

Introduction

In the beginning God created the heaven and the earth. And the earth was without form, and void; and darkness was upon the face of the deep. And the Spirit of God moved upon the face of the waters. And God said, Let there be light: and there was light. And God saw the light, that it was good: and God divided the light from the darkness. Then in the 1990s (A.D.), WFFL was invented.



Version 1

Codified by SO 11/12/03 to 17/2/04

1. Basic Rules

- (a) Each manager starts with 60 Million
- (b) Team Keepers, not individual.
- (c) Team Defences , not individual
- (d) Unlimited Substitutes are allowed
- (e) Maximum of 3 players from one team
- (f) Teams must be declared by 11.59pm Friday or it will be assumed you are playing the same team as the week before.
- (g) A week runs from 0.00am Saturday to 11.59pm Friday
- (h) If a player takes to the field he is classed as 'played', this could be for 90 minutes or 1 second.
- (i) Only premierships matches count.

2. Formations

Acceptable formations, GK, Defence and..

- (a) Four Midfielders , 2 Strikers
- (b) Three Midfielders , 3 strikers
- (c) Any stipulations on your team must be FULLY detailed on **TEAMSHEET** section.
- (d) You can change formations in the following ways ; 'if one of my first choice strikers doesn't play I revert to 4-4-2 etc.

3. Goal of the Month

- (a) The player who wins '**THE PREMIERSHIP'S**' goal of the month will win 5million
- (b) The manager who *CURRENTLY* has that player gets the money
- (c) The player does not necessarily have had to have played when the goal was scored.
- (d) If this is not won by a player within the game, then no-one gets the money and it is NOT carried over.
- (e) The money will be available as soon as the decision is announced.

4. Points

- (a) Goalkeeper scoring = 20 points
- (b) Defender Scoring = 7 points
- (c) Midfielder Scoring = 4 points
- (d) Striker Scoring = 3 Points
- (e) Goalkeeper conceding = -1 Point
- (f) Defence conceding = -1 point
- (g) Clean Sheet Goalkeeper = 5 points
- (h) Defence Clean sheet = 4 points
- (i) Red Card = -5 points
- (j) Each player selects a captain at the start of the season and ,unless they are transferred, this OUTFIELD player will remain as Captain for the whole season.
- (k) For each goal the Captain scores +1 points
- (l) Any 'dubious' goals will be ruled on by ProFantasyLeague
- (m) Goals / Players affected will then be marked clearly in WEEKLY UPDATE.
- ** (n) An assist as ruled by ProFantasyLeague = +1 point
- (o) A hat trick is + 1 goal of that players value
- (p) A defence hat trick can be from the same person, 1 person scoring 2 and another scoring one or 3 separate defenders.
- (q) Own goals do not count.

5. Transfers / Bidding

- (a) The initial bidding will take place on a selected day, each team will start with 60m
- (b) Standard rules apply, each manager nominates a player and bidding will go in turn.
- (c) Funds will be the responsibility of the manager, any over spending will result in players being taken off the manager and sold back at half price until the balance is 60 million or under. Please take a calculator if you can't count.
- (d) Minimum Bid is 0.5 million
- (e) A player is classed as playing for the team who he played for at the time of purchase, not his new team if he moves.
- (f) You can only buy players currently playing in the premierships / signed to premierships contracts. In the case of disputes, the relevant teams OFFICIAL WEBSITE will be used as the reference point.
- (g) To clarify, Non premierships players are NOT ALLOWED.
- (h) There will be no going back on a deal once it is announced on the message board.
- (i) After the initial bidding, all transfers/ bids shall be on the website.
- (j) A player will become yours if no further bids are received after exactly 2 days.

- (k) Bids cannot be retracted once made
- (l) You can only bid up to the maximum amount of money you have available as per your team list.
- (m) In relation to 5L , your **TEAM LIST** must be kept regularly updated including the money remaining bit.
- (n) If you are making multiple bids on the board, these can only be made up to the total of your current financial constraints.
- (o) You are allowed unlimited bids on any player.

