

**GAME THEORETICAL ANALYSIS OF THE FOOTBALL:
INFERENCE FROM ENGLISH PREMIER LEAGUE**

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ABSTRACT

Football is a prevalent sport in the world. In this study, game-theoretical analysis is used to examine the assumptions of teams competing in the English Premier League and their results. In matches between equal teams, the Nash equilibrium is a draw, whereas in matches between strong and weak teams, the Nash equilibrium is the strong team's defeat. The average of winning the match and the average of goals scored were not high enough, indicating that the teams did not take the field to win. As a result, it's created a goal-oriented proposal in the study's final section. In this proposal, matches will be limited to 60 minutes. The team that scores the third goal will win the game, ending in that minute.

Key words: Football. EPL. Game Theory.

RESUMO

Análise teórica do jogo de futebol: Inferência a partir da Premier League inglesa

O futebol é um esporte predominante no mundo. Neste estudo, a análise teórica dos jogos é utilizada para examinar as suposições das equipes que competem na Premier League inglesa e seus resultados. Nas partidas entre equipes iguais, o equilíbrio de Nash é o empate, enquanto nas partidas entre equipes fortes e fracas, o equilíbrio de Nash é a derrota da equipe forte. A média de vitórias na partida e a média de gols marcados não foram altas o suficiente, indicando que as equipes não entraram em campo para vencer. Como resultado, é criada uma proposta objetiva na seção final do estudo. Nesta proposta, as partidas serão limitadas a 60 minutos. A equipe que marcar o terceiro gol vencerá o jogo, terminando nesse minuto.

Palavras-chave: Futebol. EPL. Teoria dos Jogos.

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INTRODUCTION

Football is a physical as well as a technical sport. The game is played with specific rules, and it has a popular pastime in many countries. People in society generally become fans of a team and follow the league.

After the matches, analyzes are carried out on TV, and in the following days, individuals talk, discuss and comment on these matches in society. The Football economy grows as a result of this interest.

The strategies of Football teams and the results obtained are examined in depth in this study. In Football, teams follow specific strategies and get points based on the game's outcome.

However, Football played in different leagues is not as fast and enjoyable as in England, and as a result, interest in Football is lower than in England (Dellal et al., 2011, 57; Arik, 2008, 205) (One reason is that Football is not goal-oriented).

In theory, teams play the game with a win-or-draw strategy. It can be seen in the match-fixing examples that the teams can play to lose the game.

Alternatively, if the team's next matches are crucial (for example, a European Cup match), the team may play with the reserve team to avoid injury (Hills et al., 2018).

Teams that play Football do not have enough incentive to win. For example, in sports tournaments, the rules focus on the teams not losing instead of winning.

In this study, first and foremost, the assumptions of the Football teams when they go to the field are mentioned. After, the existing state of Football matches was then theoretically examined using win-and-draw assumptions.

The match statistics of the five teams that became champions in the English Premier League (EPL) in the last ten years and the other 15 teams were examined separately, and the Nash equilibriums were found.

These equilibriums show that Football matches are not sufficiently oriented toward winning and scoring goals.

A new goal-oriented proposal has been prepared for the existing design for teams to

take the field to win. This proposal has also been applied to a game-theoretical analysis. Finally, since Football is a repetitive game, some new suggestions have been introduced for winning.

Current State

Current rules in Football, teams' assumptions, and the Nash equilibrium depending on whether the teams are of equal strength, are all explained in this section.

Assumptions of Teams in Football

Football matches last 90 minutes and are divided into two halves. Teams get three points if they win and 1 point if they draw, but they do not get any points if they lose. In the 1980s, the United Kingdom adopted this scoring system, and in the 1990s, other European countries followed suit¹.

Because while there was a desire to win at home in the 1970s, but a defensive mindset when going away. This new scoring system dynamizes Football matches and has reduced the number of draws while increasing the number of wins (Moschini, 2010).

Another statistic is that the average number of goals per game in the five years preceding 1981-82 was 2.60, while the average scoring rate in the EPL increased by 5% to 2.74 in the 2015-2019 seasons.

