

REAL PREMIER LEAGUE

*A management game based on real
English Premier League results.
Not just another 'Fantasy League'....*

THE GAME

A league of 8-16 team managers build a squad consisting of real-life Premier 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 STARTING PLAYERS SCORE IN REAL LIFE,
THEY SCORE FOR YOUR TEAM.
EVEN YOUR SUBS GOALS COUNT (MOST OF THE TIME!)**
- IF YOUR GOALIE KEEPS A CLEAN SHEET IN REAL LIFE,
YOU SAVE ONE OF YOUR OPPONENT'S GOALS**
- MAKE A SECOND SAVE IF TWO DEFENDERS KEEP
A CLEAN SHEET AS WELL**

THE RULES

PRE-SEASON AUCTION:

PUBLIC & PRIVATE LEAGUES

When managers create a new team and join a PUBLIC or PRIVATE league (or re-join a league at the beginning of a new season), they will usually start with an empty squad. (NOTE: If joining just before the first round, managers may inherit an existing squad with some players and player bids already in place)

The **pre-season bidding system** is based on '**STANDING**' bids.

Any user can make a maximum of 19 Standing bids for **FREE AGENT** players, . For the bid to succeed, it must 'stand' until the maturity date & time, WITHOUT any other team in that league beating that bid.

If that time passes, the player will be signed to your team for the price you bid. If somebody **OUTBIDS** your bid, the maturity time is **RESET**, and now must stand until the new time without being outbid.

(NOTE: The closer the start of your league's FIRST ROUND of the season is, the shorter the maturity period will be. A bid made 4 weeks before the season starts may have a maturity period of around 3 weeks, while a bid made 18 hours before the first round will mature in 9 hours)

Once the pre-season bidding period finishes (usually 24 hours before the first round), all leagues revert to the traditional '**PRIVATE**' bid system, where you can enter a maximum of ONE BID per round, which will go up against other bids from your league, with the highest bidder succeeding.

PRO LEAGUES

- 'Pro' leagues begin each season with an empty squad, and attend (in person or by video link) a 'pre-season auction'. This is either held 1-3 weeks before the Premier League begins, or after a few rounds of the season.

At the auction, team managers bid for Premier League players, as they build a squad consisting of up to 19 players (each EPL player may only be signed by ONE team). The salary cap for each team is £100 million, in units of £1 million.

TEAM SELECTION:

- Managers select their starting team of 11 from their available squad players, plus up to three subs. **This team can be changed between each round, up until the deadline** (usually Friday or Saturday night) at which point the team becomes locked in.

*What if you don't submit your turn by the weekly deadline?
Simple. Last week's team is used!*

- A team consists of:

1 Goalkeeper (GLK)

3 Defenders (DEF)

1 Defensive midfielder (DMD)

3 Midfielders (MID)

3 Strikers (STK)

PLUS: 3 Subs (2 midfielders and 1 striker)

Players may be selected **FURTHER FORWARD** than their official position, but **not FURTHER BACK**.

Eg. A player classed as DEF can be selected anywhere: in defence, defensive midfield, midfield or as a striker. But a MID can only be selected in midfield or as a striker.

HOW MATCHES WORK

SAMPLE MATCH:

HOME TEAM SCORE				AWAY TEAM SCORE							
Sleepy Town (Ozzie Goodwin IV)				West Lane Ground				Rovers (Rob)			
3				vs				2			
Kepa Arrizabalaga		CHE	GLK	GLK	Marek Rodak		FUL	GOALKEEPER KEEPS A CLEAN SHEET FOR FULHAM, THAT'S A SAVE!		(BUT ONLY ONE DEFENDER DID, SO NO SECOND SAVE...)	
Ben White		BRI	DEF	DEF	Michael Keane		EVE	IF TWO OR MORE DEFENDERS/ DMDs PLAY AND KEEP A CLEAN SHEET: THAT'S A SAVE!			
Erik Pieters		BUR	DEF	DEF	Enda Stevens		SHU				
Darnell Furlong		WBA	DEF	DEF	Mohammed Salisu		SOU				
Pierre Hojbjerg		TOT	DMD	DMD	Ruben Neves		WLV				
Gabriel Martinelli		ARS	1*	MID	Mathias Jensen		BRE				
Miguel Almiron		NWC		MID	Yoane Wissa		BRE				
R.Mbeumo		BRE		SUB	T.Chong		LUT				
Martin Odegaard		ARS	1	MID	Bernardo Silva		MNC				
Kulusevski		TOT	2 ⁻¹	SUB	J.Ward-Prowse		WHU				
Matheus Cunha		WLV		STK	Darwin Nunez		LIV				
Danny Welbeck		BHA	1	STK	Ivan Toney		BRE				
Conor Gallagher (M)		CHE		STK	Phil Foden		MNC				
T.Awoniyi		FOR		SUB	R.Lewis (D)		MNC				
					SAVED GOALS: MARKED *						
SUBSTITUTES: KULUSESKI SCORES 2 GOALS, BUT HE SUBBED FOR ODEGAARD WHO ALSO SCORED, SO LOSES ONE GOAL											

Goals :

Every goal scored by your team's outfield players (non-goalkeepers) counts as a goal for your team. Goals by your subs are counted as well, but if the player they are substituting scores, your first subs goal doesn't count.