6. Message Board

- (a) All teams to be declared on '**TEAMSHEET**' section of the website.
- (b) If a player is sold from your team to raise money, it must be documented in '**THE BANK**' section.
- (c) A full list of your players / money must be kept updated in '**TEAMS LIST**' section.
- (d) All transfers to be declared in '**TRANSFERS**' section
- (e) All points will be clearly marked as to what they are for in **WEEKLY UPDATE**.

7. Positions

- (a) Players will be classed as whatever THE TELEGRAPH classes them as in their annual list.
- (b) Bidding will start once this list is published (on an agreed day)
- (c) Positions can't be argued even if technically wrong (e.g. Ronaldo / Striker). This will stop any arguments and is fair as everyone will know before bidding which players are worth more.

8. The Bank / Selling players

- (a) If you are selling a player to raise funds you receive half of what you paid for them.
- (b) If applicable this is rounded down to the nearest 0.1million.
- (c) You CANNOT bid for a player if you were the last manager to sell him.
- (d) A players cash value is half of the last cash figure paid.
- (e) A players value does not change in trades.
- (f) If a player moves BEFORE the start of the season a FULL refund is given.
- (g) If a player is injured for the whole season, and this is confirmed by the clubs OFFICIAL WEBSITE a FULL refund will be given IF this is before a set date (I'd say October).
- (h) After this point it is 75% Until January, then 50% thereafter. I think this reflects the value that potentially is lost.
- (i) If a player is transferred or on a season long loan either abroad or to a lower league before September 30th a FULL REFUND is given.
- (j) If a player is transferred / goes on loan between September 30th and January 30th the manager gets 70% of the players original value. Thereafter it is 50%.

9. Assists

- (a) These will be ruled based upon ProFantasyLeague
- (b) Each assist gets + 1 point no matter what position the player is.
- (c) The decision of ProFantasyLeague is final.

Version 1.1

Codified 15/7/04

1. Basic Rules

- (a) Each manager starts with £60 Million
- (b) Team Keepers, not individual.
- (c) Team Defences , not individual
- (d) Unlimited substitutes are allowed
- (e) Maximum of 3 players from one team
- (f) Teams must be declared by 11.59pm Friday or it will be assumed you are playing the same team as the week before.
- (g) A week runs from 0.00am Saturday to 11.59pm Friday
- (h) If a player takes to the field he is classed as 'played', this could be for 90 minutes or 1 second.
- (i) Only premierships matches count.

2. Formations

Acceptable formations, GK, Defence and..

- (a) Four Midfielders , 2 Strikers
- (b) Three Midfielders , 3 strikers
- (c) Any stipulations on your team must be FULLY detailed on **TEAMSHEET** section.
- (d) You can change formations in the following ways ; 'if one of my first choice strikers doesn't play I revert to 4-4-2 etc.
- (e) A maximum of four substitutes per position can be declared
- (f) Maximum squad size of 20 assets. If you reach 20, you **must** sell an asset before you attempt to obtain another.

3. Goal of the Month

- (a) The player who wins '**MATCH OF THE DAY**' goal of the month will win £5 million
- (b) The manager who *CURRENTLY* has that player gets the money
- (c) The player does not necessarily have had to have played when the goal was scored.
- (d) If this is not won by a player within the game, then no-one gets the money and it is NOT carried over.
- (e) The money will be available as soon as the decision is announced.

