

## FOOTSTOCK GAME RULES

Last updated 16th September 2020

### Table of contents

ABOUT FOOTSTOCK AND PLAYER CARDS	2
THE FOOTSTOCK SCORING MATRIX	2
PLAYER CATEGORIES AND PPG	3
BUYING PACKS	3
COUPONS	3
CONTEST CREDIT	3
SPECIAL PACKS	4
FANTASY FOOTBALL CONTESTS	4
VIRTUAL CONTESTS	5
VIRTUAL BATTLES	5
ROULETTE CONTESTS	5
TRADING CARDS WITH OTHER USERS	6
BUYING CARDS IN THE MARKET	6
SELLING CARDS VIA YOUR COLLECTION	6
ORDER BOOK / TRANSACTION SEQUENCE	6
MY ORDERS	7
TRANSACTION FEES	7
INSTANT SELL	7
COLLECTION VALUE	7
REWARDS	7
BONUS CARDS	8
PLAYER STATUS	8
SWAP	8
NEW PLAYERS (PPG)	9
DATA FEED	9

[www.footstock.com](http://www.footstock.com)

FRAUD	9
PLATFORM SUSPENSION	9
OTHER INFORMATION	9

### About Footstock and Player Cards

Footstock is based on a trading card system. Every Premier League player has their own trading card. Each card has stats unique to that player which reflect their real-life skills. Each card has a market value.

### The Footstock Scoring Matrix

The below scoring matrix is used to translate players' match performances into points. Those points are used to determine the outcome of Footstock Fantasy Football Contests and to rank the players into different categories.

Stat	Keeper	Defender	Midfielder	Attacker
Goals	20	20	20	20
Assists	10	10	10	10
Win	6	6	6	6
Clean Sheet	10	5	1	0
Successful Dribble	2	2	2	2
Saves	2	2	2	2
Tackles Won	1	1	1	1
Shots On Target	1	1	1	1
Interceptions	0.5	0.5	0.5	0.5
Crosses	0.5	0.5	0.5	0.5
Clearances	0.3	0.3	0.3	0.3
Ball Recovery	0.3	0.3	0.3	0.3
Passes Completed	0.05	0.05	0.05	0.05
Penalty Save	15	0	0	0
Minutes Played	0.025	0.025	0.025	0.025
Foul	-0.2	-0.2	-0.2	-0.2
Offside	-1	-1	-1	-1
Goal Against	0	-2	-1	0
Yellow Cards	-2	-2	-2	-2
Error Leading to a Shot	-2	-2	-2	-2
Penalty Conceded	-5	-5	-5	-5
Error Leading to a Goal	-5	-5	-5	-5
Two Yellows	-6	-6	-6	-6
Red	-8	-8	-8	-8
Own Goal	-8	-8	-8	-8
Penalty Miss	-15	-15	-15	-15

## Player Categories and PPG

Players are ranked into 5 categories (1 to 5 stars) on a points per game (PPG) basis: The total points that a player has scored in the last 38 Premier League matches, divided by 38, give their PPG score.

Example: Out of the last 38 Premier League matches, a player played 10 and was benched or injured in the other 28. In the 10 matches that he played, he made 200 points (through all his goals, assists, minutes played, interceptions, etc.). His PPG score is  $200/38 = 5.26$

All players are ranked according to their PPG score to form five categories. The higher the category, the rarer and more valuable the player becomes.

Player rank according to PPG	Category
1- 5	5 Star active players
6 - 30	4 Star active players
31 - 80	3 Star active players
81 - 230	2 Star active players
231 - approx.. 600	1 Star active players

## Buying Packs

Footstock sells player cards in packs in the Footstock shop. Packs contain between 5 and 10 random cards as well as random bonus coupons and/or contest credit. There are several types of packs that vary in price and content. The higher the price is, the more valuable the content is, on average. Users are advised to check the information on average pack content that is made available to them in the Footstock Shop. The perceived value of a pack can be more or less than what the user paid for this pack. View packs as a gamble.

We may alter the price and average content of packs at all times at our discretion. We will always inform users about average content of every pack that is for sale in the Shop section. We may stop selling packs at anytime at our discretion.

## Coupons

You can receive coupons as part of packs (see chapter on “Buying packs”), as reward for your progress in Footstock (see chapter on “Rewards”), or as part of a promotional program. Access your coupons via the “Coupons” tab in the rewards section.

Coupons cannot be redeemed in cash and must be used within Footstock.

