



USER MANUAL

The App's General Rules

Everything that happens in the Bolão, from sign-up to champion
— explained simply, the way the crew gets it.

2026 World Cup

Updated June 2026

Before you start

Bolão de Futebol is the app for running that pool with your crew the modern way: you create a group, invite whoever you want — friend, family, coworker, ex-brother-in-law — and everyone predicts the matches of the tournament. Whoever gets the most right climbs the ranking; whoever snoozes, drops. There's trash talk on WhatsApp, friendly rivalry, and a symbolic prize at the end. The same old fun, just without the Excel spreadsheet.

— IT'S ACTUALLY FREE

It's free and there's no catch. You download the app, create groups, predict everything, and rank away without paying a thing. There's an optional **PRO** version with some extras (live ranking, stats, and other boosts), but the core of the app is complete and free forever — because a good pool is a pool with lots of people playing together.

— WHICH PHONE DOES IT RUN ON?

Both Android and iPhone — just download it on [Google Play](#) or the [App Store](#). On a very old phone it might run a little slower, but the app is optimized for the most common models.

— DO YOU NEED TO KNOW FOOTBALL?

Nope, champ. The app was designed to be easy to use — even your grandma will pick it up in no time. And when it's time to predict, each match shows stats, probabilities, and each team's past games to help you build your strategy. Here's the irony: often whoever joined for the party beats whoever thinks they're a tactician. It's all about luck, intuition, and faith.

— AGE AND RESPONSIBILITY

The Bolão is for the whole family, from grandparents to grandkids. Since there's **no money involved and no real betting here**, it's all one big game — the "prize" is the glory of roasting the crew in the WhatsApp group. Per the Privacy Policy and the LGPD (Brazil's data protection law), use is intended for those **13 and older**; between 13 and 17, ideally a family adult should supervise and take responsibility.

⚠ IMPORTANT

The Bolão **is not a betting house**. There's no betting and no cash prize paid by the app — it's entertainment among friends (Law 14,790/2023). Any prize is arranged between the participants, on their own.

— YOUR DATA IS SAFE

We don't sell your data to anyone, we don't share it with advertisers, and we don't flood your inbox with ads. We want you to predict Brazil vs Argentina, not to become the product. The full details are in the Privacy Policy and Terms of Use, on the website.

— HOW TO START

- 1 Download the app on [Google Play](#) (Android) or the [App Store](#) (iPhone).
- 2 Create your account — by email, Google, or Apple.
- 3 Create your first group, or join one with an invite link.
- 4 Make your predictions before the matches start. Done, you're in the game.

Groups and friends

The group is the heart of the Bolão: it's where the crew gathers to predict and trash-talk. You can create your own or join a friend's. And you can invite as many people as you want — free, no charge. Whole family, the office team, your school class, the neighborhood, the ex-brother-in-law: everyone fits in the same group.

— CREATE YOUR GROUP

In **Groups** → **Create new group**, the app walks you through 8 quick steps:

- 1 **Name and icon** — give it a fun name and pick an icon for the pool.
- 2 **Championship** — today the available one is the 2026 World Cup.
- 3 **Teams** — all national teams, or just the ones you pick.
- 4 **Matches** — all matches, or selected by phase, date, or one by one.
- 5 **Points system** — 4 options, with a Simulator to test before you decide (see Chapter 4).
- 6 **Points weight** — how much each phase is worth (the final can be worth more).
- 7 **Group plan** — Free or PRO (with extras like the live ranking).
- 8 **Confirm** — review the summary and tap **Create Pool**.

⚠ BEFORE YOU CONFIRM

Once created, only 3 things can still change: the **group name**, the **order of the tiebreaker criteria**, and the **PRO purchase**. Everything else locks (championship, teams, matches, system, and points weight) — so review calmly at step 8, and use the Simulator at step 5.

— INVITING THE CREW

When the group is born, the app opens a screen with the **invite code in the COPA-XXXX format** and a button that sends the invite **straight via WhatsApp**. To invite more people later, tap the group name → **Invite** and the same code reappears. There's no participant limit: you can invite the whole crew (the technical ceiling borders on infinity — about 9 quintillion people, there'll be room to spare).

— JOINING A GROUP

It depends on what reached you:

- **Invite link** — tap the link, the app opens on the group screen, and you press **Join group**.
- **Just the code (COPA-XXXX)** — open **Groups** → **I was invited** and paste the code.

