

Introduction to Fantasy Sports

You can create your own team and compete with other users with fantasy points in Fantasy Sports – selected players in the team earn points based on their performance in the real world.

Enjoying Fantasy Sports during the year is inevitable due to the different types of competitions taking place in sports every day.

For more information on how to play certain types of games, you can check the rules of every sports competition offered by clicking on the "Details" button, before entering the competition.

General Fantasy rules

The "Tiebreaker" Rule

If there is more than one team with the same number of points, the "Tiebreaker" rule will be used:

- Within the daily Fantasy rules, the team with the least used budget will achieve a better placement;
- In the "Pursuit" format, a better placement will be achieved by the team with more points won in the game;
- In traditional games, the tiebreaker rule is not used and teams with the same number of points will share the winnings.

Combination of similar teams

It is allowed:

- to create the same team for a different competition with the same format, and at the same time, by clicking on the "Also participate in" window;
- You can make changes to include identical teams if you want.

It is not allowed:

- to create multiple same teams for one competition;
- to make changes in different teams so that they are identical.

Adding and changing a team

Players available for selection are subject to change. For example, the starting line-ups in football are announced one hour before the match starts and changes can be made subsequently with the available players for selection.

Interrupted, postponed and cancelled matches

If the match is postponed or cancelled, the competition may be cancelled in which case all users will receive a full refund. If the match is postponed up to 48 hours from the time frame of the competition,

that match is still included in the competition and its end is awaited. The rules apply to all competitions listed in the sections below.

If the match is stopped after it started, all players will retain the points they have earned up to that point. If a match is resumed within 48 hours of the match period, points earned after resuming will be added to the total. If the match is resumed later, only the points scored before the break will be counted.

Cancellation of application

If the team is created and confirmed, there is no possibility of cancelling the application.

Payments

On average, competitions will pay out 20% of the total number of entries. However, if the competition has got less than 37 users, paid places and distribution of prizes are calculated according to the following table:

Entries	PERCENTAGE					
	1	2	3	4	5	6
2-5	100%					
6-8	65%	35%				
9-12	50%	30%	20%			
13-18	40%	30%	20%	10%		
19-27	37.04%	26.67%	17.78%	10.37%	8.14%	
28-36	37%	25%	15%	10%	7.5%	5.5%

Keep in mind that competitions with just one entry will not result in any winnings, the user will only receive a full refund.

Changes to event results/outcomes

The event data is obtained from the statistics provider and after the completion of each match the final data is provided, after which we confirm the winnings pay-out. For some sporting events, this takes a longer period of time.

Sometimes leagues may revise events after they are considered final. In these cases, our events that are considered final do not change, so we do not make changes and revise pay-outs based on this. However, if event data needs to be corrected due to obvious errors or pay-out issues, we will make sure to find a fair solution.

Interruption of the competition

In the event that the competition is cancelled prematurely, the bet will be fully refunded to the users within three working days from the moment of cancellation. The rule applies to all competitions listed in the sections below.

A serious malfunction/problem that led to the cancellation of the competition, voids all pay-outs and the game itself. Determining a serious defect is at our discretion.

Special competition formats

Tiers competition

The tiers format is most commonly used in sports where players are grouped into levels (tiers). The maximum number of players that can be selected from one level is defined. Taking the example of Formula 1, with a normal budget, there will be players with normal prices, but players will be grouped into tiers, based on expected race results.

One Bullet Competition

One Bullet is a competition that allows only one registered team per User.

Pursuit competition

A new format where players are added a handicap based on the expected number of Fantasy Points. Instead of selecting players based on price, they are selected based on Bonus Points. If the User wishes so, he can choose a player with a low expected number of points, and therefore a higher value of Bonus points, and so start the competition in leading position. Alternatively, the User can choose a player with a high expected number of points, that is, a smaller amount of Bonus points and so start the competition from a trailing behind position.

