

THE MANAGER

Rules v1.05

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THE MANAGER	1
Rules Updates	2
Differences to Olmec	3
Game Overview	3
<i>Game History</i>	3
<i>This Rulebook</i>	3
<i>Season Overview</i>	3
<i>Taking a Break or Leaving the Game</i>	4
<i>Benign Dictatorship & the Responsibilities of the Commissioner</i>	4
Competition Structure	5
<i>The League</i>	5
<i>Cups</i>	5
<i>Awards</i>	7
<i>Preseason</i>	8
The Club	9
<i>Club Naming</i>	9
<i>Finances</i>	9
<i>Participation Levels</i>	10
<i>Robin Hood</i>	10
<i>Club Rivalries</i>	10
The Team	11
<i>Tactics</i>	11
<i>Formations</i>	11
<i>One Touch Football</i>	11
<i>Morale</i>	11
The Players	12
<i>Rosters</i>	12
<i>Naming Players</i>	12
<i>Positions</i>	12
<i>Skill Level</i>	13
<i>Coaching</i>	13
<i>Seasoning</i>	13
<i>Points Used</i>	13
<i>Age</i>	13
<i>Endurance Level</i>	14
<i>Player Special Abilities</i>	15
<i>Player Ratings</i>	16
Acquiring Players & Resources	16
<i>Bosman Players</i>	16

<i>Coaching Points</i>	16
<i>Special Players</i>	17
<i>Auctions</i>	17
<i>Transfers and Trading</i>	18
Submitting Line-ups	18
<i>Line-up</i>	18
<i>Team Tactics</i>	19
<i>Player Tactics</i>	19
<i>Review Orders</i>	20
<i>Line-up Balance</i>	20
<i>Review Orders</i>	20
<i>No Moves Received Policy</i>	21
Match Resolution	21
<i>Youth Players Out of Position</i>	21
<i>Line-up Balance</i>	21
<i>Out of Position</i>	21
<i>Aggression Level</i>	22
<i>Marking</i>	22
<i>Determine Shooting SL</i>	23
<i>Spend EL</i>	24
<i>Position Totals and the 2 : 1 Rule</i>	24
<i>Team Tactics</i>	24
<i>Shot Chance % Calculation</i>	27
<i>Injuries</i>	28
<i>Discipline</i>	28
<i>Shot Resolution</i>	30
<i>Player and Team Conditionals</i>	31
<i>Team Post-Match Effects</i>	32
<i>Player Post-Match Effects</i>	32
Appendix	33
<i>New Coach FAQ</i>	33
<i>Game Formulas</i>	35
Index	37

Rules Updates

Version	Date	Details
1.00	14/05/2014	Initial Release
1.01	08/12/2014	Migration Updates
1.02	09/06/2015	Expansion Updates
1.03	02/03/2016	Youth Player and Seasoning Adjustments & No Trade Reset. Refresh for Season 35.
1.04	28/03/2016	Friendlies. Refresh for Season 35.
1.05	03/01/2017	Home Bonus costs and Robin Hood Rules Updated. Special Player Abilities Added.

Table 1: Rule Updates

Differences to Olmec

Here is a list of the differences, additional features and removals in the new version of The Manager. It would be fair to say that this version has some significant differences but generally, the game is played exactly the same way by building a team and submitting line-ups each week. There are sprinklings of changes in the match resolution section.

- Referees revamped
- Training Points removed with Youth Players continually 'seasoning' through experience
- Coaching Points are applied to players Age 1 and older
- Age 0 players can player Out of Position with SL impact
- Retiring players for CPs is removed
- Midseason Aging has been removed
- End of Season Aging revamped
- Auto retirement modified
- Team Rivalries added
- Endurance Levels revamped with age dependant EL recovery
- Team Physio Reports Added
- Assistant coach added to replace NMR system
- Player Ratings revamped
- Special Players Added
- Injuries revamped
- Simultaneous league capability added with Interleague trading, cups and auctions
- Assists and Key Tackles Added
- Negative EL switches a player to passive play
- Team Newspapers Added
- T16 replaces T17
- Friendly Matches Added

More about each of these features is described later in this rulebook.

Game Overview

The Manager is a continuous football (soccer) management simulation game where you, as the Manager of a club, compete with other like-minded enthusiast vying for supremacy in the League and Cup competitions in the game. You will have total control over every decision affecting your club as you build your club season after season. The Manager has the capability of running multiple simultaneous leagues, enabling cross league competitions, transfer markets and auctions.

