

# ■ FANTASY LOVE ISLAND

*Official League Rulebook*

The complete ruleset for Fantasy Love Island — the only fantasy league where your roster can self-destruct on national television, Casa Amor is the trade deadline, and bombshells are free agents nobody saw coming.

## 1. LEAGUE STRUCTURE

- 5 active managers per league plus one commissioner
- Commissioner may play or run the league only — their call
- Hard cap at 5 managers. The contestant pool (typically 10 at season start) supports exactly 5 managers x 2 picks without overlap
- League settings, scoring values, and commissioner identity locked before the pre-season draft

## 2. ROSTER SLOTS

Each manager carries 3 slots:

- 1 Primary Slot — Man (filled at draft)
- 1 Primary Slot — Woman (filled at draft)
- 1 Bench Slot — empty at draft, filled by bombshell arrivals as the season progresses

Active lineup rules:

- You may play any combination of your rostered contestants: Man/Woman, Man/Man, or Woman/Woman
- The draft **MUST** begin with one Man and one Woman as your two primary picks
- As the season progresses through pickups and trades, your final roster composition may be any gender combination
- Running a single-gender roster into the finale is a calculated risk — the show almost always crowns a Man/Woman couple

## 3. THE PRE-SEASON DRAFT

The draft occurs **BEFORE** Episode 1, during the pre-season window after the cast is officially announced (typically 1-2 weeks before premiere).

### Draft Order

- First season of your league: randomized snake order
- Subsequent seasons: draft order determined by the previous season's prediction ballot accuracy (see Section 9)
- Snake format — order reverses each round

### Draft Format

- Round 1: Each manager drafts their Man (snake order)
- Round 2 (reversed): Each manager drafts their Woman

- Bench slot stays empty — filled by bombshell arrivals in-season
- Autodraft: if a manager misses their window, the highest available ranked contestant is auto-selected

Scouting resources available during draft window:

- Official cast announcement photos
- Any press-released bios
- Whatever the internet has dug up

*\* You are drafting on vibes, photos, and instinct. This is intentional and correct.*

## 4. SCORING SYSTEM

Scoring begins immediately at Episode 1 with the first coupling ceremony. Points are tracked per contestant and attributed to their fantasy manager.

### Episode / Per-Occurrence Points

EVENT	POINTS
Surviving elimination / not dumped	+5
Staying coupled (same partner)	+3
Winning a challenge	+6
Receiving a text	+3
Being picked FIRST in a recoupling	+4
Being picked last but surviving	+2
Getting dumped — public vote	-5
Getting dumped — islander vote	-3
Voluntarily leaving the villa	-10

### Desirability Multiplier — EPISODE 1 ONLY

This scoring mechanic applies exclusively to Episode 1. It captures the only moment in the season where contestants react to each other cold, with zero prior relationship or social context. After Episode 1 this scoring category is closed for the season.

When a new Islander enters Episode 1 and existing contestants react (stepping forward, showing interest, or choosing):

REACTIONS / INTEREST SHOWN	POINTS
0 people express interest (nobody steps forward)	-4
1 person steps forward / shows interest	+3
2 people step forward	+5
3 people step forward	+7 (x1.5 multiplier)
4+ people step forward	+10 (x2.0 multiplier)

\* Direction of desirability scoring (who is stepping forward for whom) flips based on how production structures Episode 1. Commissioner confirms the direction before the season based on announced format.

\* The -4 unclaimed penalty applies regardless of autodraft. The show bailing your contestant out with a pity couple does not erase the desirability hit. They get a partner. You get the points reality.

## Milestone Points

MILESTONE	POINTS
Surviving Casa Amor with original partner (loyalty)	+10
Surviving Casa Amor with a NEW partner (risk)	+6
Making the final 4	+15
Making the finale	+20
Winning the season	+50

## Playoff Window Scoring (Casa Amor through Finale)

- All point values DOUBLE during the playoff window
- Milestone points are not doubled — they are fixed values

## 5. BOMBSHELLS & FREE AGENTS

Every bombshell arrival triggers a free agent event. Bombshells are the free agents of Fantasy Love Island.

### Free Agent Priority Order

Every time a bombshell arrives, the following priority order determines who gets them — in this exact sequence:

- STEP 1: Does any manager have an empty bench slot? If yes, the bombshell automatically goes to them. Empty slots must be filled before any waiver-style claims apply.
- STEP 2: If multiple managers have empty bench slots, the bombshell goes to the manager with the LOWEST score among those with open slots. Lowest score + empty slot = automatic claim.
- STEP 3: If NO manager has an empty bench slot, the bombshell is offered to the lowest scoring manager first. They must actively decide: drop a current contestant to claim, or pass.
- STEP 4: If they pass, the offer moves up the standings to the next manager. If everyone passes, the bombshell enters the undrafted free agent pool and is claimable on waivers.

### Priority Rule — Illustrated

Example: Player 5 (last place) has a full roster. Players 3 and 2 have full rosters. Player 1 (first place) has an empty bench slot. Result: bombshell goes automatically to Player 1 despite them leading the league — the empty slot overrides standings entirely.