Star Pick

The Star Pick format is a simple fantasy format, where users pick only one fantasy player. If that player scores the most points among all the players in the offer, all users who chose him will share the winnings equally.

In the Star pick format there is no budget, any player from the offer can be selected.

In the event that two or more players gain the same number of points, the winnings will be divided equally.

Fantasy Football

Fantasy Football formats

Classic Seasonal

Basic format, basic characteristics include:

- A team of 15 players
- Four (4) changes
- Budget for player selection
- Safety Net off

- Stacking Penalty disabled
- It is possible to choose a captain and a co-captain. The number of captain's points is increased two (2) times. If the captain does not play his match, the number of points of the co-captain is increased two (2) times.

New Seasonal

Intended for competitions such as the Champions' League group stage:

- A team of 11 players
- No changes
- Budget for player selection
- Safety Net included
- Stacking Penalty disabled
- It is possible to choose a captain and a co-captain. Both players win an extra number of points.

Universal 6

Format intended for competitions with a small number of matches:

- A team of six (6) players
- No changes
- Budget for player selection
- Safety Net included
- Stacking Penalty included
- It is possible to choose a captain and a co-captain. The number of captain points is increased 1.5 times, but it also costs 1.5 times more. The number of points of the co-captain is increased 1.2 times, but it also costs 1.2 times more.

Normal - 11 players

Format intended for competitions with five (5) or more matches. Available formations: 5-4-1, 5-3-2, 4-3-3,

4-4-2, 4-5-1, 3-5-2, 3-4-3, 5-2-3.

Flexi 5

Format intended for competitions with a small number of matches. Five (5) players are selected and formations are flexible. This format is used for competitions that contain one (1) match.

Flexi X

Format intended for competitions with any number of matches. Choose between three (3) and 11 players and formations are flexible. Also available:

- Five-a-side. Available formations: 2-1-1, 1-2-1, 1-1-2
- Six-a-side. Available formations: 2-2-1, 2-1-2, 1-2-2

Both variations require at least one player in each position (Goalkeeper, Defense, Midfield, Attack).

3 Stars

Three (3) players are selected, a defender, a midfielder and a striker. All three players can be from the same team.

Man of the Match

A variation on the standard format. It is necessary to select one player from each match in the offer.

Specific rules of Fantasy Football

Interrupted, postponed or cancelled matches

Before the start of the competition:

- If the match is cancelled in the last 45 minutes before the start of the competition, the competition will be cancelled;
- If the match is cancelled with more than 45 minutes left until the start of the competition, the match will be removed from the offer and the competition will take place. If there are players from the cancelled match in the user's teams, they will win 0 points;
- The competition will be cancelled if more than 25% of the matches included in the competition are cancelled. This rule precedes the above rules.

When the competition starts:

If 25% or less of the matches that make up the competition are cancelled, the competition will continue. Players from cancelled matches will earn the expected number of points in the match. This is calculated as the cost of the player divided by two (2). For example, if a player costs 12 million, he will win six (6) points.

If more than 25% of the matches that make up the competition are cancelled, the competition will be cancelled.

Transfers

For competitions that include more rounds, players' transfer is allowed. The number of free transfers is limited to one (1) per round, unless otherwise indicated. Using a greater number of transfers than specified by the competition will result in a reduction of the total number of points by four (4) points per transfer.

When creating private competitions or challenges, it is possible to choose the desired number of transfers.

Scoring system

Fantasy points are awarded based on a player's performance, resulting in an increase or decrease in the total number of points. All player statistics are verified before points are finalized. Finalized results are official and can only be changed in the event of an obvious error.

Stacking Penalty

If the User selects more than one defensive player (Goalkeeper + Defense) from the same team, the number of points gained based on a Clean Sheet (no goal conceded) will be reduced by one (1) point for each additional defensive player from the same team, up to the maximum of 3 selected players.

This penalty is only applicable to daily competitions, not seasonal competitions. The Stacking Penalty icon is visible within each competition.