Again, if the 2-point calculation method had been used, Manchester City, the EPL in 2019, would not have been the champion. As a result, Football has become more offensively oriented than in the late 1970s, and the three-point mentality has benefited the game².

In Football, the teams' basic assumptions are to take the field for a win or at least a draw. Going on the field for defeat is not rational and is against the spirit of the sport. However, poorly designed rules sometimes lead to deliberately losing a match. If a team has already been eliminated from the league's playoffs, it may reduce its effort to win a game to improve its position next season (Csató, 2020).

¹ <https://www.sciencefocus.com/science/in-football-why-do-you-get-three-points-for-a-win-and-one-for-a-draw/> - Access date: 20/11/2021

² <https://gameofthepeople.com/2021/03/31/three-points-for-a-win-has-it-made-a-difference/> - Access date: 05/10/2021

Furthermore, as sports have become more industrialized, the scope of Football has broadened, making some situations difficult to manage. In today's sports, shareholders often take advantage of unethical situations to gain more popularity and income.

On the other hand, most international sports organizations (IOC, IPC, IAAF, FINA, FIFA, and others) combat doping and match-fixing (Özlü et al., 2020).

As a result, the teams' Football assumptions were determined as a win and draw. It is critical that the game's rules, namely the institutions, are determined and applied correctly in Football.

At this point, the organizations mentioned are in charge of effectively implementing Football's off-field and on-field rules. Otherwise, as uncertainty grows, the trust of actors in the sector and organizations will decrease in Football.

At this point in the analysis, it is critical to determine whether the teams are of equal strength. Because when there is not a competitive balance between the teams, the results of sports competitions become predictable.

Accordingly, since the league matches are boring, the participation of the fans decreases. These risks are also reflected in the clubs' income and threaten bankruptcy (Michie and Oughton, 2004). For this reason, in this analysis, the cases where the teams are of equal strength are not analyzed separately.

Nash Equilibrium When Teams are Equivalent

This section assumes two teams (teams A and B) are equivalent. If teams are equal in strength, they can choose between two strategies: win or draw.

The first strategy is for both teams to take the field to win. This situation also makes Football a "beautiful game" (Born et al., 2018).

For this reason, the teams competing for the EPL championship were investigated. It is strongly assumed that equal teams take the field to win and cup matches. The EPL has had five champions in the last decade (2011-2020).

The following is a list of champion teams and the number of titles won:

Manchester City (5)
Liverpool (1)

Chelsea (2)
Leicester City (1)
Manchester United (1)

Appendix 1 lists the matches played and the total points in 2021 between these champions. In the 20 games played, the teams collected 54 points in total. The average point per game is 2.7, and the average point per team is 1.35.

Accordingly, if both teams aim to win the match, the average score will be 1.35. The more evenly the total points from the results of the matches between the teams are distributed in the context of the league, the more balanced the competition within the league will be (Borooah and Mangan, 2012).

Another strategic strategy is that one team takes the field to win, and the other takes the field for a draw. It is assumed that teams in their stadiums are playing to win while away teams play for a draw. (Rooney and Kennedy, 2018; Luciey et al., 2013, 1369).

However, because the team hosting the match has a large fan base, there may be some fan pressure from time to time, which could work against the host (Pollard, 2008).

Matches were scrutinized in light of this circumstance, and results and total points are presented in Appendix 2.

The teams that played in their stadium scored 21 points, while the teams that played away scored 33 points in the 20 games. Teams that play at home had an average of 1.05 points per game. Away teams scored an average of 1.65 points per game.

A third strategic position is for both sides to take the field for a draw. For example, when it comes to Football betting pools in England, the likelihood of a tie is frequently chosen as the most popular option (Pollard, 2008).

It is possible to analyze this in the matches played by the champions, from the matches that ended without goals or with fewer goals. The scores of these matches and the points are presented in Appendix 3. 19 points are distributed in these eight games, and the teams get 1.19 points per game.