If neither a link nor a code reached you, ask the admin to send you the invite — there's no other way in (the admin can't add you manually by email).

— WHO RUNS THE GROUP (THE ADMIN)

The admin is whoever created the group — the "Owner of the Ball". They configure the scoring rules and turn on the competitions. There can be **more than one admin**: in the member list, tap a person's name and choose **Make administrator**. That way you share the moderation without giving up yours.

— JOINING LATE?

The ideal world is joining before the first match's whistle. But if that flaky friend shows up late, no stress: the door is always open, they can join anytime. And the admin has two tools to keep things fair for latecomers:

- **Minimum Score** — the admin turns on this option and whoever joins with the tournament already underway doesn't start from zero: they get the last-place player's score minus 1 point, so they don't jump ahead of those who've been grinding from the start.
- **Edit points** — if the person joined before you turned on that rule, you can adjust their points by hand in **Options** → **Edit points**.

— LEAVING OR DELETING A GROUP

Tap the group name → **Options** → the **Delete, hide or leave** section:

- **Hide** — the group disappears from your list, but your score and predictions stay intact.
- **Leave** — you leave for good; your predictions and ranking in that group are lost, but the group keeps going for the others.
- **Delete** — closes the group for everyone (admin only).

Since these are decisions with no going back, the app asks you to type a confirmation word — **LEAVE** or **DELETE**. If you're the only admin and want to leave, you first need to promote another member to admin (so the group isn't left orphaned). To delete a group that still has people, you first need to remove the other members.

Predictions

Predicting is the soul of the fun. For each match you take your shot (literally a shot in the dark) and hope to nail it. It's quick, you can change your mind almost up to the wire, and the app even gives you a hand with stats to help you decide.

— HOW TO PREDICT

- 1 Tap **Predictions** and pick the match.
- 2 Check the info that appears (team stats, probabilities, past games).
- 3 Mark your prediction — the score, or just who wins, if the group uses "No score, just winner".
- 4 Tap **Submit prediction**. Then **Next match** appears so you can knock out the whole round in one sitting.

Changed your mind? You can change your prediction as many times as you want — the final button becomes **Update prediction**.

— THE DEADLINE: 5 MINUTES BEFORE

KEEP AN EYE ON THE DEADLINE

Each match's predictions close **exactly 5 minutes before kickoff**. 10 minutes to go and you forgot? Run, there's still time. Once the 5-minute mark hits, the window closes. Golden tip: don't leave it to the last second.

— IN THE WORLD CUP KNOCKOUT MATCHES

In the World Cup's knockout stages (from the round of 16 to the final, between the national teams — **don't mix it up with your group's internal "Knockout"**, which is the cup among friends; see Chapter 5), predictions work differently. Since a knockout match can end at three moments — in the 90 minutes, in extra time, or on penalties — and you don't know in advance how far it'll go, each match has **3 predictions in sequence**:

- 1 **90-minute score** — you predict the regular-time score.
- 2 **Extra time** — you choose between 3 options: team A wins, *goes to penalties* (a draw in extra time), or team B wins.
- 3 **Penalties** — you choose who wins: team A or team B.

The clever bit: the 3 predictions are **independent of each other**. You always fill in all three, and each one is evaluated separately, based on how far the actual match goes. You don't need to mark a draw in the 90 minutes to "unlock" extra time: if the match goes to extra time, your prediction there counts; if it goes to penalties, the penalties one counts — no matter what you put before.

PRACTICAL EXAMPLE

You predicted **2×0 France** (90 min), **France wins** (extra time), and **Germany** (penalties). The match ended 1×1 in regular time and France advanced in extra time. You missed the 90-minute score, but **you score on extra time** because you got that France would advance. The penalties prediction doesn't count, because the penalty shootout never happened.

— PREDICTING ONCE ACROSS ALL GROUPS (OR NOT)

By default, **prediction sync** comes turned on: you predict once and it applies to all the groups you're in. If you want to be bolder in one group and conservative in another, you can turn it off in **Menu** → **Settings** → **"Sync predictions"** — then you predict match by match in each group (most people prefer to keep it on, it's faster).

— FORGOT TO PREDICT?

You zero out that match's points — sad, but true. To save you from embarrassment, the app has friends' **nudges** (Menu → Notifications): arrange with the crew to nudge each other on match days. Whoever's on WhatsApp tends to be a great nudger.