Game History

The Manager is derived from Allan Sellers' Olmec Soccer simulator. Olmec is a variation of a game of postal soccer invented by Alan Parr in England around 1970 and Olmec was developed by Allan Sellers. The first league was MSWL. This was followed by several over derivatives of which the Manager was one. This version of The Manager builds upon the great work done previously by Allan Sellers and leaves behind the Olmec legacy to become its own entity.

This Rulebook

The approach to this rulebook is slightly different to what experienced Olmec manager may be accustomed to. The structure of the rule book now describes all the assets in the game, Club, Team and Player, then describes how each minute of a match is resolved followed by the after match effects.

The appendix in the document offers some white papers written by some of the coaches, a summary of all the match formulas and an index to help you look up key features in the game.

This is a complex game with a lot to understand. Writing this rulebook is challenging. Suggestions on improvements are always welcome.

Season Overview

The Manager endeavours to run 2 complete seasons per annum. Each season consists of a league campaign, two cup competitions and several auctions. A season is divided into 'sessions', each of which generally consists of one or two matches for each team.

Line-ups for matches are entered and stored online along with trades, auction bids, news articles and other community based activities at <http://the-manager.com>.

Taking a Break or Leaving the Game

If a new manager misses both his first or second session he is also considered gone and replacement will be found.

If a manager is missing for 10 games during the season, the commissioner will, at his discretion, declare the manager 'gone' and that his position will appear in the Job Center.

If you find yourself to be unavailable to run your team for an extended period of time, you can either submit enough sets orders ahead of time to cover your absence or if that is not reasonable or possible can rely on your Assistant Coach. Your Assistant Coach will follow the same tactics and formation used most often during the last 5 matches your team has played and continues to coach players in your absence. They will not participate in auctions.

Clubs who are without coaches will use the Assistant Coach to manage the team.

Should a manager fail to submit a line-up for a match it will be the Assistant Coach who steps in.

Benign Dictatorship & the Responsibilities of the Commissioner

No Replaying of Matches

The Manager does not belong to the commissioner. The league belongs to all the coaches who play the game. Consider the commissioner more as a moderator or games master. It is his responsibility to set up matches, auctions and schedules and keep things ticking over. He will set trade windows and make necessary announcements through the season. The commissioner may make changes to the game to maintain the spirit of competition. He will not break the rules lightly, but will do so when needed to maintain overall fairness and consistency. One of the areas where the commissioner may intervene is when a trade is proposed that may either damage a team or one that is too one-sided. Intervention will generally not occur when two experienced managers are making the trade.

The commissioner and the software can make mistakes. However, he will not replay ANY single matches for any reason, PERIOD! If mistakes are made where a simple monetary adjustment is required to appease, point them out nicely to the commissioner. If a mistake is made that affects your line-up, the match will not and cannot be replayed. The result will stand, but hopefully the reason for the mistake can be identified to prevent it from reoccurring. The software will do weird things sometimes. If software problems are identified let the commissioner know so the problem can be fixed. If an issue occurs that affects all matches or would result in 'major manual work' to repair the database, then all matches will be replayed at the commissioner's discretion.

Referee Allocation

The commissioner reserves the right to randomise referees at any time in the season. Generally this will only happen after a cup match or playoff match has been added to the schedule. The referee randomiser, when activated, updates the referee assigned to all unplayed matches in the schedule. The intention would be to not run the randomiser within a week of a match.

League Officers

The Commissioner (Commish) is responsible for moderating the game as a whole.

- Commish has right to reverse uneven trades.
- Commish has right to modify inappropriate player names.
- Commish will edit or delete offensive or unacceptable Blog or News articles.
- Commish can eject any coach found playing under a pseudonym.
- Commish can eject any coach who is found to be abusive, aggressive, over confrontational, racist, sexist or continually unpleasant.

Website

All functions of the game are automated as much as possible. It is possible to communicate with other managers by personal email or social media however the in game messaging system all but removes the need to communicate out with the confines of the game. Informal polls are often posted on the website along with a debate section where more in depth discussions on various topics can be discussed. (www.the-manager.com)

Competition Structure

Each season there will be a league campaign, 2 cup competitions, and a number of auctions. At the end of the season an awards ceremony will take place and will conclude with a pre-season to prepare for the following season.