On the other hand, the number of goals scored in the 20 matches played by the champions in the matches given in Appendix 1 (the situation where both teams play for a win) is 44, and the average of goals per match is 2.2. The average goal of the eight matches in

Appendix 3 (the situation where the teams play for a draw) is 0.625.

Table 1 shows the game theory outcomes based on the results obtained from the given assumptions. Accordingly, the Nash equilibrium is a draw when the teams are equal in strength. This result will reduce the motivation of the teams to win on the field. Also, this game is similar to "Prisoners' Dilemma" because teams settle for a balance point that yields lower utility.

Table 1 - Nash Equilibrium When Teams are Equivalent.

		B Team	
		Win	Draw
A Team	Win	(1.35, 1.35)	(1.05, 1.65)
	Draw	(1.65 , 1.05)	(1.19 , 1.19)

On the other hand, if the teams are defeated, the number of red cards decreases, a slight increase is seen in the draw, and the number of red cards increases when they take the lead during the match. This change results from switching to the 3-point system instead of the 2-point.

Accordingly, when the teams take the lead, they turn to a more defensive approach to win the match (Del Corral et al., 2010, 248). These strategy changes within the match are also reflected in the average match score points given in Table 1 and confirm the Nash equilibrium.

Nash Equilibrium If Teams Are Not Equivalent

The above analysis can be repeated if the teams are not of equal strength. In this case, the strong team takes the field for winning, and the weak team takes the field for a draw (Fernandez Candelli and Meeden, 2003, 27). Over the last ten years, the champion five teams in the EPL were investigated, with the other 15 teams in the 2020/2021 season for this analysis.

Manchester City

Manchester City has been one of the most prominent teams in the EPL recently. The financial support provided by new investors to

the team has significantly contributed to its recent success (Kelkar, 2021, 4465).

Manchester City has won the EPL five times in the last decade. Appendix 4 lists the scores of 30 matches played by Manchester City against other teams in the 2020/21 season and the points Manchester City got at the end of each match. Manchester City averages 2.6 points per game with 78 points. Weak teams get a 0.3 per match. The data supports our assumption. Because the weaker teams with only one win in 30 matches are incapable of defeating the stronger teams.

Table 2 summarizes the game-theoretical results. For example, if Team A is strong, it will take the field to win and average 2.6 points per game. On the other hand, Team B will only score 0.3 points per game due to its weakness. Team B will average 2.6 points per game if it is strong, while Team A will average 0.3 points if it is weak. The game theory table is shown below, based on these findings. As a result, the Nash equilibrium is the strong team's win.

Table 2 - Manchester City Matches Points Table.

		B Team	
		Win	Draw
A Team	Win		(2.6 , 0.3)
	Draw	(0.3 , 2.6)	

Chelsea

The scores of 30 matches played by Chelsea against other clubs throughout the 2020/21 season have been examined, and the points Chelsea has collected are listed in Appendix 5. Chelsea averaged 1.9 points per game in these games, amassing 56 points. Weaker teams have an average score of 0.8 per game.

The game-theoretical representation of these obtained results is as in Table 3. Accordingly, the Nash equilibrium is for the strong team to win and the weak team to draw.

Table 3 - Chelsea Matches Points Table.

		B Team	
		Win	Draw
A Team	Win		(1.9, 0.8)
	Draw	(0.8, 1.9)	

Manchester United

When examining the 30 matches Manchester United played against other clubs in the 2020/21 season, it collected 69 points, with an average point per game of 2.3³. The average score per game for weak teams playing against Manchester United is 0.5.

The points Manchester United have got in 30 games are as follows, respectively: 3, 1, 3, 1, 3, 3, 3, 3, 1, 3, 1, 1, 3, 1, 0, 3, 3, 3, 3, 3, 3, 3, 3, 3, 0, 3, 0, 3, 3.

The game-theoretical representation is formed as shown in Table 4, and according to the Nash equilibrium, the strong team, Manchester United, takes the field to win, and the weak team takes the field against Manchester United for a draw. The team's average score, presumed weak, is much below the 1 point required for a draw.

Table 4 - Manchester United Matches Points Table.

