

# FUTSAL FANTASY LEAGUE

Player Onboarding Guide

IT-League Lviv | Summer 2026

Revised May 2026 — reflects current implementation

**Everything you need to build your squad,  
score points, and climb the standings.**

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## 1. GETTING STARTED

Welcome to **Futsal Fantasy League** — the fantasy game built for **IT-League futsal competitions in Lviv**. Each week you pick a squad of real players, assign a captain, set your lineup, and earn points based on what those players do on the pitch. The manager with the most points at the end of the season wins.

### How to Join

**Step 1 — Register** Create an account with your email and set a display name.

**Step 2 — Enrol** Select an open season. Registration must be open to join.

**Step 3 — Name Your Team** Give your fantasy team a name (2+ characters). The name must be **unique within the season** (case-insensitive); duplicates are rejected with a 409 Conflict.

**Step 4 — Build Your Squad** Pick 9 players within the 100k budget before the first deadline.

**Step 5 — Set Lineup** Choose 5 starters, assign a captain and vice-captain.

**Step 6 — Compete!** Points are calculated after every gameweek. Good luck!

**One team per season.** Each account can manage exactly one fantasy team per season. You cannot join the same season twice.

Your very first squad submission is always **free** — no transfer cost applies to that initial selection, even if you submit it after the first gameweek deadline.

## 2. YOUR SQUAD

Your squad always contains **9 players** split between a starting lineup and a bench. You must stay within the budget and respect the formation and team-limit rules.

Rule	Value
Total squad size	9 players
Starting lineup	5 players (1 GK + 4 Outfield)
Bench	4 players (1 GK + 3 Outfield)
Budget	100.0k
Max players from one real team	2 players
Player price floor	5.5k
Player price ceiling	15.0k

Futsal uses a fixed formation logic: your starting 5 must always include **exactly 1 goalkeeper** and **4 outfield players**. The bench mirrors this: **1 goalkeeper and 3 outfield players** on the bench. You cannot field two goalkeepers in your starting lineup.

**Tip:** A balanced squad of 3 Top-tier, 3 Medium-tier, and 3 Low-tier players across your 9-player squad lands close to 100k on average — leaving room for one premium star if you economise elsewhere.

### 3. PLAYER POSITIONS & PRICING

#### Player Positions

##### GK (Goalkeeper)

The last line of defence. Earns bonus points for keeping goals out.

##### Outfield (OP)

All other players: forwards, midfielders, and defenders.

#### Team Tiers

Every real club is assigned a **tier** at the start of each season based on the previous season's final standings. Tier determines a player's starting price band.

Tier	Clubs Included	Price Band	Typical Avg
Top	Previous season places 1–4	10.5k – 13.5k	~12.0k
Medium	Previous season places 5–8	8.0k – 11.2k	~10.0k
Low	9th place + 3 new teams	6.0k – 9.0k	~8.0k

Player prices update **after every gameweek** once all scores are finalised. A player's price reflects both their latest performance and short-term consistency.

Price Signal	Weight	Notes
Current gameweek fantasy points	60%	Goals, assists, cards, etc.
3-gameweek rolling average	20%	Reduces single-match spikes
Appearance streak bonus	10%	Rewards regular starters
Did-not-play penalty	10%	Reduces price for inactive players

Price movement is capped at **+/-0.4k per gameweek**. The global floor is **5.5k** and the ceiling is **15.0k**.

**Why prices matter:** When you sell a player, you receive their *current* market price. Buying a rising star early — before the market catches up — is one of the key strategic advantages.

## 4. SCORING SYSTEM

Points are calculated per match event for every player who **appears** in a real match during the gameweek. Exact point values are configured per season by the admin and are locked once the first match kicks off.