The League

The season will involve all the teams in each division in each league playing the other teams in their division twice, once at home and once away. The schedule will be published at the beginning of the season. To encourage competitive play towards the end of the season, playoffs are used for further Promotion and Relegation places.

Clubs are ranked during the season and during Cup play as described below by the number of points (Pts.) they earn. Clubs earn 3 Pts. per win and 1 Pt. per draw. Clubs with equal Pts. shall have that tie broken using the following criteria (in order):

1. Goal Difference
2. Total Goals Scored
3. Discipline Points (Cup Groups Only)

Promotion & Relegation

The League Champions are the team who finishes with the most points at the end of the league campaign in Division 1. Divisional winners are the team placed 1st in their respective divisions.

- 1st Division: Teams placed 10th, 11th and 12th are relegated.
- 2nd Division: Teams placed 1st, 2nd and 3rd are promoted.
- 2nd Division: Teams placed 10th, 11th and 12th are relegated.
- 3rd Division: Teams placed 1st, 2nd and 3rd are promoted.
- 3rd Division: The team placed 12th wins the Wooden Spoon.
- Promotion Playoffs: 4th plays 5th in Division 2 and Division 3. The winning teams in the playoffs are promoted.
- Relegation Playoffs: 8th plays 9th in Division 1 and Division 2. The losing teams in the playoffs are relegated.
- Playoff matches are 90 Minutes of play followed by a penalty shootout in the event of a tie.

Four teams from each Division will be relegated and four will be promoted.

Wooden Spoon

The team that finishes last in the bottom division in each league will be awarded a Wooden Spoon. This is permanently kept on a manager's record.

Cups

Cup competition formats may vary from season to season but there is usually a Cup competition in the first half of the season and another in the second.

The Manager Cup

The Manager Cup is the most prestigious of the cup competitions and is open to all teams in the game. The Cup is structured into groups of 6 teams playing each other once at a neutral venue. Top 2 teams always qualify from each group and will be joined by the best 3rd placed teams. (Pts., GD, GF, DPs) They will progress into a match knockout system until there is a winner. All matches in the knockout stage are at neutral venues and matches are 90 minutes of play followed by a penalty shootout.

Teams will be placed into groups at the start of the competition by League in T16 SL in descending order, A to Z then Z to A. The team with the best T16 will be placed into Group A Slot 1, 2nd best into Group B Slot 1. So on and so forth until the team with the worst T16 in the last League is also placed into Group A in Slot 6. Each team is guaranteed at least 5 matches in the Manager Cup.

For Round 2, teams will be seeded based on their finishing position in the group.

The group winner with the best record will play the 3rd placed team with the worst record.

Table 2: 2nd Round (32)

Match #	Seed	v	Seed
1	1	V	32

Match #	Seed	v	Seed
2	16	V	17
3	9	V	24
4	8	V	25
5	4	V	29
6	13	V	20
7	12	V	21
8	5	V	28
9	2	V	31
10	15	V	18
11	10	V	23
12	7	V	26
13	3	V	30
14	14	V	19
15	11	V	22
16	6	V	27

Table 3: Last 16

Match #	Winner	v	Winner
1	1	V	2
2	3	V	4
3	5	V	6
4	7	V	8
5	9	V	10
6	11	V	12
7	13	V	14
8	15	V	16

Table 4: Quarter Finals

Match #	Winner	v	Winner
A	1	V	2
B	3	V	4
C	5	V	6
D	7	V	8

Table 5: Semi Finals

Match #	Winner	v	Winner
1	A	V	B
2	C	V	D

League Cup

Each League in The Manager competes for its own domestic cup. Again, These Cups are structured into groups of 6 teams playing each other once at a neutral venue. Top 2 teams always qualify from each group and will be joined by the best 3rd placed teams. (Pts., GD, GF, DPs) They will progress into a match knockout system until there is a winner. All matches in the knockout stage are at neutral venues and matches are 90 Minutes of play followed by a penalty shootout.

Teams will be placed into groups at the start of the season by T16 SL in descending order, A to Z then Z to A. The team with the best T16 will be placed into Group A Slot 1, 2nd best into Group B Slot 1. So on and so forth until the team with the worst T16 is also placed into Group A in Slot 6. Each team is guaranteed at least 5 matches in a League Cup.

For Round 2, teams will be seeded based on their finishing position in the group.