Safety Net

If the selected player does not start his match, he will be replaced by an automatic substitution, if possible. A substitute player must meet the following conditions:

- Must be from the same team as the selected player;
- Must play in the same position as the selected player;
- Must have the same or lower price than the selected player.

All three conditions must be met and after that the highest priced available player will be the replacement for the selected player. If all three conditions are not met, the selected player will remain in the team. There is no limit on how many players in a team can be substituted in this way.

In the event that two or more players cost the same, the selection will be made in accordance with the following:

- Safety Net will award the player who has more Form points. Form points are based on a better point average in the previous five (5) matches;
- If the players have the same value of Form points, Safety Net will award the player with the higher number of fantasy points in the season competition;
- If players have the same fantasy point value in a season contest, Safety Net will select the player in alphabetical order.

Extra time and penalties

All matches are counted in the regular part (90 minutes). Events from extra time or penalties will not be counted.

Captain and Co-Captain

In most competitions, the user will have to choose one of the selected players as the Captain and one as the Co-Captain. The number of captain's points is increased two (2) times. If the captain does not play his match, the number of points of the vice-captain is increased two (2) times.

Shot on goal, Impact and Assist

A shot into the goal area is scored (0.4 points for forwards/midfielders, 0.6 points for defenders)

Impact is scored depending on whether the player's team was leading/losing while the player was on the field (+/- 0.3 points)

A shot into the goal is counted as a shot that was an attempt to score a goal and:

1. It would have been a goal if the goalkeeper had not saved the shot.
2. It would have been a goal if the shot had not been blocked.

A shot that resulted in a goal is not counted as a shot into the goal frame. A shot that hits the goalpost or crossbar is not considered a Shot into the goal area, since the goalpost and crossbar do not count as a goal.

The provider will follow the official decision on who scored the goal/assist, unless it is absolutely certain it was a mistake. For example, a goal is awarded to a player who is not on the field. Changes to official information made more than 20 minutes after the end of the game will not affect the change of points.

Fantasy Assist: In situations where a player scored a goal and received the ball from another player on his team, where an opposing player made a contact with the ball on the way to the goal scorer, the provider's definition of Clearing and Rebounding- will be used.

In the event that the opposing player performs a controlled action with the intention of clearing the ball, this situation will be counted as a Clearing and the Assist will not be awarded. If the ball bounces off a defensive player - Assist will be awarded.

The above does not apply when the opposing player is the Goalkeeper.

Other situations in which assistance can be awarded:

- A player is fouled and a penalty kick is awarded, resulting in a goal being scored
- A player is fouled and a free kick is awarded, resulting in a goal scored (direct free kick)
- A player kicks and hits the goalpost/crossbar, and after rebounding another player scores a goal

Scoring Table

Action	Points
Player plays at least 1 second	1 point
Player plays at least 60 minutes	1 point
Midfielder or attacker plays the full match (started and not subbed)	1 point

Goalkeeper makes a save	0.5 point
Goalkeeper or defender keeps a clean sheet	4 points
Midfielder keeps a clean sheet	1 point
Goalkeeper scores a goal	8 points
Defender scores a goal	6 points
Midfielder scores a goal	5 points
Attacker scores a goal	4 points
Assist or Fantasy Assist	3 points
Own goal	-2 points
Cause a penalty kick	-2 points
Cause a freekick that leads to a direct shot goal	-2 points
Penalty miss	-2 points
Keeper saves a penalty kick	5 points
Yellow Card	-1 point
Red card	-3 points
Shot on target by midfielder/forward	0.4 points
Shot on target by defender	0.6 points
Shot on target by keeper	1.0 point
Player's team wins the period he is on the pitch	0.3 points
Player's team loses the period he is on the pitch	-0.3 points
Keeper or defender concedes 2 goals	-1 point