4. Points

- (a) Goalkeeper scoring = 20 points
- (b) Defender Scoring = 7 points
- (c) Midfielder Scoring = 4 points
- (d) Striker Scoring = 3 Points
- (e) Goalkeeper conceding = -1 Point
- (f) Defence conceding = -1 point
- (g) Clean Sheet Goalkeeper = 5 points
- (h) Defence Clean sheet = 4 points
- (i) Red Card = -5 points
- (j) Each player selects a captain at the start of the season and ,unless they are transferred, this OUTFIELD player will remain as Captain for the whole season.
- (k) For each goal the Captain scores +1 points
- (l) Any 'dubious' goals will be ruled on by ; ProFantasy League
- (m) Goals / Players affected will then be marked clearly in WEEKLY UPDATE.
- (n) An assist as ruled by ProFantasy League = +1 point
- (o) A hat trick is + 1 goal of that players value
- (p) A defence hat trick can be from the same person, 1 person scoring 2 and another scoring one or 3 separate defenders.
- (q) Own goals do not count.

5. Transfers / Bidding

- (a) The initial bidding will take place on a selected day, each team will start with £60 million
- (b) Standard rules apply, each manager nominates a player and bidding will go in turn.
- (c) Funds will be the responsibility of the manager, any over spending will result in players being taken off the manager and sold back at half price until the balance is £60 million or under. Please take a calculator if you can't count.
- (d) Minimum Bid is £0.5 million
- (e) A player is classed as playing for the team who he played for at the time of purchase, not his new team if he moves.
- (f) You can only buy players currently playing in the premiership / signed to premiership contracts. In the case of disputes, the relevant teams **OFFICIAL WEBSITE** will be used as the reference point.
- (g) To clarify, Non premiership players are NOT ALLOWED.
- (h) There will be no going back on a deal once it is announced on the message board.
- (i) After the initial bidding, all transfers/ bids shall be on the website.
- (j) A player will become yours if no further bids are received after exactly 2 days. The only exception to this rule is if a manager contacts all other managers and they all agree that they do not wish to make another bid. If this is the case, the transfer can be pushed through when all other managers are out.
- (k) Bids cannot be retracted once made
- (l) You can only bid up to the maximum amount of money you have available as per your team list.
- (m) In relation to 5l, your **TEAM LIST** must be kept regularly updated including the money remaining bit.
- (n) If you are making multiple bids on the board, these can only be made up to the total of your current financial constraints.
- (o) You are allowed unlimited bids on any player.

6. Message Board

- (a) All teams to be declared on '**TEAMSHEET**' section of the website.
- (b) If a player is sold from your team to raise money, it must be documented in '**THE BANK**' section.
- (c) A full list of your players / money must be kept updated in '**TEAMS LIST**' section.
- (d) All transfers to be declared in '**TRANSFERS**' section
- (e) All points will be clearly marked as to what they are for in **WEEKLY UPDATE**.

7. Positions

- (a) Players will be classed as whatever 'THE TELEGRAPH' classes them as in their annual list.
- (b) Bidding will start once this list is published (on an agreed day)
- (c) Positions can't be argued even if technically wrong (e.g. Ronaldo / Striker). This will stop any arguments and is fair as everyone will know before bidding which players are worth more.

8. The Bank / Selling players

- (a) If you are selling a player to raise funds you receive half of what you paid for them.
- (b) If applicable this is rounded down to the nearest £0.1 million.
- (c) You CANNOT bid for a player if you were the last manager to sell him.
- (d) A players cash value is half of the last cash figure paid.
- (e) A players value does not change in trades.
- (f) If a player moves BEFORE the start of the season a FULL refund is given.
- (g) If a player is injured for the whole season, and this is confirmed by the clubs **OFFICIAL WEBSITE** a FULL refund will be given IF this is before a set date (I'd say October).
- (h) After this point it is 75% Until January, then 50% thereafter. I think this reflects the value that potentially is lost.
- (i) If a player is transferred or on a season long loan either abroad or to a lower league before September 30th a FULL REFUND is given.
- (j) If a player is transferred / goes on loan between September 30th and January 30th the manager gets 70% of the players original value. Thereafter it is 50%.

9. Assists

- (a) These will be ruled based upon ProFantasyLeague
- (b) Each assist gets + 1 point no matter what position the player is.
- (c) The decision of ProFantasyLeague is final.

