



# The Townhouse Fantasy League 2009/2010



## THE BASICS

This years Townhouse Fantasy League will consist of two divisions, each with a maximum of 12 managers. Each manager will be given a budget of £100M in order to pick their team at the auction. A manager's players score points for their fantasy league side based on how they perform in actual premierships matches.

The auction dates are as follows:

- Strongbow League: Friday 7<sup>th</sup> August
- Fosters League: Friday 14<sup>th</sup> August

Both auctions will start at 18:30. In order to participate in the competition ALL managers must be present at their leagues auction. The entry fee is £10.

## SCORING POINTS

Points are scored in the following ways:

### All Players

Goal: 3 points.  
Assist: 2 points.

### Goalkeepers Only:

Missed Penalty: 2 points.

### Goalkeepers and Defenders Only:

Appearance: 1 point (*Minimum 45 mins played*)  
Clean sheet (no goals conceded): 3 points  
(*Minimum 75 mins played, includes appearance point*)  
For each Goal Conceded: -1 point

The fantasy league table will be calculated using points taken from the official fantasy league website [www.fantasyleague.co.uk](http://www.fantasyleague.co.uk)

All fantasy league information will be displayed at the bar, and can also be found at: [www.thetownhousebar.co.uk](http://www.thetownhousebar.co.uk)

## THE AUCTION

- Every manager has a budget of **£100 Million**
- At the end of the auction, every manager must have selected **15** players. The squad selected must be able to field a starting 11 in one of the following allowed formations:
  - 4-4-2
  - 4-5-1
  - 4-3-3
  - 3-5-2
  - 3-4-3
- Each manager must provide a suitably witty team name for their side. Not too rude please as the league tables will be on display at the bar.
- Auction will start at **18:30** prompt. Sandwiches will be provided.
- Bids to be made in blocks of **£1M**



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- There are no limits on numbers of players from a particular premier league club.
- Managers can only bid for players in the player list provided.
- It is essential that all managers cross out the names of players bought on their player lists, as the auction progresses. Otherwise it will be difficult to participate in parts 2 and 3 of the auction (i.e. managers will be selecting players already purchased by another manager).
- The auction is split into 3 parts.
  - Part 1: Top Players [18:30 → 19:45]
  - Part 2: Managers selections [19:45 → 21:00]
  - Part 3: Free choice [21:00 → end]
- The chair will ensure that these times are kept to. The three parts of the auction are now explained in more detail.



### Part 1: Top Players [18:30 → 19:45]

- The first part of the auction will start with the following players:
  - Top ten strikers based on points scored last season  
(20 mins from 18:30 → 18:50)
  - Top fifteen midfielders  
(30 mins from 18:50 → 19:20)
  - Top five defenders  
(20 mins from 19:20 → 19:40)
  - Top five goalkeepers.  
(5 mins from 19:40 → 19:45)
- The chairman will read out the name of each of these players in turn, and managers are able to bid for them.



### Part 2: Managers Selections [19:45 → 21:00]

- For the second part of the auction, the names of all the managers will be drawn out of a hat to create a bidding order. The manager drawn first will then select a player of his choice and make an initial bid for that player (e.g. first manager may nominate Keane of Liverpool and bid £3M for the player – obviously this player must still be available). This player will then be auctioned in the normal way. Then the second manager will nominate a player and so on.
- Part two of the auction will last 1 and a quarter hours. It is important a time limit is set for this second part of the auction. It is likely that a number of managers will run out of money during part two of the auction and they will want to move on to part three (the free choice) as quickly as possible. At the same time, those managers with lots of money still available will want part two of the auction to run and run. Hence a limit is set to ensure all is fair and above board.
- Once **21:00** has passed, the second part of the auction will stop when the bidding has finished for the player nominated by the last manager in the bidding order previously drawn out of the hat (this ensures that all managers have had the same number of opportunities to nominate players for bidding).