— MATCHES WITHOUT TEAMS YET

Is there a match showing with no flag and no team? That's because it depends on earlier phases (you only know who plays the final after the semis). As soon as the matchups are set, the app unlocks the match automatically for you to predict. And others' predictions you only see after the match starts — before that, secrecy is the name of the game.

The points system

How much each prediction is worth depends on two choices the admin makes when creating the group: the **points system** (how you earn points in each match) and the **points weight** (how much each match is worth in the tournament). Both lock at creation, so it's worth understanding them before closing.

— THE 4 POINTS SYSTEMS

- **The fairest and most balanced** — the favorite. Points vary with the real probability of the match: nailing the upset pays far more than going with the obvious. The odds come from the average of more than 120 betting houses, updated hourly.
- **Simplified system** — the bread and butter: you got the winner right, you scored, with a bonus for exact score, winner's goals, difference, loser's goals, and blowout. Fixed points, rewards consistency.
- **No score, just winner** — the most democratic: you only say who wins (or a draw). No score, no bonus. Perfect for those who don't want to guess 2x1.
- **Custom system** — total freedom: the admin sets the rules by hand. Unsure how much something's worth? Ask the Owner of the Ball.

— THE WEIGHT OF THE MATCHES

The weight sets how much each phase is worth. There are 4 options:

- **Gradual balance** (recommended) — groups 1x, knockouts 2x, final 4x. Keeps the race alive to the end.
- **Single weight, double final** — everything equal, only the final counts double.
- **Single weight** — every match worth the same, first to last. Rewards consistency.
- **Steeply increasing** — groups 1x/2x/3x, knockouts 4x, final 6x. Guaranteed shake-up at the end (and more risk).

— THE POINTS SIMULATOR

When creating the group (step 5), each system has a (?) with the full explanation and a **Points Simulator** button: you pick a system, simulate different scores, and see in practice how much each one scores. Worth poking around before you close.

— TIED IN THE RANKING? THE TIEBREAKER CRITERIA

Two participants with the same score? The app combs through the details, in this order (Default setup): **total points** → **correct winner** → **exact score** → **winner's goals** → **goal difference** → **loser's goals** → **blowout**. If it's still a tie, whoever joined the group first wins (**Entry Order**). The admin can swap "correct winner" and "exact score" by choosing the "Exact First" option — and that order is one of the few things

you can change after creating the group. To see the table with every member's full detail, go to the group → **Ranking** → **Tiebreaker** tab (right below the screen's main buttons).

Competition modes

Within the same group, **4 competitions run in parallel**, each with its own ranking and independent scoring. You play all four at once — whoever did poorly in one still has three other shots at claiming champion. Nothing gets mixed up.

— GENERAL RANKING

It's the main competition: the points from your score predictions, **accumulating from the first to the last match** of the Cup. **This ranking never resets** — it keeps adding up points across all phases, from start to finish. The group champion is whoever scores the most at the end and, since the last round usually counts more, it can be turned around at the final whistle.

— RANKING DIVISIONS (OPTIONAL)

It's not a 5th competition — it's a way for the admin to organize the **General Ranking** into named series (like Series A, B, C), so each person competes with people at their level. The app builds the divisions by group size: up to 7 people, 1 division; 8 to 14, 2; 15 to 23, 3; 24 to 49, 4; 50 or more, 5. There's promotion and relegation during the tournament and, at the end, each division has its champion — with the 1st division's champion being the overall champion. The admin turns it on in **group name** → **Options** → **Divisions** and even picks the series names.

— INTERNAL KNOCKOUT

It's a **cup among the group's participants** (you against your friends) — don't confuse it with the World Cup knockout among national teams. It has 5 internal phases (Qualifier, Group Stage, Elimination Rounds, Repechage, and Grand Final) and, at the end of each one, points reset. It uses the same points as the General Ranking, but in bracket form: whoever scores more than their direct opponent advances.

⚠ IMPORTANT

The reset at each phase happens **only inside the internal Knockout**. The General Ranking isn't affected — your points there keep adding up, never resetting.

— QUESTIONS

Throughout the Cup, extra questions pop up ("who scores the most goals?", "which team goes the farthest?"), before and during the tournament — they **open up for answering in blocks**, across the phases. Scoring is simple: **got it right, 1 point; wrong, 0**. Everyone answers all of them, on Free or PRO. The difference is in this competition's ranking: **Free sees only who's in 1st place; PRO sees the full ranking**.