'Saves' :

Teams have the ability to 'SAVE' UP TO TWO GOALS of their opponent:

- A) If your selected keeper keeps a clean sheet in real life (they must play a minimum of 60 minutes of that match) you 'SAVE' any goal from your opposition team, **OR**
- B) If a minimum of TWO of your FOUR selected DEF/DMDs FROM DIFFERENT PREMIER LEAGUE CLUBS keep a clean sheet in real life (minimum 60min played).

NOTE: To successfully make 2 SAVES (BOTH A GOALKEEPER AND DEFENDER SAVE) you'll need at least TWO DEFENDERS from clubs OTHER than the Premier League club that your goalkeeper is from. For example, if your Chelsea goalkeeper keeps a clean sheet, you make that save. But you WON'T get the second save if two of your defenders (a Spurs and a Chelsea defender) also get a clean sheet, because one is a Chelsea player. You'll need a THIRD defender who gets a clean sheet for a different club to make that second save.

Remember, for any SAVE to be successful, **ALL FIVE DEFENSIVE POSITIONS MUST BE FILLED**: 1x GLK 3x DEFs and 1x DMD

*Your team can only make TWO SAVES per game.
If any of your saves aren't used (eg. if your opposition doesn't score any goals) they don't accumulate. It just means your defence is bloody good!*

A SAVE is denoted by the 'glove' symbol:



If an opposition player's goal is saved, this will be denoted by a red asterisk ()*

PLAYER TRADING:

During the course of the regular RPL season, a team may RELEASE players from their squad, and BID for one FREE AGENT player per week.

Player bids are conducted ONCE PER ROUND, just after the round begins, with every bid being successful unless you are outbid.

You submit your BID players from the LEAGUE PLAYER page. You won't be allowed to submit any illegal bids, so if your bid is accepted, it will go up against any other bids, and succeed ...unless your are outbid for the same player.

Like your team selection, you can change your bid player as many times as you like, or remove it, but when the round deadline arrives your selection is LOCKED IN and your bid will go up against any other bids.

- **PLAYER BIDDING:** You may bid for a maximum of ONE player from the current free agent list per round, using only any funds remaining in your salary cap. If you are the highest bidder, you will then have that player in your squad for the NEXT round. If two or more teams bid the same amount for the same player, the lowest placed team on the ladder will succeed.

You WON'T be given the option to bid if:

- * Your squad is currently FULL (19 players)
- * Your current squad value is equal to the salary cap (£100 million)
- * It is a FINALS round (trading is only allowed during the regular rounds)

Your bid will be rejected if:

- * Your team has previously contracted that player during the season. Once you have signed a player and released them, you cannot re-sign them during the same season.

- **RELEASING A PLAYER:** You may release ONE player in your squad every six days. If all requirements are met, the release takes place IMMEDIATELY and effectively 'recoups' the entire value of a player for your salary cap.

The only real restriction on releasing a player is that the player must NOT be currently selected in your team line-up. If they are selected, all you need to do is replace that player in your team selection, available from your team page.

PLAYER CLASSIFICATION:

Pre-season:

Players position classifications are reviewed by an Admin during the pre-season.

Transfermarkt.com is used as the reference.

If Transfermarkt.com HAS NO POSITION ALLOCATED for a player, they will be classed as an 'unknown' (UNK) player until they have been given a position by Transfermarkt.

Until then, an UNK player can only be played as a STK.

During the season:

During the season, any user may add any player to the database (or re-activate a dormant player), then bid on that player.

This can only be done on Sunday, Monday, Tuesday and Wednesday, and NOT WITHIN 36 Hours of the start of a round.

Before adding a player, **it is the user's responsibility to check the database to ENSURE THE PLAYER ISN'T ALREADY PRESENT.** If there are two players entered into the database, the one with the CORRECT SPELLING shall be deemed the official player, or the one ENTERED FIRST. The other incorrect player(s) shall be deleted.

Procedure for adding a player to the database:

- Go to the Player List: www.realpremierleague.com/players
- Use the SEARCH box to look for the player by name (or EPL club or position)
 - If the player is found, but they are NOT ACTIVE, you may activate them if you are logged in
 - If you CANNOT FIND THE PLAYER, you may choose 'Add Player to Database' from your Account menu. It is important to be careful to ensure correct the spelling of any player's name. (NOTE: Only English characters are allowed: eg. 'Martin Ødegaard' = 'Martin Odegaard')

New player classification procedure: Unless the player is a goalkeeper, that player shall remain classed as 'UNK' (unknown) until reviewed by an Admin, and can be selected in a team but are treated as a STK until reviewed.

Once a player has been classified, their position **shall NOT change** for the remainder of the season.

THE SEASON:

The season consists of 16-34 rounds (you play every other team 2 or 3 times), followed by a two-week finals series, which is played over the last two rounds of the Premier League season.

After the regular rounds, the finals series will be played as such:

SEMIS WEEK 1:

3rd v 6th

4th v 5th

SEMIS WEEK 2:

1st v Lowest placed winner from week 1

2nd v Highest placed winner from week 1

GRAND FINAL:

Semi final winner v Semi-final winner

The GRAND FINAL is played over the LAST PREMIER LEAGUE ROUND.

*During the RPL 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.*