Coupons can only be used once; any exceeding value regards the purchase is lost.

Coupons can expire. The expiry date is displayed in your coupon list.

## Contest credit

Every user has a contest credit balance which is used to pay for the buy-ins of fantasy football contests. Contest credit can be obtained in packs, in the reward program or as part of

[www.footstock.com](http://www.footstock.com)

promotional programs (e.g. in our refer a friend program). If a user enters a paid contest, the buy-in is deducted from his contest credit balance before money from his normal balance is used. Contest credit cannot be redeemed in cash and must be used within Footstock. Contest credit cannot be used for virtual battles. Contest credit can expire as specified in the terms and conditions.

## Special packs

From 5<sup>th</sup> August 2020 we will offer a new player pack that includes a random selection of the most recently added players to the platform, final number is tbc but is expected to be 200 players. This pack will update on a 'one in / one out' policy each time a new player is added to the platform once the above final number is reached. Users are able to see a list of players included in the new player pack on the site.

## Fantasy Football Contests

You can compete in fantasy football contests (contests) against other users. To do so, you select a contest, pay the buy-in into the prize pool and select the players for your team from your collection. The Footstock scoring system awards points for the actions taken by the players in 'real games' on matchday. This results in a final ranking. The users of the top performing teams then split the prize pool among them. The payout structure (i.e. the number of users who receive money and the amount every user receives) can vary from contest to contest and depends on the number of participants and the size of the prize pool. The prize pool consists of the aggregate buy-ins of all participating users less any commission we may charge. If we charge a commission, the amount is displayed on the contest screen. The payout structure can be found here: <http://bit.ly/FS-PP>

Contests may have restrictions about:

- The EPL teams that users can choose players from
- the number of players in a team
- the min/max number of players per category (e.g. at least one 1 Star player)
- the min. number of players per position (e.g. at least one Goalkeeper)
- the number of teams any one user can enter
- the total number of teams eligible for entry (e.g. max. 20 teams)

Freeroll Contests have a prize pool but require no buy-in from the users who join.

Contests with a guaranteed prize pool have a minimum amount in the prize pool regardless of the number of entrants. The prize pool in those starts to rise incrementally with every buy-in once the sum of buy-ins is greater than the guaranteed prize pool.

Freeroll Contests and Guaranteed Prize pools are offered by Footstock as promotional offers at our sole discretion.

Should several teams end up with the same score, winnings are split between them.

[www.footstock.com](http://www.footstock.com)

Example: first place gets paid £100; second place gets paid £50 and third place gets paid £10. User A finishes with 50 points, user B finishes with 50 Points, user C finishes with 49 points. Payout would be User A= £75, User B = £75, User C= £10

Player cards that are used in one contest cannot be used for other purposes (e.g. be sold in the market, used for stat roulette, entered in a different contest) until that contest is finished.

Rearranged fixtures: Fixtures that move within the relevant contest's timeframe will still be counted. Any fixtures that move to a date outside the contests's timeframe will be excluded from the contest.

## Virtual Contests

Virtual Contests build on the same logic as all contests (buy-in, prize pools, player selection, scoring matrix etc.). But where normal contests rely on real live matches as sources for player stats and points, virtual contests run on virtual matches that are simulated by our algorithm. The algorithm generates semi-random stat values for all players in a match. Those stat values are based on real life stats of every player to reflect their real life skills but contain an element of randomization. Users are advised to treat virtual contests as a gamble. There are no guarantees on the outcome of a virtual match whatsoever.

## Virtual battles

Virtual battles differ from other Contests in that they have a predefined number of participants (e.g. 10 participants) and start as soon as this number is reached. Every participant pays a buy-in of which 96% are paid as a contribution to the prize pool and 4% are a fee to the house.

## Roulette Contests

In Roulette Contests you select one of your player cards to be matched up against a player card selected by your opponent. Our software then chooses one of the following stats at random and whichever player card shows the better value for that stat wins.

Attacker - minutes played, passes completed, ball recovery, crosses, shots on target, successful dribbles, tackles won, win, clearances, interceptions, goals, assists

Mids - minutes played, passes completed, ball recovery, crosses, shots on target, successful dribbles, tackles won, win, clearances, interceptions, goals, assists, clean sheet

Defs - minutes played, passes completed, ball recovery, crosses, shots on target, successful dribbles, tackles won, win, clearances, interceptions, goals, assists, clean sheet

Gk - minutes played, passes completed, ball recovery, saves, clearances, win, clean sheet, penalty save

You play against one or more other users. Users join contests and the software registers when a sufficient number of users have entered. Once a sufficient number of users has entered, the software runs the contest and the users get a notification. Roulette Contests with more than 2

[www.footstock.com](http://www.footstock.com)

participants are played in a multistage knockout structure where the winner proceeds to the next stage. Contests are split into three categories – 1 or 2 star, 3 star, and 4 or 5 star.