10. Super weeks

(a) These will happen. If more than 12 matches are played in one week there may be a case for a **super week**.

(b) If matches are all collected around a weekend (eg. sat-mon) and midweek (eg. wed-thu) then separation is made around non-match days.

(c) In the event of many consecutive days of games, the cut-off is taken:

--(i) Around the bulk fixture: if teams clearly play around one day, and then again around another day. The bulk fixture is designated by having more than 4 fixtures.

--(ii) At the bulk fixture: if fixtures cannot be clearly separated where teams play once and then again. An example of this would be if consecutive days yielding on fixture followed by a bulk day, followed by a one match days. Some teams may play twice in one "match week" if this is the case. In any case, if this event arises, it can be debated then. However, this rule stands if no clear decision can be made.

Thus if the fixtures are as follows:

Mon: 3 matches

Tue: 3 matches

Wed: 1 match

Thu: 0 matches

Fri: 1 match

Sat: 5 matches

Sun: 3 matches

Mon: 1 matches

Tue: 1 matches

Wed: 7 matches

Thu: 2 matches

The cut at Mon-Wed (consecutive) is clear [rule:10b]

The rest can be cut at:

Fri-Mon, Tue-Thu if matches if teams playing on Mon, play again on or after Tue, and teams playing on Tue played Fri-Mon [rule: 10ci]

Else, Fri-Tue, Wed-Thu [rule: 10cij]

Version 2

Codified 29/07/04 to 11/09/05

1. Basic Rules

- (a) Each manager starts with £60 Million.
- (b) Team Keepers, not individual.
- (c) Team Defences, not individual.
- (d) Unlimited substitutes are allowed (subject to keeping within max squad size).
- (e) Maximum of 3 players from one team per squad.
- (f) Teams must be decalred by 11.59pm Friday or it will be assumed you are playing the same team as the week before.
- (g) A week runs from 0.00am Saturday to 11.59pm Friday
- (h) If a player takes to the field he is classed as 'played', this could be for 90 minutes or 1 second.
- (i) Only premierships matches count.

2. Formations

Acceptable formations, GK, Defence and..

- (a) Four Midfielders, 2 Strikers
- (b) Three Midfielders, 3 strikers
- (c) FIXED FORMATIONS are in place. If you declare 4-4-2 you have to play 4-4-2 with your substitutes coming into play if first choice players do no play.
- (d) Maximum squad size of 20 assets. If you reach 20, you must sell an asset before you attempt to obtain another. This was determined with the following 5 'votes' - 24,20,22,14 & 20. Sammo didn't want to vote on this. Average therefore exactly 20.
- (e) All formations to be declared on the TEAMSHEET section.
- (f) The captains idea, whilst innovative has been scrapped....for now!

3. Goal of the Month

- (a) The player who wins 'MATCH OF THE DAY' goal of the month will win 5 million.
- (b) The manager who CURRENTLY has that player gets the money.
- (c) The player does not necessarily have had to have played when the goal was scored.
- (d) If this is not won by a player within the game, then no-one gets the money and it is NOT carried over.
- (e) The money will be available as soon as the decision is announced.

4. Points

- (a) Goalkeeper scoring = 20 points
- (b) Defender Scoring = 6 points (by vote 4-2)
- (c) Midfielder Scoring = 4 points
- (d) Striker Scoring = 3 Points
- (e) Goalkeeper conceding = -1 Point
- (f) Defence conceding = -1 point
- (g) Clean Sheet Goalkeeper = 5 points
- (h) Defence Clean sheet = 4 points
- (i) Red Card = -3 points (by vote 5-0)
- (l) Any 'dubious' goals will be ruled on by ; [Pro fantasy league](#)
- (m) Goals / Players affected will then be marked clearly in WEEKLY UPDATE.
- (n) An assist as ruled by [Pro fantasy league](#)
- (o) A hat trick is + 1 goal of that players value
- (p) A defence hat trick can be from the same person, 1 person scoring 2 and another scoring one or 3 separate defenders.
- (q) Own goals do not count.