The group winner with the best record will play the 3rd placed team with the worst record.

Table 6: Last 16

Match #	Seed	v	Seed
1	1	V	16
2	9	V	8
3	4	V	13
4	12	V	5
5	2	V	15
6	10	V	7
7	3	V	14
8	11	V	6

Table 7: Quarter Finals

Match #	Winner	v	Winner
A	1	V	2
B	4	V	4
C	5	V	6
D	7	V	8

Table 8: Semi Finals

Match #	Winner	v	Winner
1	A	V	B
2	C	V	D

Table 9: Cup Prizes

Place	The Manager Cup	League Cup
Champion	5CP	4CPs
Runner Up	3CP	2CPs
Semi Finalist	2CP	1CP
Quarter Finalist	1CP	

Awards

At the end of the season the League hands out awards to a number of teams and players to recognise their performance during the season. There are prizes for outstanding team, journalism, coach, kit and player achievements. There are also Youth awards for similar player categories. These can change each season. In the event of a tie for player recognition the award goes to whoever achieves the award in the least matches, least minutes then least DPs. These awards are kept on the players records.

Morale Bonuses

A Morale Bonus represents the financial reward for achievements of the previous season. There are no cash prizes for finishing position so these Morale Bonuses are the most sought after trophies after the silverware. The following morale bonuses are applied during the awards. The maximum, combined, morale bonus that a team may earn is 0.20.

Table 10: League

Place	Morale Bonus
Divisional Champion	0.10
2nd Place	0.07
3rd Place	0.05
4th Place	0.03

Table 11: The Manager Cup

Place	Morale Bonus
Champion	0.12
Runner Up	0.10
Semi Finalists	0.07
Quarter Finalist	0.05

Table 12: League Cup

Place	Morale Bonus
Champion	0.10
Runner Up	0.07
Semi Finalist	0.05

Preseason

Preseason is one of the most exciting times in the calendar and starts as soon as a season completes. During this period a team will acquire Coaching Points for the following season, choose a captain, change their rival clubs, assign a Special Ability to a player and draft a Bosman player into their roster based on finishing position the previous season, play some friendly matches and set up their team ready for the long campaign ahead.

Captains must be aged 5 or over. The Kit Designer will be available for a coach to create the team kit and flags for the upcoming season. CPs will cost 40k each for the first 50 then 100k after that. This is subject to change each season.

Structure

- Cup Finals
- Trade Block Ends
- Awards
- New Season Setup
- Preseason Opens
- Trade Block Begins
- Preseason Closes
- Trade Block Ends
- Kick Off

The following things happen at the New Season Setup Step.

- The current season statistics and tables are committed to history
- All team and player stats are reset to 0 for the new season
- EL recovery of 160 to added to each player
- Suspensions are carried over into the next season but DPs are reset to 0
- All Unavailable For Trade values are set to 0

- Player aging is processed
- Team OTF aging is processed
- Automatic Retiring in processed
- Auctions are prepared
- The Match Schedule is prepared
- The Prediction League is prepared
- Free CPs are added
- Preseason is activated
- Friendly Fixtures made available

Friendly Matches

Friendly Matches are made available during the preseason and when a cup competition enters its knock out phase. They are an opportunity for new coaches to experiment with the game and for more experienced coaches to try new out new tactics.

Friendlies Do Not:

- Allow Suspended players to play
- Decrement suspensions
- Use EL
- Accrue DPs
- Allow Coaching
- Allow Seasoning

Friendlies Do:

- Receive a nominal Gate Receipt
- Use Yellow and Red Cards
- Use Rival Status

Friendly Matches are arranged in the Staffroom on the website.

The Club

Each coach takes charge of a club and controls every aspect of that organisation available to him. Each club has a name, a bank account (measured in Kilo or 1000 - k), a number of coaching points (CPs), a morale and possibly a morale bonus, an Assistant Coach, and Physiotherapist, a list of rivals, a value for one-touch-football (OTF) and a roster of players, a Stadium and a nickname.

Club Naming

The name of the club is determined by the manager. The commissioner must veto all team name selections and may alter a team name if found to be ill fitting with the rest of the game, out with the bounds of good taste. Club names should have some geographical significance. See the list of current team names for examples.

The coach will also name the stadium, which always has a 40000 capacity, and give the club a nickname.