The winner of the final receives the player cards from all participants with the exception of card rake as follows in 8, 16 and 32 man contests:

8 man contest – 1 card raked

16 man contest – 2 cards raked

32 man contest – 4 cards raked

The cards raked will never be the winner's own card, or the highest value cards entered. Other than those exceptions the rake selects cards at random.

When two identical players are matched up against each other, one of them is randomly selected as the winner.

There is no daily limit on the rounds of Roulette Contests you can play and the entry fee remains constant (currently £0.02 for 2 & 4 man roulette contests, £0.00 for all other variants.).

You may not use the same player in consecutive rounds of roulette contests at the same level e.g. 4 man, 3 star roulette. At least 3 rounds of roulette need to be played with different players before you can choose the initial player again.

### Trading cards with other users

Footstock operates an order book system on a peer to peer concept. The house may trade in the market at its sole discretion but is under no obligation to do so.

### Buying cards in the market

All cards available to buy are shown in the Market section of Footstock. On every player card in the market you see the current best buy price. This reflects the lowest unfulfilled sell order (put forward by another user) that is currently available in the market. Accept this price to buy the card on the spot. After the card is bought, the price of the next lowest open sell order becomes the current best buy price and is displayed to all users in the market. Instead of accepting the current best buy price, you can also enter an order with a lower buy price. That order becomes available for all users who own that particular player card. Note that in this case you will not receive the player until another user decides to take the offer. At times there might be no buy price in the market if no open sell orders from other users exist for that player.

### Selling cards via your collection

You can sell the cards in your collection. On every player card in your collection you see the current best sell price. This reflects the highest unfulfilled buy order (put forward by another user) that is currently available in the market. Accept this price to sell the card on the spot. After the card is sold, the price of the next highest open buying order becomes the current best sell price and is displayed to all users who hold that particular player in their collection. Instead of accepting the current best sell price, you can also enter an order with a higher sell price.

[www.footstock.com](http://www.footstock.com)

That order becomes available for all users through the Market. Note that in this case you will not receive the money until another user decides to take the offer. At times there might be no sell price in the collection if no open buy orders from other users exist for that player.

## Order Book / Transaction Sequence

You can enter orders for more than one card. These orders are fully or partially executed where possible.

Example 1: You enter a buy order for 10 cards of Harry Kane at a price of £20. Currently there are 6 Harry Kane sell offers in the market at these prices: 17,17,18,19,21, 24. The orders for 17,17,18 and 19 would be executed and the remainder of the order would be added to the market (buy 6 Harry Kane cards for 20).

Example 2: You enter a sell order for 10 cards of Jamie Vardy at a price of £15. Currently there are 5 Jamie Vardy buy offers in the market at these prices: 13,14,15,16,17. The orders for 17,16 and 15 would be executed and the remainder of your order would be added to the market (sell 7 Jamie Vardy cards for 15).

Buy orders are matched with the lowest possible sell order.

Sell orders are matched with the highest possible buy order.

When there are several orders with the same price, they are executed in chronological order according to the FIFO principle (first in, first out).

## My orders

You can manage your open orders in the “My Orders” tab of the Market section.

## Transaction fees

There are currently no transaction fees charged on trades.

## Instant Sell

You can instantly sell your card at the price offered by Footstock. Please note that this price may be significantly below the current market prices. This offer can be removed by Footstock at any time without notice.

## Collection value

We display the total value of your players in the collection section. That value is calculated using mid-market prices (the amount between the sell price and the buy price). Example: If a player’s sell price is £90 and his buy price is £100, he’ll contribute £95 to your collection value. In the rare instances in which a player's spread between the sell price and the buy price is more than three times his buy price, we’ll use his last card deal price (the price he last traded for) to determine his value. We may redefine how the collection value is calculated and presented and will inform users about any changes.

[www.footstock.com](http://www.footstock.com)

## Rewards

You can earn rewards as your Footstock career progresses. We give out rewards for users that complete certain challenges. Examples of challenges are: “Own 10 cards in your collection” or “Join at least 10 Beginner Contests”. Examples for rewards are: “Free Single Roulette entry” or “EPL Standard Pack discount (20%)”. Rewards and challenges may be changed by Footstock at any time. In all cases users are not entitled to rewards for partially completed challenges.