5. Transfers / Bidding

- (a) The initial bidding will take place on a selected day, each team will start with 60m
- (b) Standard rules apply, each manager nominates a player and bidding will go in turn. I suggest going in reverse order from last years results (like the NBA draft) e.g. Currie nominates first, Then Sammo etc.
- (c) Funds will be the responsibility of the manager, any over spending will result in players being taken off the manager and sold back at half price until the balance is 60 million or under. Please take a calculator if you can't count.
- (d) Minimum Bid is 0.5 million
- (e) A player is classed as playing for the team who he played for at the time of purchase, not his new team if he moves. If a player moves after you have bought him he stays as a player of his team at the time of the bid. If this player is then sold to another manager his registration transfers to his current team.
- (f) You can only buy players currently playing in the premierships / signed to premierships contracts. In the case of disputes, the relevant teams OFFICIAL WEBSITE will be used as the reference point.
- (g) To clarify, Non premierships players are NOT ALLOWED.

- (h) There will be no going back on a deal once it is announced on the message board.
- (i) After the initial bidding, all transfers/ bids shall be on the website.
- (j) A player will become yours if no further bids are received after exactly 2 days. The only exception to this rule is if a manager contacts all other managers and they all agree that they do not wish to make another bid. If this is the case, the transfer can be pushed through when all other managers are out.
- (k) Bids cannot be retracted once made
- (l) You can only bid up to the maximum amount of money you have available as per your team list.
- (m) In relation to 5l, your TEAM LIST must be kept regularly updated including the money remaining part.
- (n) If you are making multiple bids on the board, these can only be made up to the total of your current financial constraints.
- (o) You are allowed unlimited bids on any player.

6. Message Board

- (a) All teams to be declared on 'TEAMSHEET' section of the website.
- (b) If a player is sold from your team to raise money, it must be documented in 'THE BANK' section.
- (c) A full list of your players / money must be kept updated in 'TEAMS LIST' section.
- (d) All transfers to be declared in 'TRANSFERS' section
- (e) All points will be clearly marked as to what they are for in WEEKLY UPDATE.

7. Positions

- (a) Players will be classed as whatever 'THE TELEGRAPH' classes them as in their annual list. (see OFFICIAL ANNOUNCEMENT SECTION).
- (b) Bidding will begin on Wednesday 28th July.
- (c) Positions can't be argued even if technically wrong (e.g. Ronaldo / Striker). This will stop any arguments and is fair as everyone will know before bidding which players are worth more.

8. The Bank / Selling players

- (a) If you are selling a player to raise funds you receive half of what you paid for them.
- (b) If applicable this is rounded down to the nearest 0.1million.
- (c) You CANNOT bid for a player if you were the last manager to sell him.
- (d) A players cash value is half of the last cash figure paid.
- (e) A players value does not change in trades.
- (f) If a player moves / injured for the season / loaned out BEFORE the start of the season a FULL refund is given.
- (g) If a player moves / loaned out for the season / injured for the season from August 14th 0.00am - January 1st 0.00am the 75% of his original price is refunded (to the nearest 0.1m). After January 1st, a player can be sold for 50% of original price.

9. Assists

- (a) These will be ruled based upon ProFantasyLeague
- (b) Each assist gets + 1 point no matter what position the player is.
- (c) The decision of ProFantasyLeague is final.

10. Super weeks

By a vote of 4-2 a week runs from Saturday to Saturday regardless of how many matches are in that week due to the complications of splitting these weeks up. Although there was reasonable amount of discussion and uncertainty to suggest that a group discussion on this may be better to confirm / clarify.