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### Part 3: Free Choice [21:00 → end]

- The third and final part of the auction will require a redraw of names out of the hat to create a new bidding order. Then, in sequence as drawn, managers must select from the remaining pool of players available. These players are not auctioned; they are added free to that manager's side.
- Part three of the auction will continue until all managers have 15 players that meet the criteria specified previously.
- Money left at the end of the auction will be carried over into the season and can be used for blind bids.
- *Decision of the chair during the auction is final.*

### THE SEASON ITSELF

- Every manager will be given an additional **£20M** (on top of whatever they have left at end of auction) for the season.
- During the season, managers are able to submit "Blind Bids" for players available in the pool (this will include players not purchased during the auction, and any new players that may appear during the season). Bids must be posted in the blind bid box at the bar.
- The blind bid box is opened on Monday mornings, so all bids must be submitted by close of play each Sunday. No blind bids for the first two weeks (to ensure the league table spreadsheets are working correctly!).
- When submitting a blind bid, the following information must be provided:
  - Manager & Team Name
  - Player releasing
  - Player buying
  - Amount Bid

Managers do not receive any money for the player released, he is simply returned to the available pool.

- Managers must also specify their starting 11 (in one of the allowed formats) for the coming week. The deadline is prior to the first Premiership game of that week. E.g. if the first game is Monday evening all team line-ups must be submitted before that (either by text, or email, or at the bar). If the first game is not till Saturday lunch time, then team line-ups are not needed until then. If you want to keep the same starting 11 as last week simply do nothing.
- The team you submit is then set for that week, i.e. up until end of games on the Sunday.
- Minimum blind bid is £1M. Blind bids must be in multiples of £1M. In the event of a drawn bid, the fantasy league team with fewest points in the league table will get the player.
- Decision of the fantasy league committee is final.



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### HINTS & TIPS

- Some of you may have played fantasy league / dream team type competitions before so are fairly clued up in terms of tactics. However, others in the league may be less well prepared. Therefore, to try to keep things as fair as possible and to keep the league as interesting as possible, I have come up with a few tips and ideas to bear in mind.
- The auction is the key part of the season. Prepare beforehand and have an idea on players you want to buy, and have some idea of what you are likely or willing to pay for them. There are no hard and fast rules, but the managers who finish near the top of the league will usually have spent nearly all of their money in the auction.
- As part of your preparation for the auction, get an idea of players that are out long term injured, and any that are reported to being sold abroad. Obviously these will be of no use to your side.
- It is common for managers to spend over half of their budget on one player. This can be a very risky tactic however, as if he breaks his leg in the first game of the season you will not get any money back for that player.
- Ensure you cross off names of bought players on your players list whilst the auction is progressing, else you will not know who is available to bid for later on.
- There are no points scored for coming out the auction with the most money left. The vast majority of the best players will be available and will be bought during the auction. It is fairly rare for a decent player to appear during the season, for managers to submit blind bids for. Hence, it is essential you try to buy the best players during the auction. Otherwise you may end up with a lot of money during the season and no-one to spend it on.
- Good players don't necessarily make good fantasy league players. E.g. a world class holding midfielder is unlikely to contribute much fantasy league wise. They may well be great at helping out their back 4, but are no use in terms of goals or assists.
- Goalkeepers & Defenders, try and avoid those that play for teams that leak goals. You may be better off buying a defender that doesn't play at all than buy one from a team doomed for relegation. Also, it's sometimes not a good idea to buy more than one of your back five from the same team. It's all well and good when they get a clean sheet, but if that team gets a 4-0 drubbing that can be a lot of minus points to contend with.
- Be careful about buying players for the very top sides. You may spend a fortune on a Chelsea midfielder, and then find he only plays 10-15 games during the season. You may get better value buying a player from a mid table side who is guaranteed first team football week in-week out.
- During the auction, keep an eye on the time. You do not want to have too much money left as we approach the third part of the auction.

If you've got any questions just give me a shout

Cheers

*Tim*