		B Team	
		Win	Draw
A Team	Win		(2.3, 0.5)
	Draw	(0.5, 2.3)	

Liverpool

When the 30 matches played by Liverpool against other clubs in the 2020/21 season are examined, Liverpool scored 58 points, with an average point per game of 1.9⁴. Weaker teams have an average score of 0.8 per game.

The points Liverpool have achieved in 30 games are as follows, respectively: 3, 3, 3, 3, 1, 1, 3, 3, 3, 0, 3, 0, 0, 3, 3, 0, 0, 1, 1, 3, 3, 1, 3, 1, 3, 3, 1, 0, 3, 3.

³ <https://www.premierleague.com/results?co=1&se=363&cl=26> - Access date: 11/10/2021

⁴ <https://www.premierleague.com/results?co=1&se=363&cl=10> - Access date: 11/10/2021

The game-theoretical representation is formed, as shown in Table 5, based on these scores. According to the Nash equilibrium, the strong team, Liverpool, plays the match to win, while the weaker clubs play for the draw. The weakly presumed team could not surpass the draw score of 1 point here.

Table 5 - Liverpool Matches Points Table.

		B Team	
		Win	Draw
A Team	Win		(1.9, 0.8)
	Draw	(0.5, 2.3)	

Leicester City

When examining the 30 matches Leicester City Team in the 2020/21 season, the average score per game for Leicester City, which has 53 points, is 1.8⁵. The weaker teams' average game score is 1.

The points Leicester City have achieved in 30 games are as follows, respectively: 0, 0, 1, 3, 3, 0, 3, 3, 1, 0, 3, 1, 3, 0, 1, 3, 3, 1, 3, 0, 3, 3, 0, 3, 3, 3, 0, 0, 3, 3.

The game-theoretical representation is formed, as shown in Table 6. According to the Nash equilibrium, the strong team Leicester City plays the match to win, while the weaker clubs play against Leicester City for the draw. Here, too, the weakly assumed team could not exceed the draw point of 1.

Table 6 - Leicester City Matches Points Table.

		B Team	
		Win	Draw
A Team	Win		(1.8, 1)
	Draw	(1, 1.8)	

Consequences When Teams Are Not Equivalent

Manchester City (86 points), Manchester United (74 points), Liverpool (69 points), Chelsea (67 points), and Leicester City (66 points) are the five clubs that have won the

⁵ <https://www.premierleague.com/results?co=1&se=363&cl=26> - Access date: 11/10/2021

EPL in the last ten years. These teams are considered strong teams. Out of the league's other 15 teams, presumed weak, West Ham United (65), Tottenham Hotspur (62), Arsenal (61), Leeds United, and Everton (59) have scored⁶.

These scores are particularly close to Liverpool, Chelsea, and Leicester City. For this reason, these teams are also relatively strong, not weak. When the matches played by these five relatively strong teams with the five champion teams are also excluded from the analysis, the average point per match of the weak teams that play for the draw is even lower. Because the five relatively strong teams had either a draw or a win in the matches, they played with the five champions.

As a result, it is clear that the strong team was close to 3 points and came out to win the game, whereas the weak team came in hoping for a draw but could not even get 1 point.

New Goal-Oriented Proposal

This proposal, 60-minute matches are recommended to make the matches shorter and more exciting. Accordingly, the teams' conditions will maintain high throughout the regularly performed match intervals. As a result, the match will be played at a fast pace. Moreover, the number of injuries might be decreased (Junge et al., 2004).

The new proposal is projected that the matches will be more focused on winning and, in particular, scoring goals. In this proposal, the team to score three goals first will get three points, and the match will end that minute. The 60th minute will not have waited.

Other situations that may occur in this proposal and the division of points of the teams are given below:

If the match ends with 3-2/2-3 scores within 60 minutes, the winning team will get three points, and the losing team will get two points. As stated above, the match will end that minute when a team scores the third goal. Despite losing the match, the losing team gets two points for scoring two goals. The losing team only had one point less than the winning team.

If the match ends with 3-1/1-3 scores within 60 minutes, the winning team will get 3 points, and the losing team will get one. As stated above, once a team scores the third goal, the match will end that minute. A point is given to the losing team as a consolation for scoring a goal.