### Event Points by Category

Event	Who	Direction	Notes
Appearance	All	+	Just being on the pitch
Goal scored	Outfield	++	Primary scoring action
Goal scored	GK	+++	GK goals are rarer — worth more
Assist	Outfield	+	Pass directly leading to a goal
Assist	GK	++	GK distribution counted too
Clean sheet (0 goals conceded)	GK	+++	Strong bonus for a shutout
1 goal conceded	GK	++	Reduced but still positive
2 goals conceded	GK	+	Smaller positive (default +1)
Each additional goal conceded (3+)	GK	-	Penalty per goal beyond 2
Yellow card	All	-	Caution penalty
Red card	All	--	Sending-off penalty
Own goal	All	--	Own goal penalty
Penalty missed	All	-	Miss penalty
Penalty saved	GK	+++	Big bonus for the keeper

**Directions (+, ++, +++) are illustrative** — exact values are set by the admin before each season and locked once the first match starts. Current defaults include **+1 for 2 goals conceded by a GK** (previously 0); admins can still override.

**Negative points** (red cards, own goals) can reduce your weekly total — keep an eye on disciplinary records!

## 5. CAPTAIN & VICE-CAPTAIN

Each gameweek you must designate one starter as **Captain (C)** and another starter as **Vice-Captain (VC)**. The captain earns **double points** for that gameweek. The vice-captain is your backup in case the captain does not play.

**Captain** Must be a starter. Earns 2x their base points for the gameweek.

**Vice-Captain** Must be a starter. Earns 2x points ONLY if the Captain did not appear.

**Auto-fallback** If both C and VC miss the match, no double is awarded that gameweek.

**Auto-sub interaction** If a captain or vice-captain is auto-substituted in from the bench, the double is cancelled — the promoted player earns normal (1x) points only.

**Key tactic:** Always pick a captain who is likely to start and likely to score or assist. A reliable high-volume player from a top-tier team is usually a safer captain choice than a one-off form player.

## 6. TRANSFERS & DEADLINES

Transfers let you swap players in your squad for the **next gameweek**. Free transfers accumulate over time, and you can use your entire balance in a single gameweek if needed.

### Transfer Rules

<b>When transfers apply</b>	Only to the NEXT gameweek — you cannot change the current locked gameweek.
<b>Earning free transfers</b>	+1 free transfer is awarded after each completed gameweek.
<b>Accumulation</b>	Unused free transfers roll over and accumulate — you keep them until you use them.
<b>Maximum banked</b>	You can bank a maximum of <b>5</b> free transfers at any one time.
<b>Per-gameweek transfer cap</b>	Up to <b>5 transfers per gameweek</b> by default (matches the bank cap). Validated server-side via <i>isTransferBatchWithinCap</i> ; admins can raise/lower the cap per season.
<b>Using your balance</b>	You can use all your accumulated free transfers in a single gameweek, or spread them however you like across future gameweeks.
<b>Extra transfers</b>	Transfers beyond your current free balance cost a points penalty each.
<b>Initial pick</b>	Your very first squad selection is free — no transfer is consumed.
<b>Budget check</b>	After transfers, total squad cost must remain within the 100k budget.
<b>Team limit check</b>	After transfers, the max-2-players-per-real-team rule still applies.

Every gameweek has a **deadline**. Once it passes, your lineup is locked and no changes are possible for that gameweek.

<b>Before deadline</b>	Edit lineup freely, change captain/VC, and make transfers.
<b>After deadline — Locked</b>	No changes to the current gameweek. The next gameweek can still be edited.

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**Finalized**

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Match scores confirmed. Fantasy points calculated and standings updated.

**Accumulation example:** You skip transfers for 3 gameweeks in a row — you now have 3 free transfers banked. You use 2 of them this gameweek. You still have **1 free transfer remaining** for next gameweek. Unused transfers are never lost — they stay in your balance.

**Points hit example:** You have 2 free transfers banked and make 4 transfers. The first 2 are free; the remaining 2 each cost a points penalty. Check the season settings for the exact cost per extra transfer.

**Cap reminder:** Your free transfer balance cannot exceed **5**. If you already have 5 banked, the next gameweek's +1 is not added — so it pays to use your balance before it hits the cap.

**Single-GW maximum:** The total number of transfers you can submit in one gameweek is also capped (default **5**, same as the bank cap). Attempts to exceed this cap are rejected with a Bad Request.

## 7. AUTO-SUBSTITUTIONS

If one of your **starters does not appear** in any match during a gameweek, the system automatically promotes a bench player to replace them when calculating your points. This happens automatically after the gameweek is finalised — you do not need to do anything.