- 1) In order to be considered for a player to have played the entire match, he must play 90 minutes and stoppage time;
- 2) In the case of a penalty, if the opposing player misses the goal or hits the goalpost/crossbar, without the goalkeeper touching the ball, this will not be considered a Saved Penalty;
- 3) Starting from the period when the player entered the field until he leaves it, it is calculated whether the player's Impact is a win, a draw or loss;
- 4) A missed penalty is any executed penalty that does not result in a direct goal from the penalty spot;
- 5) In order for a player to get points for a Clean Sheet (without conceding a goal), he must play at least 60 minutes and during that period the team did not concede a goal. If a player is substituted in the 59:30 minute, he will not be considered to have played 60 minutes.
- 6) The awarded yellow and red cards affect the number of points, regardless of whether the player is on the field or off it. If the card is awarded after the end of the match, the awarded card will not affect the player's points.

Fantasy Basketball

Fantasy basketball formats

Full format

This format is used in seasonal competitions. Key features include:

- Team of nine (9) players (2pg, 2sg, 2sf, 2pf, 1c)
- No changes
- Budget for player selection
- There is no captain and co-captain

5+2 format

This format is used for competitions with a larger number of matches:

- Team of 7 players (1pg, 1sg, 1sf, 1pf, 1c, 2 FLEX)
- No changes
- Budget for player selection
- There is no captain and co-captain

Pick six format

Format intended for competitions with a smaller number of matches:

- Team of six (6) players (any position)
- No changes
- Budget for player selection
- There is no captain and co-captain

Universal 6

Format intended for competitions with only one match:

- Team of six (6) players (any position)
- No changes
- Budget for player selection
- It is possible to choose a captain and a co-captain. The number of captain's points is increased 1.5 times, but it also costs 1.5 times more. The number of points of the co-captain has been increased 1.2 times, but it also costs 1.2 times more.

Specific rules of Fantasy basketball

Interrupted, postponed or cancelled matches

If the match is postponed or cancelled, the competition may be cancelled, in which case all users will receive a full refund.

In order to cancel the competition, one of the following two factors must be met:

- At least 33% of the matches covered by the competition must be postponed/cancelled
- At least one of the players from the cancelled match was selected in more than 40% of the teams in the competition.

If the mentioned conditions are not met, the competition will continue with the selected players included in the cancelled match replaced according to the Safety Net rules. These rules apply only to daily fantasy contests and do not apply to seasonal contests.

Season competitions: Best score

In contests with this option, when a team plays two (2) or more matches within the same competitive basketball season, players on that team will not earn points from both matches. Instead, they will only earn points based on the best result achieved in one of those matches.

Extra time

The scores achieved during extra time are counted normally.

Safety Net

If the selected player does not participate in the match (injury, coach's decision, etc.), he will be replaced by automatic substitution, if possible. The substitute player must meet the following conditions:

- To play in the same position as the selected player
- To cost less or the same as the selected player

Both conditions must be met and then the available player with the highest price will be the replacement for the selected player. If both conditions are not met, the selected player will remain in the team. There is no limit on how many players in a team can be substituted in this way.

In the event that two or more players cost the same, the selection will be made according to following:

- Safety Net will award the player who has more Form points. Form points are based on the better average points in the previous 5 matches;
- If the players have the same value of Form points, Safety Net will assign the player with a higher number of fantasy points in the season competition;
- If players have the same fantasy point value in a season contest, Safety Net will select the player in alphabetical order.

Scoreboard

Action	Points
Points	1 point
Rebound	1.25 points
Assist	1.5 points
Steal	2 points
Block	2 points
3pt. Made	0.5 points
Turnover	-0.5 points
Double-double	1.5 points
Triple-double	3 points

A Double-Double is when a player has 10 or more in two of the following statistical categories:

Points, Rebounds, Assists, Steals, Blocks.

A Triple-Double is when a player has 10 or more in three of the following statistical categories:

Points, Rebounds, Assists, Steals, Blocks.

A player can have a maximum of one Double-double and Triple-double bonus.