If it ends with 2-0/0-2 scores, the winning team will get two points, while the losing team will not get any points because the losing team has not scored any goals. Because the winning team also could not score the third goal and got 2 points.

If the match ends with 2-1/1-2 scores within 60 minutes, the winning team will get two points, and the losing team will get 1 point. If the winning team wins by two goals, it brings 2 points, not 3 points. If it is remembered from the first item, even if a team lost 3-2, they would still get 2 points.

If the match ends with 1-0/0-1 scores within 60 minutes, the winning team gets one point while the losing team gets no points. When a team wins by one goal, it only gets one point, not three.

Both sides will get one point if the match ends with a score of 1-1/2-2 within 60 minutes. The teams will not get points if the match concludes in a 0-0 draw after 60 minutes.

Table 7 also presents a game-theoretical analysis of this proposal:

Table 7 - Goal-Oriented Proposal Scoreboard.

		B Team			
		3 goals	2 goals	1 goal	0 goal
A Team	3 goals	(3,2)	(3,1)	(3,0)	(3,0)
	2 goal	(2,3)	(1,1)	(2,1)	(2,0)
	1 goal	(1,3)	(1,2)	(1,1)	(1,0)
	0 goal	(0,3)	(0,2)	(0,1)	(0,0)

⁶ <https://www.premierleague.com/tables?co=1&se=363&ha=-1> – Access date: 19/11/2021

Both teams have four goal-oriented strategies in this new proposal. As a result, the game's Nash equilibria are (3,2) and (2,3). To put it another way, the teams will try to score more goals to win. If a team fails to do so, the second-best is to score two goals while losing.

Repetitive Game Proposal

On the other hand, in repetitive games (during a league season), different strategies can be developed to increase the average wins and goals. Because when constructing their strategy, the teams adopt a more defensive strategy than the optimal one. Changes in the team's offensive or defensive strategic understanding are reflected in the game dynamics and the number of goals.

The suggestions are as follows:

An extra 1 point will be awarded to a team that scores seven goals or more in three consecutive matches in Football. This point is an incentive to increase the average of goals per game.

Extra points will be awarded to the winning team if they win three games in a row, or a yellow card penalty will be waived.

When a team wins four matches in a row, the team will be awarded 4 points instead of 3 points for the fourth win and five points instead of three points for the fifth win when they win five matches in a row. As a result, the victory-oriented team will take more risks in the fourth and fifth matches, resulting in more goals in the relevant matches.

CONCLUSION

The assumptions of the teams taking the field in Football were examined in this study, and Nash equilibria were found. The findings are essential in showing that the interest in Football and sectoral sustainability are difficult with the current rule structure. Accordingly, our research examined the current situation and proposed a new goal-oriented game. In this respect, the study will contribute to the Football literature.

First of all, considering that the two teams are of equal strength, it was thought that these teams played to win. However, according to the findings, the Nash equilibrium is agreed to draw both teams. Our analysis is similar to

the "Prisoners' Dilemma," a classic game theory example.

On the other hand, considering that the two teams are not of equal strength, it is assumed that the strong team takes the field to win and the weak team draw. In this game, the Nash equilibrium is strong team leaves the field with a win. The most prominent example of this situation is Manchester City. Manchester City only lost once in the 2020/2021 season. A predictable outcome in which the strong team wins detracts from the game's "beauty" and makes it dull.

In the current situation, the lack of goals in the leagues is reflected in the game's fluency and enjoyment. Accordingly, it decreases the average of wins and increases the average of draws. As a result, fan participation, media, other revenues, and consequently, club revenues are reduced.

Teams do not always play to win. Football will become more exciting when the average of wins exceeds 0.7 and the average of goals rises. As a result, it is necessary to create new winning incentives.