### Who is eligible?

Bench players with the same position type: GK can only replace a GK; Outfield replaces Outfield.

### Which bench player?

The bench player who DID appear that gameweek, preferring the lowest bench-order number. If no bench player appeared, the first-listed is used.

### Captain/VC substitutions

If a captain or vice-captain is substituted in from bench, the double-points bonus is CANCELLED. The promoted player earns normal (1x) points only.

### Formation integrity

The substitution always maintains the valid 1 GK + 4 Outfield formation. If no valid sub can be found, the missing starter scores 0.

**Bench order matters!** The bench player who comes on is chosen by their order in your bench lineup. Put your preferred emergency outfield cover first in your bench to maximise automatic coverage.

## 8. STANDINGS & MINI-LEAGUES

Compete against every other manager in the **Overall Standings**, or create private **Mini-Leagues** to battle friends and colleagues.

### Overall Standings

All managers enrolled in the same season are automatically included in the overall league. Rankings are based on total accumulated points across all completed gameweeks.

### Mini-League

#### Create a league

Give it a name — a unique invite code is generated automatically.

#### Invite others

Share the invite code. Any manager in the same season can join.

#### Join by code

Enter the invite code you received to join a private league.

#### Standings

Ranked by total points (all-season) or per-gameweek, depending on the view.

#### Ownership

The creator is the league owner and can manage membership.

You can be a member of **multiple mini-leagues** at the same time — there is no limit. Create one for your office, one for your friend group, and compete on all fronts!

## 9. SURVIVOR MODE

**Survivor** is an additional challenge that runs alongside the main fantasy league. It is a separate, higher-stakes competition where managers can be **eliminated** each round if they make the wrong pick. Not all seasons include Survivor — look out for it in the challenges tab.

### How Survivor Works

Each survivor round corresponds to a gameweek. Before the deadline you pick **one real team** to win their match. If your chosen team wins, you survive and advance. If they draw or lose, you are **eliminated**.

### Survivor Challenge

<b>League (One Round)</b>	Classic elimination from Gameweek 1 through to the end of the season.
<b>League + Playoff</b>	League elimination phase, then a separate Playoff Rush bracket challenge.
<b>League (Two Round)</b>	Two elimination phases with a mid-season squad reset between them. The reset is performed by the survivor service when the challenge has <i>teamResetBetweenPhases</i> enabled — see <a href="#">docs/rules/summary-survivor.md</a> .

In the League + Playoff format, after the league phase ends the surviving managers enter a **Playoff Rush**. You predict the outcomes of playoff matches. Correct predictions advance you; incorrect ones eliminate you. The last manager standing wins the Playoff bracket.

**Survivor tip:** Study fixture difficulty before picking. A top-tier team at home against a new-entry side is a much safer pick than an away game for a mid-table club.

Survivors are **automatically enrolled** when you join a season that has an active Survivor challenge running.

## 10. KEY RULES AT A GLANCE

A quick-reference summary of the most important rules to keep in mind every gameweek.

### Squad Rules

- 9 players total | 5 starters | 4 bench
- Always exactly 1 GK in starters and 1 GK on bench
- Budget: 100.0k | Price floor: 5.5k | Price ceiling: 15.0k
- Maximum 2 players from any one real team
- Fantasy team name must be unique within a season (case-insensitive)

### Transfers

- Transfers apply to the NEXT gameweek only
  - +1 free transfer earned after each completed gameweek
  - Unused free transfers accumulate (maximum 5 banked at any time)
  - Default per-gameweek transfer cap: 5 (admin-configurable)
  - Use 2 of 3 banked transfers this week? You still have 1 remaining next week
  - Transfers beyond your current balance each cost a points penalty
  - Your initial squad selection is always free
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- Lineup locks at the gameweek deadline — no changes after that point
  - Player prices update after each gameweek is finalised
  - Points are immutable once a match is finalised
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- Captain earns 2x points | Vice-Captain earns 2x only if Captain did not play
  - Both Captain and Vice-Captain must be in the starting lineup
  - Auto-substitution cancels the double — the promoted player scores 1x
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- One team per user per season
  - All scoring uses publicly available match data only
  - Score corrections require admin approval and are fully audited

**GOOD LUCK THIS SEASON!**