Finances

Managers are advised to project their income ahead to ensure they have sufficient funds for next season's preseason activities. This is one of the most important aspects of the game. Spend wisely during the season, otherwise you might overspend and not be able to afford resources for the following season.

A club may never go into debt and a manager may never submit orders that require spending more of a resource than he has at the beginning of a game. If you are getting into financial problems, you should consider trading players for cash. Bear in mind that for the end of the season you will need to have sufficient funds to buy your CP allocation.

You will receive ALL your CPs in the preseason. However, you will also be able to bid on small amounts of CPs in the auctions. Loans between clubs are not permitted. Betting on matches is not allowed.

Clubs mostly earn income from gate receipts, participation and player sales.

Most of a club's income comes from ticket revenue. A club gets a certain amount of income from ticket revenue for every match in which it plays. When playing against a rival, Morale for the match is boosted. This will affect their ability on the pitch and the attendance calculation.

The amount earned in each match is determined by the following formulas:

Home Match

*Home Following = (Home Morale + Home Morale Bonus) * Capacity*

*Vis Following = (Vis Morale + Vis Morale Bonus) * Capacity * 25%*

Attendance = Vis Following + Home Following

*Revenue = 144k + (Attendance * £2)*

Neutral Match

*Home Following = (Home Morale + Home Morale Bonus) * Capacity * 40%*

*Vis Following = (Vis Morale + Vis Morale Bonus) * Capacity * 40%*

Attendance = Vis Following + Home Following

*Revenue = 144k + (Attendance * £2)*

Gates are rounded and split evenly between both teams. TV Money is negotiated with the league each preseason and may fluctuate from season to season.

Example Home Match

*Home Following = (0.54 + 0.03) * 40000*

*Vis Following = (0.45 + 0.15) * 40000 * 25%*

Attendance = 6000 + 22800

*Revenue = 144k + (28800 * 0.002k)*

101k Each

Ticket revenue is split evenly between the two clubs involved, and is detailed in the match report that you receive after the game. TV Money is negotiated with the league each season and is subject to change.

Participation Levels

Participation and contribution to the Manager community is rewarded each week. A coach can earn cash for their clubs by writing newspaper articles, blogging, posting match comments and by participating in the prediction league for match. A team can earn a maximum of 20k in a week. Exceptional contributions can be rewarded beyond the 20k limit.

There is an end of season award where coach's vote for whom they think should receive a bonus for being the best contributor. Any coach wishing to contest the bonus reward should contact the Commissioner using the in game messaging system. A lack of participation can contribute to dismissal at the discretion of the Commissioner.

Robin Hood

A team may never have more than 70 CPs. A team can never have more than 4000k. The Robin Hood Effect is in place to help equalise the resources around the league. It reads:

A team can have no more than 4000k in the bank at any time. If this rule is broken their bank will automatically be reduced to 4000k and the excess will be lost. A team can have no more than 70CPs at any time. If this rule is broken, CPs will automatically be reduced to 70 and the excess will be lost.

Club Rivalries

A club nominates two rivals. Each preseason these rivals may be changed. Playing against a rival has an impact on the team's performance on the field. Some of the match resolution calculations are augmented by the fact that a team is playing a rival. If both teams are found to be rivals of each other the impact is greater. More detail of this is in the match resolution section of this rule book.

A club may not trade with a team they have declared as a rival. A club may not trade with a team who have declared them as a rival.

The Team

The team is most important asset in the game. How the team performs on the field affects everything to do with the club. The team is the squad or roster. They perform together to earn points in the competitions they are competing in. The team as a collective has some assets and weapons to use during a match.

Tactics

Tactics allow strategic planning by altering the basic premise of play. Longball means long kicks from the defenders to the forwards; Pressing shows little regard for defence. Normal is itself a tactic, showing a balance for all aspects of the game equally. A tactic adjusts the OFF, DEF, and GP formulae within the match calculations.

Formations

Different formations on the field help or hinder a team's performance whilst operating a specific tactic. Formations and tactics go hand in hand. A coach may elect to play a sweeper in the defence or use wingers in the forward line to offer different options and give opposing teams something else to plan against.

Having more defenders in a line-up would help to increase the DEF area total while more forwards or wingers would help to contribute more to the OFF area total.

