



Start Your Own League – Checklist

Rulebook, season steps and budget

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LEAGUE NAME

SEASON

ORGANIZER

Set the league rulebook

The eight building blocks, agreed before matchday one.

- ☐ Eligibility: who can play (minimum age, tie to a workplace or neighbourhood)?
- ☐ Squad: players per team, number on the pitch, substitutions, can players switch teams?
- ☐ Match length and format: pitch size, player count, length of a match, single round or home and away
- ☐ Points system: 3 points for a win, 1 for a draw, 0 for a loss
- ☐ Tiebreaker order: goal difference, then goals scored, then head-to-head
- ☐ No-shows: score as a loss for the missing team
- ☐ Postponement: the deadline to announce it and who sets the replacement date
- ☐ Name a contact per team (captain for dates, results, questions)

Six steps to your first season

From the idea to the first whistle.

- ☐ Decide the format: league not tournament, single round or home and away
- ☐ Recruit teams: six to ten sides for a good first season
- ☐ Secure a pitch and rhythm: fixed matchday, slots for the whole season
- ☐ Set the rulebook and send it to every team in advance
- ☐ Build the fixture list: enter teams, start date and rhythm
- ☐ Kick off and keep the table updated after each matchday

Work out the budget

So the season pays for itself.

- ☐ Project the pitch rental across the whole season
- ☐ Plan for balls, bibs and a trophy
- ☐ Settle the referee question (self-refereed or paid)
- ☐ Work out the entry fee per team (total divided by teams)
- ☐ Add a 10 to 15 percent buffer for drop-outs