Version 3

Codified 29/05/06

1. Basic Rules

- (a) Each manager starts with 60 Million.
- (b) Team Keepers, not individual.
- (c) Team Defences, not individual.
- (d) Unlimited substitutes are allowed

(e) Maximum of 3 players from one team per squad. *TBC*

- (f) Teams must be declared by 11.59pm Friday or it will be assumed you are playing the same team as the week before.
- (g) A week runs from 0.00am Saturday to 11.59pm Friday
- (h) If a player takes to the field he is classed as 'played', this could be for 90 minutes or 1 second.
- (i) Only premiership matches count.
- (j) Mergers of teams are outlawed and will result in being banned...or something less harsh, whatever.

2. Formations

Acceptable formations, GK, Defence and..

- (a) Four Midfielders, 2 Strikers
- (b) Three Midfielders, 3 strikers
- (c) FIXED FORMATIONS are in place. If you declare 4-4-2 you have to play 4-4-2 with your substitutes coming into play if first choice players do no play.
- (d) No maximum squad size.
- (e) All formations to be declared on the TEAMSHEET section.
- (f) No captains or team managers

3. Goal of the Month

- (a) The player who wins 'MATCH OF THE DAY' goal of the month will win 5 million.
- (b) The manager who CURRENTLY has that player gets the money.
- (c) The player does not necessarily have had to have played when the goal was scored.
- (d) If this is not won by a player within the game, then no-one gets the money and it is NOT carried over.
- (e) The money will be available as soon as the decision is announced.

4. Points

- (a) Goalkeeper scoring = 20 points
- (b) Defender Scoring = 5 points
- (c) Midfielder Scoring = 4 points
- (d) Striker Scoring = 3 Points
- (e) Goalkeeper conceding = -1 Point
- (f) Defence conceding = -1 point
- (g) Clean Sheet Goalkeeper = 4 points
- (h) Defence Clean sheet = 3 points
- (i) Red Card = -3
- (j) Any 'dubious' goals will be ruled on by [Pro Fantasy League](#)
- (k) Goals / Players affected will then be marked clearly in WEEKLY UPDATE.
- (l) An assist as ruled by [Pro Fantasy League](#)
- (m) A hat trick is + 1 goal of that players value
- (n) A defence hat trick can be from the same person, 1 person scoring 2 and another scoring one or 3 separate defenders.
- (o) Own goals do not count.
- (p) +1 assist for all assets.

5. Transfers / Bidding

- (a) The initial bidding will take place on a selected day, each team will start with 60m
- (b) Standard rules apply, each manager nominates a player and bidding will go in turn. 1 manager to keep a record of all bids.
- (c) Funds will be the responsibility of the manager, any over spending will result in players being taken off the manager and sold back at half price until the balance is 60 million or under. Please take a calculator if you can't count
- (d) Minimum Bid is 0.5 million
- (e) A player is classed as playing for the team who he played for at the time of purchase, not his new team if he moves. If a player moves after you have bought him he stays as a player of his team at the time of the bid. If this player is then sold to another manager his registration transfers to his current team.
- (f) You can only buy players currently playing in the premiership / signed to premiership contracts. In the case of

disputes, the relevant teams OFFICIAL WEBSITE will be used as the reference point.

(g) To clarify, Non premiership players are NOT ALLOWED!

(h) There will be no going back on a deal once it is announced on the message board.

(i) After the initial bidding, all transfers/ bids shall be put on the website in the transfers section.

(j) A player will become yours if no further bids are received after exactly 2 days. The only exception to this rule is if a manager contacts all other managers and they all agree that they do not wish to make another bid. If this is the case, the transfer can be pushed through when all other managers are out.

(k) Bids cannot be retracted once made

(l) You can only bid up to the maximum amount of money you have available at that time as per your team list.

(m) In relation to 5l, your TEAM LIST must be kept regularly updated including the money remaining part - any sales to be declared in THE BANK topic.

(n) If you are making multiple bids on the board, these can only be made up to the total of your current financial constraints.

(o) You are allowed unlimited bids on any player.

