineup. Banked free transfers are preserved.

5. Scoring System

Points are awarded based on verified, real-world match events. Clean sheet points and goal values scale based on player position.

Match Event	Goalkeeper	Defender	Midfielder	Forward
Played up to 59 minutes	+1	+1	+1	+1
Played 60 minutes or more (excl. stoppage time)	+2	+2	+2	+2
Goal Scored	+10	+6	+5	+4
Official Assist	+3	+3	+3	+3
Fantasy Earned Assist (final pass, rebound or penalties won)	+3	+3	+3	+3
Clean Sheet (60+ mins played, 0 conceded while on pitch)	+4	+4	+1	0
Every 2 Goals Conceded	-1	-1	0	0

Penalty Saved (Goalkeeper)	+5	—	—	—
Penalty Missed (by penalty taker)	-2	-2	-2	-2
Own Goal	-2	-2	-2	-2
Yellow Card (Single caution)	-1	-1	-1	-1
Red Card (Straight red, two yellows, or yellow + straight red)	-3	-3	-3	-3

Additional Scoring Clarifications

- **Assists & Earned Assists (+3):** In addition to standard official assists, points are credited for fantasy earned assists (e.g., winning a converted penalty or having a direct shot blocked/saved leading immediately to a goal or final pass to the goalscorer). These fantasy earned assists are subject to developer review during the 24-hour post-gameweek window.
- **Goals Conceded Deduction (-1 per 2 goals):** Goalkeepers and Defenders lose 1 point for every 2 goals conceded by their team in the match while they are playing.
- **Disciplinary Points Capped at -3:**
 - o 1 Yellow Card: **-1 point**
 - o 2 Yellow Cards (resulting in dismissal): **-3 points**
 - o 1 Yellow Card followed by a Straight Red Card: **-3 points**
 - o 1 Straight Red Card: **-3 points** (A player cannot lose more than -3 points total from disciplinary card events in a single fixture).
- **Open-Play Saves:** Goalkeepers do **not** receive points for open-play saves (only for penalty saves).

Note: There are no bonus points (BPS), no defensive contribution points (tackles/clearances), and no points for open-play goalkeeper saves. Points are earned solely via the official events listed above.

6. Gameweek Schedules, Postponements & Abandonments

- **Gameweek Groupings:** Gameweeks are assigned based on the calendar date ranges of scheduled match batches. If an official SPL fixture is shifted into the date window of another round, it moves into that gameweek.
- **Blank Gameweeks (BGW):** If a match is postponed outside the assigned gameweek date range, players from both teams score **0 points** for that round.
- **Double Gameweeks (DGW):** When a rescheduled fixture is placed into another gameweek's date range, teams playing twice earn points from **both fixtures** within that single gameweek.
- **Abandoned Matches:** If a match is abandoned mid-game (e.g., severe weather or lightning), point allocations remain subject to official SPL determination:
 - If the SPL decides the match result stands, points accrued up to the abandonment remain final.
 - If the match is voided and ordered to be replayed, points from the abandoned fixture will be adjusted or voided according to the rescheduled match outcome.

7. Deadlines, Live Play & Auto-Substitutions

1. Gameweek Lock

All transfers, starting lineups, bench ordering, captain picks, and chips lock strictly **90 minutes prior to the kickoff of the first match of the gameweek**. No adjustments are permitted once locked.

2. Live Matchday Tracking

Points update live as matches take place. Live match tallies reflect on the leaderboard throughout the round.

3. The 24-Hour Review Window

To account for late official post-match referee reports, disciplinary adjustments, or fixture status verifications, the game observes a **24-hour review window** following the final whistle of the gameweek's final match.

4. Automatic Substitutions & Vice Captain Application

Once the 24-hour review window closes:

- **Did Not Play (0 Minutes) Rule:** A player is considered non-playing if they did not step on the pitch (0 minutes played). This includes starting players who remained on the bench as unused substitutes in real life.

- **Outfield Auto-Subs:** If an outfield starter finishes the round with 0 minutes, the platform replaces them with your highest-priority outfield bench player (scanned left-to-right) who played at least 1 minute, provided the resulting lineup remains a permitted formation (minimum 3 DEF, 2 MID, 1 FWD).
- **Goalkeeper Auto-Sub:** If your starting goalkeeper registered 0 minutes, your bench goalkeeper steps in if they featured in that round.
- **Vice-Captain Fallback:** If your Captain finishes the gameweek with 0 minutes, your Vice-Captain's points are doubled (or tripled if Golden Boot was active).

Changing captains or re-ordering your bench does not consume free transfers. Plan your squad ahead of time and keep an eye on official club injury and suspension notices!