Example: Player 5 has a full roster. Player 3 has an empty slot. Player 1 has an empty slot. Result: bombshell goes to Player 3 automatically — they have the empty slot AND the lower score between the two open-slot managers.

## Early Season Note

- At season start all bench slots are empty, so bombshells auto-fill in reverse standings order until all benches are full — typically by episodes 4-6
- Once all benches are full the full priority order above applies for every subsequent arrival

## The Blind Pickup

Episode end teasers announce bombshells are coming but not who they are. You may be deciding whether to drop a known quantity for a completely unknown arrival. This is the gamble. Choose accordingly.

## Season Pickup Limit

- Maximum 5 free agent acquisitions per manager per season
- Bombshells dumped within 2 episodes without coupling count as a failed pickup against your limit

## Roster Lock Rule

You **MUST** set your active roster before the start of each episode airing. Miss the window and your roster stays exactly as is. No exceptions. Commissioner enforces.

## 6. CASA AMOR — THE FULL RESET

Casa Amor is simultaneously the trade deadline, the midseason draft, and the single most volatile scoring event of the season. When Casa Amor hits, your entire roster opens.

Every manager has exactly TWO options. No half measures. No partial changes.

### OPTION 1: STAND PAT

- Keep your entire current roster — all three slots unchanged
- You are betting on your people. Zero changes permitted under this option

### OPTION 2: FOLD AND REDRAW

- Drop your ENTIRE hand — all three slots open simultaneously
- Redraft completely: 1 new primary + 1 new primary + 1 new bench slot
- Redraft order: reverse current standings. Lowest score picks first
- You are burning it down and starting over. This is the gamble

*\* Standing pat with a mediocre hand is sometimes smarter than drawing three new cards and getting nothing. Casa Amor redraft decisions must be locked before the recoupling results air.*

Casa Amor is the hard trade deadline. No trades after Casa Amor. Rosters lock for the run to the finale.

## 7. TRADES

- Trades available from Episode 2 through the Casa Amor deadline
- Any roster slot — primary or bench — can be traded between managers
- Commissioner has a 24-hour veto window on trades that appear lopsided

- Future draft picks are tradeable (next season's draft position)
- Trade block feature: list your contestants as available and let other managers make offers
- No trades after Casa Amor. Final rosters are locked.

## 8. HEAD-TO-HEAD MATCHUPS & STANDINGS

With 5 managers in the league, matchups run as follows:

### Matchup Structure

- Each matchup spans 2 episodes — combined roster score across both episodes determines the winner
- Each matchup cycle pairs 2 managers against each other, leaving 1 manager on a bye
- The bye manager still accumulates all regular scoring points across those 2 episodes — they simply do not compete for the matchup bonus
- Winning a head-to-head matchup earns the winning manager +10 bonus points
- No bonus points are awarded during a bye

### Rotation

- Matchup pairings rotate across the season so that every manager plays a roughly equal number of head-to-head matchups by the finale
- Commissioner sets the matchup schedule before Episode 1 and publishes it to the league
- Bye weeks rotate evenly — no manager should sit out significantly more than any other

### Standings

- Standings are determined by total cumulative points — base scoring plus any matchup bonuses earned
- Standings drive: free agent/bombshell priority, Casa Amor redraft order, and playoff seeding
- Waiver priority: reverse current standings. Last place gets first pick among full rosters. Resets after each successful claim.

## 9. THE FINALE & CHAMPIONSHIP

Top 3 scoring managers by the finale episode enter the championship window. Scoring doubles during the playoff window (Casa Amor through Finale).

### Finale Bonus Structure

FINALE EVENT	POINTS
Your contestant wins the season	+50
Your contestant is runner-up	+25
Winning couple SHARES the money	+15 to both owners
Winning contestant KEEPS the money	+10 to their owner only
Correct pre-season winner prediction	+20 bonus

Highest cumulative score at the end of the finale episode wins the league. Championship is determined by total season points, not just finale episode points.

## 10. PRE-SEASON PREDICTION BALLOT

Submitted before Episode 1. Accuracy determines draft order for the FOLLOWING season.

- Who will win the season
- Who goes home first
- Who causes the most drama
- Dark horse pick (makes finale as an underdog)

Closest predictions from the previous season earn the best draft positions next season. This rewards managers who develop genuine show literacy over time. First season of a new league: draft order is randomized.

## 11. COMMISSIONER SETTINGS

The following settings are customizable per league before the season locks:

- Scoring point values (adjust any value in Sections 4)
- Roster size (default 3 slots: 2 primary + 1 bench)
- Trade veto: on or off
- Season free agent pickup limit (default 5)
- Casa Amor swap decision deadline timing
- Playoff format and number of managers who advance
- Trash talk board: on or off
- Draft window open/close dates

## 12. QUICK REFERENCE — THE CASA AMOR POKER RULE

This rule is important enough to restate in plain language:

When Casa Amor hits you have one choice to make and two options available. You either keep every single person on your current roster unchanged, or you drop your entire roster and redraft from scratch in reverse standings order. There is no option to make one change. There is no option to keep two and drop one. You stand pat completely or you fold completely. Just like poker.

*\* Sometimes the worst hand you can play in Casa Amor is the one where you thought you were being clever.*