(p) There will be no transfer window or suspension of bidding over weekends.

6. Message Board

(a) All teams to be declared on 'TEAMSHEET' section of the website.

(b) If a player is sold from your team to raise money, it must be documented in 'THE BANK' section.

(c) A full list of your players / money must be kept updated in 'TEAMS LIST' section.

(d) All transfers to be declared in 'TRANSFERS' section

(e) All points will be clearly marked as to what they are for in WEEKLY UPDATE.

7. Positions

(a) Players will be classed as whatever 'THE TELEGRAPH' classes them as in their annual list. (see OFFICIAL ANNOUNCEMENT SECTION).

(b) Bidding will begin on agreed date TBC.

(c) Positions can't be argued even if technically wrong (e.g. Ronaldo / Striker). This will stop any arguments and is fair as everyone will know before bidding which players are worth more.

8. The Bank / Selling players

(a) If you are selling a player to raise funds you receive half of what you paid for them.

(b) If applicable this is rounded down to the nearest 0.1million.

(c) You CANNOT bid for a player if you were the last manager to sell him.

(d) A players cash value is half of the last cash figure paid.

(e) A players value does not change in trades.

(f) If a player moves / injured for the season / loaned out BEFORE the start of the season a FULL refund is given.

(g) If a player moves / loaned out for the season / injured for the season from August 14th 0.00am - January 1st 0.00am the 75% of his original price is refunded (to the nearest 0.1m). After January 1st, a player can be sold for 50% of original price.

9. Assists

(a) These will be ruled based upon pro.fantasyleague.com/app...latest.asp

(b) Each assist gets + 1 point no matter what position the player is.

(c) The decision of pro.fantasyleague.com/app...latest.asp is final.

10. Super weeks

A week runs from Saturday to Saturday regardless of how many matches are in that week due to the complications of splitting these weeks up. Although there was reasonable amount of discussion and uncertainty to suggest that a group discussion on this may be better to confirm / clarify.

Version 4

Codified 9/7/07

1. Basic Rules

- 1.1 Each manager starts with £50 Million.
- 1.2 Goalkeepers shall be purchased as team assets, rather than as individual players.
- 1.3 All other assets shall be purchased as individual players.
- 1.4 Any number of substitutes are allowed within each position
- 1.5 Teams must be declared by 11.59pm Friday or it will be assumed you are playing the same team as the week before.
- 1.6 A week runs from 0.00am Saturday to 11.59pm Friday ("the WFFL Week").
- 1.7 If a player takes to the field he is classed as 'played', this could be for 90 minutes or 1 second.
- 1.8 Mergers of teams are outlawed and will result in the respective competitors being banned.

2. Formations

- 2.1 The following formations are acceptable:
 - 2.1.1 4-4-2
 - 2.1.2 3-5-2
 - 2.1.3 3-4-3
 - 2.1.4 4-3-3
 - 2.1.5 4-5-1
- 2.1 Once you have named your team, your formation is fixed in place. Substitutes will be used as required within this formation.
- 2.2 Squad sizes are unlimited.
- 2.3 Formations and team selection must be declared before the start of the WFFL Week within the relevant section of the WFFL Forum.

3. Points

- 3.1 Goalkeepers score points as follows:
 - 3.1.1 Keeping a clean sheet 3 points
 - 3.1.2 Conceding a goal -1 per goal conceded
 - 3.1.3 Scoring a goal 10 points
- 3.2 Defenders score points as follows:
 - 3.2.1 Keeping a clean sheet 2 points
 - 3.2.2 Conceding a goal -1 per goal conceded
 - 3.2.3 Scoring a goal 5 points
- 3.3 Midfielders score points as follows:
 - 3.3.1 Scoring a goal 4 points
- 3.4 Strikers score points as follows:
 - 3.4.1 Scoring a goal 3 points
- 3.5 The following provisions apply to all players irrespective of position:
 - 3.5.1 Player receives a red card -3 points
 - 3.5.2 Player gets an assist 1 point
 - 3.5.3 Player scores a hatrick points value equal to +1 goal scored by that player
- 3.6 Ancillary provisions:
 - 3.6.1 Goals and assists will be awarded as per profantasyleague
 - 3.6.2 For the avoidance of doubt own goals are neither rewarded nor punished