For this purpose, a new goal-oriented proposal was created. Accordingly, the games will last a maximum of 60 minutes or with the winning team scoring the third goal at any minute. In addition, the defeated teams will get different points depending on the goal they scored, not zero points as in the current situation. In addition, since many matches throughout the league season, extra points or different incentives will be given to the teams that win more wins and score more goals. As a result, the Football industry and clubs will benefit from this development, as matches will be more scoring, faster, and more attractive.

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APPENDIX 1: The results of the 2021 matches between the EPL champions of the previous ten years and the total points given to the teams in these matches⁷:

Manchester City – Manchester United: 0-2 / Manchester United – Manchester City: 0-0 (5 points)

Manchester City – Chelsea: 1-2 / Chelsea – Manchester City: 0-1 (6 points)

Manchester United – Liverpool: 2-4 / Liverpool – Manchester United: 0-0 (5 points)

Manchester United – Chelsea: 0-0 / Chelsea – Manchester United: 0-0 (4 points)

Manchester United – Leicester City: 1-2 / Leicester City – Manchester United: 0-2 (6 points)

Leicester City – Chelsea: 2-0 / Chelsea – Leicester City: 2-1 (6 points)

Leicester City – Manchester City: 0-1 / Leicester City – Manchester City: 0-2 (King Power stadium) (6 points)

Leicester City – Liverpool: 3-1 / Liverpool – Leicester City: 3-0 (6 points)

Liverpool – Chelsea: 1-1 / Liverpool – Chelsea: 0-1 (Matches at Anfield Stadium) (5 points)

Liverpool – Manchester City: 2-2 / Liverpool – Manchester City: 4-1 (Matches at Anfield Stadium) (5 points)

APPENDIX 2: The results of the 2021 matches between the EPL champions of the previous ten years and the total points given to the teams in these matches with home and away divisions⁸:

Manchester City – Manchester United: 0-2 / Manchester United – Manchester City: 0-0 (Home team gets 1 point, away team gets 4 points)

⁷ <https://www.premierleague.com/results> – Access date: 05/10/2021

⁸ <https://www.premierleague.com/results> – Access date: 05/10/2021

Manchester City – Chelsea: 1-2 / Chelsea – Manchester City: 0-1 (Home team gets 0 points, away team gets 6 points)
 Manchester United – Liverpool: 2-4 / Liverpool – Manchester United: 0-0 (Home team gets 1 point, away team gets 4 points)
 Manchester United – Chelsea: 0-0 / Chelsea – Manchester United: 0-0 (Home team gets 2 points, away team gets 2 points)
 Manchester United – Leicester City: 1-2 / Leicester City – Manchester United: 0-2 (Home team gets 0 points, away team gets 6 points)
 Leicester City – Chelsea: 2-0 / Chelsea – Leicester City: 2-1 (Home team gets 6 points, away team gets 0 points)
 Leicester City – Manchester City: 0-1 / Leicester City – Manchester City: 0-2 (Matches at King Power Stadium) (Home team gets 0 points, away team gets 6 points)
 Leicester City – Liverpool: 3-1 / Liverpool – Leicester City: 3-0 (Home team gets 6 points, away team gets 0 points)
 Liverpool – Chelsea: 1-1 / Liverpool – Chelsea: 0-1 (Matches at Anfield Stadium) (Home team gets 1 point, away team gets 4 points)
 Liverpool – Manchester City: 2-2 / Liverpool – Manchester City: 4-1 (Matches at Anfield Stadium) (Home team gets 4 points, away team gets 1 point)

APPENDIX 3: The results of the matches in 2021 without a goal or with few goals between the EPL champions of the previous ten years and the total points given to the teams⁹:

Manchester United - Manchester City: 0-0 (Total 2 points)
 Chelsea - Manchester City: 0-1 (Total 3 points)
 Liverpool - Manchester United: 0-0 (Total 2 points)
 Leicester City - Manchester City: 0-1 (Total 3 points)
 Manchester United - Chelsea: 0-0 (Total 2 points)
 Chelsea - Manchester United: 0-0 (Total 2 points)
 Liverpool - Chelsea: 1-1 (Total 2 points)
 Liverpool - Chelsea: 0-1 (Total 3 points)