— TEAMS

It's the team competition: the admin creates internal teams (uncles × aunts, marketing × sales, your family × your in-law's) and the score is the sum of the members. The team with the most points wins. You can score by **Average** (recommended, fairer for teams of different sizes) or by **Total**.

⚠ DECISION WITH NO GOING BACK

The admin can disable the internal Knockout or the Questions competition in **group name** → **Options** → **Knockout** (or **Questions**), where the off button is. But heads up: once turned off, the competition **doesn't come back** — it's irreversible. Agree on it with the crew first.

PRO plan

Everyone plays fully on Free — you predict everything, create groups, **invite as many people as you want (no limit and free, no catch)**, and compete in the 4 rankings. PRO is for those who want to follow along **in real time** and get extra analysis tools. It's optional, and Free doesn't leave you out of anything.

— FREE × PRO

The core difference is **when** things show up. On **Free**, the ranking updates once a day, at 3 AM: **the day after the matches** you see the ranking, all the points, the histories, and the scoring details — the same points as always, just consolidated all at once. On **PRO**, everything is live. PRO unlocks:

- **Live matches** and **live ranking** — the score and the table moving with every play.
- **Seeing the group's predictions, ranking by day and by team**, and a **ranking simulator** ("what if Brazil wins 3×1?").
- **Points breakdown** (where each point came from) and the **full Questions ranking**.

— HOW MUCH IT COSTS

It's a **one-time purchase**, good for the whole tournament — no monthly fee, no renewal. Two ways:

- **PRO for me** — just for you: **R\$ 18.90** (less than R\$ 0.20 per match).
- **PRO slot pack** — unlocks PRO for several members at once, sold **in packs of 5 slots at a time: R\$ 7.99 per slot**, with up to **60% off** (a 5-pack comes to R\$ 39.90).

The slot pack isn't just an admin thing: after the group is created, **anyone** can buy a pack and choose who each slot goes to (the admin can also set this up when creating the group). Once chosen and saved, it doesn't change.

— PER PERSON AND PER GROUP

PRO is tied to the pair **you + that group**. Bought it in the family group? It's just for you, just there. Created a new group for work? In it you're back to Free — each group is an independent league. To boost several members of the same group, the slot pack usually pays off.

— HOW YOU PAY (AND YOU DON'T NEED TO CANCEL)

Payment is through your phone's store (Google Play or App Store), with whatever methods each one offers. We **don't process or store your card data** — the store handles that. And since it's a one-time purchase, there's no subscription running: when the tournament ends, PRO closes on its own. None of that "did I forget to cancel?" anxiety.

Account and privacy

Your account is simple to manage, and we take your data seriously. Here's the essentials about logging in, privacy, and how to reach us when you need to.

— LOGIN AND PASSWORD

You sign in by **email, Google, or Apple** — whatever's easiest. Forgot your password? On the login screen, tap **Forgot my password**, enter your email, and a link arrives to create a new one (peek at your spam if it's slow).

— THE EMAIL DOESN'T CHANGE

The email is the key to your account and, because of that, **it can't be changed**. What you can edit in **Edit profile** is your name and photo.

SIGNED IN WITH APPLE AND THE EMAIL LOOKS ODD?

If you used Apple sign-in with the **"Hide My Email"** option on, Apple sends the app an automatic, kind-of-weird address (like *something@privaterelay.appleid.com*) — and that's the one showing in your profile. Don't worry: it's not an app error, it's a setting of yours on Apple, and everything works normally.

— YOUR DATA AND THE LGPD

We don't sell or share your data. Want to leave for good? In **Settings**, at the bottom of the screen (under **Danger Zone**), the **Delete my account** button erases your history and removes you from all groups — since there's no going back, the app asks you to type **DELETE** to confirm. The details on deadlines and what the law requires us to keep are in the Privacy Policy, on the website.

⚠ JUST TO BE CLEAR

The Bolão **is not betting**. It's entertainment among friends, with no betting and no cash prize paid by the app (Law 14,790/2023). Any prize is arranged by the crew, on their own.

— STILL HAVE QUESTIONS?

Most questions get sorted quickly right here in this manual or on the website's **FAQ** page — worth a look there first, the answer's almost always right there. If you still get stuck on something, just find the contact channel on the website to reach us; there are real people on the other side, not a bot.