One Touch Football

Each club has an OTF bonus, which reflects its ability to work as a team with short, accurate passes. Each club begins the season with an OTF of at least 1. A club may coach its OTF bonus in any match. The effect of this coaching is to increase that bonus by 1 point, to a maximum value of 10. This increase will take place at the beginning of the next match, just like player coaching. The cost of coaching the OTF bonus, however, is 2 CP per OTF point. Both CPs must be used in the same match.

Note that it does not cost 25k to increase the OTF bonus by using 2 CPs in one game. If you increase your OTF bonus in any one match, the cost is 2 CPs, but there is no extra 25K cost, though it does use up 2 coaching points in a single slot. If you coach a player in the same match, you pay the 25K. OTF bonus decreases by 30% at the end of the season during aging. For instance, an OTF of 7 * 70% becomes an OTF of 5 (4.9 rounded up) for the next season.

Table 13: One Touch Football Aging

Original OTF	Post Aging OTF	Original OTF	Post Aging OTF
1	1	6	4
2	1	7	5
3	2	8	6
4	3	9	6
5	4	10	7

Morale

The team has morale. This value is a number between 0 and 1 as described below. A team's morale contributes to DEF and OFF stats, accordingly A club's morale is updated every match using this formula:

$$\text{New morale} = (5/6) * \text{old morale} + (0 \text{ if loss, } 1/12 \text{ if draw, } 1/6 \text{ if win})$$

In general, your morale is higher if your team has done well in its most recent matches.

When playing a rival club, this morale calculation is executed twice, consecutively.

All teams start a season with morale of 0.5. A team's Morale Bonus, awarded from a previous season's endeavours, does not count towards Area Totals, only to the gate receipt total as it represents the club's popularity in the community and affects attendance figures.

The Players

Each player has a name, a nationality, an age, a Skill Level (SL), a number of Disciplinary Points (DPs), an Endurance Level (EL), a number of Points Used (PU) and a position, denoting where he is qualified to play in a match.

Rosters

There can be no less than 21 and no more than 26 players on a roster. If this should be exceeded when a match executes, the oldest player with the lowest SL will AUTOMATICALLY retire to keep under 26 players. If there are too few players when a match is executed, the assistant coach will sign a player from the non-league at the cost of 10k per Skill Level. It is possible for these roster rules to be broken during the preseason.

A limit of 5 Multipositional players is enforced on the roster. There is no downgrading of player positions in The Manager. If a team wants to sign a new multiposition player and they already have 5 on the roster, then one must be traded or released for his contract to make room. If you bid for a multiposition player in the auction when you already have 5 then your bids will be **void**. The oldest Multipositional player with the lowest SL will AUTOMATICALLY retire if their number exceeds 5.

Players automatically retire from the game at the end of their 9th Season.

Releasing Players

You can release a player from his contract any point in the season as long as this action does not break roster rules. A player released from a club moves to a non-league team but does not retire.

Senior Players

Any player aged 1 or older is considered to be a senior player. They make up the mainstay of any team and are usually the players with the highest skill levels.

Youth Players

Youth Players are aged 0. They can be introduced to the roster at any time during the season, even during periods where trading is not permitted (Trade Blocks). Youth players operate a different method for incrementing SL called seasoning which is described later. Youth players are introduced to the team through the assistant coach in the Staff Room where the skill level and positions available are shown.

Captains

Every team has a captain who must be age 5 or older. The effect of the 'captain's bonus' is an increase of 1 SL for the captain, which takes effect at the END of the match provided that player has played 45 minutes in the match and his team won by 3 clear goals. A captain is nominated during each preseason. If a captain is traded or released, the assistant coach will help nominate a new captain in the Staff Room.

Naming Players

Managers may use player names from 2 to 19 characters (inc spaces). A player is named by the coach of the club that the player joins when he first enters the league. Player names should be as fictional as possible but appear real. Some non-English alphabet characters do not present well on the website. The Commissioner reserves the right to modify player names in keeping with the feel and community in The Manager. Players with puns, acronyms, anagrams, parodies, rhyming slang, word play or palindromes as names are not considered to be appropriate for the Manager. Repeat offenders will be banned from submitting auction bids in the future. A player names 'Rename' on your roster can be renamed on the player summary page.

Positions

Six positions exist in the game: Goalkeeper (GK), Sweeper (SW), Defender (DF), Midfielder (MF), Winger (WG) and Forward (FW).

A player is generally qualified to play at one position when he enters the league. A player may play in a position for which he is not qualified, but he will not be as effective due to an Out of Position penalty (OOP).