4. Transfers / Bidding

- 4.1 The initial bidding will take place on a selected day, each team will start with £50m
- 4.2 Each manager nominates a player and bidding will go in turn. 1 manager to keep a record of all bids.
- 4.3 Funds will be the responsibility of the manager, any over spending will result in players being taken off the manager and sold back at half price until the balance is £50 million or under.
- 4.4 Minimum Bid is £0.1 million
- 4.5 A player is classed as playing for the team who he played for at the time of purchase, not his new team if he moves. If this player is then sold to another manager his registration transfers to his current team.
- 4.6 You can only buy players currently playing in the Premiership / signed to Premiership contracts. In the case of disputes, the relevant team's official website will be used as the to determine eligibility.
- 4.7 Once a deal has been announced on the Forum players can not rescind.
- 4.8 After the initial bidding, all transfers / bids must be announced on the appropriate section of the Forum.
- 4.9 A player will become yours if no further bids are received after exactly 2 days. The only exception to this rule is if a manager contacts all other managers and they all agree that they do not wish to make another bid. If this is the case, the transfer can be pushed through when all other managers are out.
- 4.10 Bids cannot be retracted once made.
- 4.11 Once a manager has declared he is "out" of the bidding he can no longer bid for that player.
- 4.12 You can only bid up to the maximum amount of money you have available at that time as per your team list.

- 4.13 Your team list must be kept regularly updated including the money remaining part.
- 4.14 If a manager sells a player to the bank he must declare the sale in the appropriate section of the Forum.
- 4.15 If you are making multiple bids on the board, these can only be made up to the total of your available money as indicated in your squad list.
- 4.16 You are allowed unlimited bids on any player.
- 4.17 There will be no transfer window or suspension of bidding over weekends.

5. Message Board

- 5.1 All teams must be declared on the 'team sheet' section of the Forum.
- 5.2 If a player is sold from your team to raise money, it must be documented in 'the bank' section.
- 5.3 A full list of your players / money must be kept updated in 'team list' section.
- 5.4 All transfers to be declared in 'transfers' section
- 5.5 All points will be clearly marked in weekly update.

6. Positions

Players will be classed as whatever 'profantasyleague' classes them as in their annual list.

7. The Bank / Selling players

- 7.1 If you are selling a player to raise funds you receive half of what you paid for them.
- 7.2 If applicable this is rounded down to the nearest 0.1million.
- 7.3 You cannot bid for a player if you were the last manager to sell him.
- 7.4 A player's cash value is half of the last cash figure paid.
- 7.5 A player's value does not change in trades.
- 7.6 If a player moves / injured for the season / loaned out before the start of the season a full refund is given.
- 7.7 If a player moves / loaned out for the season / injured for the season from August 11th 0.00am to January 1st 0.00am 75% of his original price is refunded (to the nearest 0.1m). After January 1st, a player can be sold in these circumstances for 50% of original price.

8. Points Rota

- 8.1 A points rota will be drawn up prior to the start of the season.
- 8.2 Each manager will be responsible in turn for the points in accordance with the rota.
- 8.3 Points must be posted on the relevant section of the forum before the end of the WFFL Week.
- 8.4 If a manager fails to post the points on the relevant section of the Forum before the end of the WFFL Week his total point score for that week will be reduced by 10 points.
- 8.5 Managers can agree to swap weeks if they so wish providing an announcement is made in the relevant section of the Forum.

9. Super weeks

A week runs from Saturday to Saturday regardless of how many matches are in that week due to the complications of splitting these weeks up.