⁹ <https://www.premierleague.com/results> – Access date: 05/10/2021

¹⁰ <https://www.premierleague.com/results?co=1&se=363&cl=11> – Access date: 09/10/2021

APPENDIX 4: Scores from Manchester City's 30 matches against non-champion teams in the 2020/21 season and Manchester City's points at the end of each match¹⁰:

Manchester City – Everton: 5-0 (3 points)
 Brighton - Manchester City: 3-2 (3 points)
 Newcastle - Manchester City: 3-4 (3 points)
 Crystal Palace – Manchester City: 0-2 (3 points)
 Aston Villa – Manchester City: 1-2 (3 points)
 Manchester City – Leeds: 1-2 (0 points)
 Fulham - Manchester City: 0-3 (3 points)
 Manchester City – Southampton: 5-2 (3 points)
 Manchester City – Wolves: 4-1 (3 points)
 Manchester City – Westham: 2-1 (3 points)
 Arsenal - Manchester City: 0-1 (3 points)
 Everton - Manchester City: 1-3 (3 points)
 Manchester City – Spurs: 3-0 (3 points)
 Burnley - Manchester City: 0-2 (3 points)
 Manchester City – Sheffield United: 1-0 (3 points)
 West Brom - Manchester City: 0-5 (3 points)
 Manchester City – Aston Villa: 2-0 (3 points)
 Manchester City – Crystal Palace: 4-0 (3 points)
 Manchester City – Brighton: 1-0 (3 points)
 Manchester City – Newcastle: 2-0 (3 points)
 Southampton - Manchester City: 0-1 (3 points)
 Manchester City – West Brown: 1-1 (1 point)
 Manchester City – Fulham: 2-0 (3 points)
 Manchester City – Burnley: 5-0 (3 points)
 Spurs - Manchester City: 2-0 (0 points)
 Sheffield United - Manchester City: 0-1 (3 points)
 West Ham - Manchester City: 1-1 (1 point)
 Manchester City - Arsenal: 1-0 (3 points)
 Leeds - Manchester City: 1-1 (1 point)
 Wolves - Manchester City: 1-3 (3 points)

APPENDIX 5: Scores from Chelsea's 30 matches against non-champion teams in the 2020/21 season and Chelsea's points at the end of each match¹¹:

Aston Villa – Chelsea: 2-1 (0 point)
 Chelsea – Arsenal: 0-1 (0 point)
 Chelsea – Fulham: 2-0 (3 points)
 West Ham – Chelsea: 0-1 (3 points)
 Chelsea – Brighton: 0-0 (1 point)

¹¹ <https://www.premierleague.com/results?co=1&se=363&cl=4> – Access date: 11/10/2021

Chrystal Palace – Chelsea: 1-4 (3 points)
Chelsea - West Brom: 2-5 (0 point)
Leeds - Chelsea: 0-0 (1 point)
Chelsea - Everton: 2-0 (3 points)
Southampton – Chelsea: 1-1 (1 point)
Chelsea - New Castle: 2-0 (3 points)
Sheffield Utd. - Chelsea: 1-2 (3 points)
Spurs - Chelsea: 0-1 (3 points)
Chelsea - Burnley: 2-0 (3 points)
Chelsea - Wolves: 0-0 (1 point)
Fulham - Chelsea: 0-1 (3 points)
Chelsea - Aston Villa: 1-1 (1 point)
Arsenal - Chelsea: 3-1 (0 point)
Chelsea - West Ham: 3-0 (3 points)
Wolves - Chelsea: 2-1 (0 point)
Everton - Chelsea: 1-0 (0 point)
Chelsea - Leeds: 3-1 (3 points)
Chelsea - Spurs: 0-0 (1 point)
Newcastle - Chelsea: 0-2 (3 points)
Chelsea - Sheffield Utd.: 4-1 (3 points)
Burnley - Chelsea: 0-3 (3 points)
Chelsea - Southampton: 3-3 (1 point)
Chelsea - Chrystal Palace: 4-0 (3 points)
West Brom - Chelsea: 3-3 (1 point)
Brighton - Chelsea: 1-3 (3 points)

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