## Bonus cards

Bonus cards are cards that we give out to users in promotional offers. Bonus cards can be used for contests. They cannot be sold in the market or used in Roulette. Bonus cards can have an expiration date (currently they expire after 30 days).

## Player status

Players can have the status active or inactive. All Premier League players that are not loaned out are set to active. A player becomes inactive when he moves to a club/league currently not covered by Footstock, gets relegated from the Premier League, retires, goes on loan, dies or is sentenced to prison. We will be adding players from outside the Premier League over the 2020/21 season that will change how we manage active statuses.

At all times we endeavor to keep Active/Inactive statuses up to date within seven days of an official club announcement. At times we may need to wait for official confirmation from a club before amending a status e.g. if the media have announced a transfer but there has been no official word from the relevant club. We aim to make all status updates within seven working days of a move that changes the player's Active/Inactive status.

**Point to note** – during Covid we are facing some unique scenarios e.g. loan extensions, short term contract renewals etc. We are taking every step possible to ensure we keep statuses correct, whilst ensuring we don't have to make multiple changes to a player e.g. players whose loan out of the league originally ended on 31.05.2020 we have left inactive for now, until we have confirmation their loan is not being extended.

New players are being added each time they make a matchday squad for a Premier League club. This includes Premier League, FA Cup, Carabao Cup, Champions League and Europa League squads. As with player statuses we intend to create these players within 7 days.

All status updates are intended to be updated within 7 working days, but can't be guaranteed due to the transient nature of player's contracts. We will not compensate users for perceived losses due to trading decisions driven by player statuses.

## Swap

Users can swap their inactive players against active players as follows: Footstock replaces the inactive player with a random active player of the same category or one category below (e.g. swapping an inactive 4 star player will give a new active 4 star or 3 star player). The fee on

[www.footstock.com](http://www.footstock.com)



player swaps depends on their category: £9.99 for 5 star players, £6.99 for 4 star players, £2.99 for 3 star players, £0.99 for 2 star players and £0.09 for 1 star players.

Users also have the option to swap a player for Contest Credit, for the first 30 days following a player's status changing to inactive.

### New players (PPG)

When a new player joins a league that Footstock covers (e.g. EPL) Footstock assigns the player to a category at our discretion. Once the new player has been in the league for 8 matches, he is assigned to a category automatically based on PPG.

Players will be added to the platform at Footstock's discretion.

### Data Feed

We receive all data about players, positions, stats, clubs and matches from an external data provider. Changes in the Premier League that affect Footstock (e.g. players changing positions or teams) will be reflected inside Footstock once the data provider makes the update. Where we find that the data received from our supplier does not in the best way reflect the reality (e.g. when a player plays in midfield in most matches but the data provider classifies him as a defender), we may alter the data at our sole discretion. We do not refund any perceived losses by users as a consequence of those changes.

Data for fantasy football contests can be adjusted up until one hour after a match has ended. After that, the data displayed to our users is final and there will be no alterations to match data or contest winners. At times we might be faced with technical difficulties around data feeds and might not be able to publish match/ contest results immediately. In those cases, we suspend the contest and payouts until the technical problems have been resolved.

### Fraud

Footstock reserves the right to cancel or unwind any transactions, orders, contest entries and roulette entries of users that are suspected to be involved with schemes that aim at exploiting our platform or other users in any way (including promotional offers) or have infringed these Game Rules, the Terms of Use or any other terms in force.

### Platform Suspension

From time to time, in the case of scheduled announcements, scheduled or emergency maintenance, technical issues, widespread or regional connectivity issues, major market events or other Force Majeure events (as defined in our Terms of Use), Footstock may suspend access to our platform or sections of our platform or restrict functionality such as buying packs, trading players, playing roulette or joining contests. It may happen that not all users experience the same restrictions immediately. We will announce scheduled downtime / restrictions at least one day in advance by email to all users. Ad hoc downtime/ restrictions are communicated via email and social media channels.

### Other information

We round to the nearest hundredth.

[www.footstock.com](http://www.footstock.com)



[www.footstock.com](http://www.footstock.com)

Footstock is a brand of WR digital GmbH | am Schulberg 31 50850 Cologne  
Local Court Cologne - HRB 90905 | VAT-ID: DE12810685