Multi Position Players

Some players are designated as 'multi-position players'. (Multipos) These include SD, DM, MA, and UT (Utility).

- SD can play at SW and DF with no SL penalty for OOP.
- DM can play at DF and MF with no SL penalty for OOP.
- MA can play MF and FW with no SL penalty for OOP.
- UT can play at DF, MF, and FW with no SL penalty for OOP.

SD, DM, MA, and UT are not match positions and may not be used as such.

Skill Level

Each player has a skill level (SL), which is a value that quantifies his ability to perform on the field in his qualified positions. The SL will decrease every season with ageing, and can be increased through Coaching. The SL of a player determines how good he is.

Coaching

The SL of a player may be increased with coaching. The effect from coaching is an increase of 1 SL which takes effect at the END of the match, provided that player has played 45 minutes in the match.

A club may elect to coach more than one player per match, if CPs available, at a cost of 25k per additional coaching slot. You may use 4 CP slots per match. Coaching OTF uses 2 CPs in a single slot. Substitutes can also be coached provided they meet the requirements above of 45 minutes played.

Eg, Coaching OTF and 3 players in a single match will use 5 CPs and cost 75k.

To reiterate ONLY age 1 and older players may be coached. Youth players (age 0) participate in a different method of increasing SL called seasoning.

Seasoning

Youth Players cannot be coached using CPs. Age 0 players accrue skill levels through a game time experience system called 'seasoning'. Each time a player gains enough minutes of game experience he gains a level of SL and a PU is automatically applied to him after the match. Goalkeepers use a different, less demanding table when calculating experience vs PU.

A youth player can only gain a maximum of 7 skill levels in a season. Once they become age 1, seasoning no longer applies and their skill level can be raised using Coaching as described above. These values are subject to change.

Table 14: Seasoning Table

Points Used	Minutes Experience Required	GK Minutes Experience Required
1	90	90
2	180	180
3	270	270
4	360	360
5	540	450
6	720	585
7	1080	720

Points Used

No player can increase skill by more than 7 levels in a season. This is reflected in the Points Used (PU) field on the rosters. This includes Captain's Bonus increments, coaching and seasoning. A Captain can pick up a bonus and have CP used on him in the same match. Once a player reaches 7 Points Used in a season he can no longer gain skill levels until the following season.

Age

Each player has an age, which is an integer greater than or equal to zero. Players join the league as youth players with age 0 (unless they are acquired in a draft or auction). At the end of each season, each player's age increases by one. Each player loses SL as he grows older. This loss depends on his age and skill level as indicated in the following table on the settings on the game website. [AGING TABLE](#).

Auto Retiring

Players automatically retire at the end of their 9th season giving them a maximum of 10 full seasons of play.

If a player's Skill level is reduced to a value lower than his age during the aging process he will automatically retire.

A player is automatically retired if his SL reaches 0 after the aging process. You cannot force a player to retire but you can release them from the roster and they will join a non-league side.

Endurance Level

Players have an Endurance Level known as EL. This is an integer value that cannot exceed 100 but can go below 0 if a player is injured. EL is recovered after the match at a rate dependant on their age. This is not depicted anywhere on the match reports. Younger players can generally recover quicker than older players. These values are subject to change.

Table 15: Endurance Recovery

Age	Recovery	Age	Recovery
0	40	5	40
1	45	6	40
2	45	7	35
3	43	8	35
4	43	9	30

Injuries

Players can suffer injuries during a match. As long as they are on the field they run the risk of being injured. If a player depletes all his endurance during a match he runs a vastly increased risk of injury. There is also a chance that the Physio will detect an injury after the match is completed. There do not affect the game just completed will have an effect on EL for the next match.

A player on the roster with a negative endurance is considered injured and will not be able to play in a match until his EL has recovered to at least 0. The probabilities and specifics of injuries are described in the match resolution section.

Injuries and the impact of the injury are subject to change.

Discipline Points

All Discipline Points (DPs) are cleared from a player's record at the end of the season but suspensions carry over. Check your team landing page to see if you have a player suspended. You can also use the Preview button for the next match. There is no fine for attempting to play a suspended player, as the software will select a substitute for you.

Each time a player is booked he receives four disciplinary points (DPs).

If he is booked again in the same he gets a red card and a sending-off. This earns an additional six DPs (for a total of 10 DPs).

If a player received a straight red card he is sent off. This earns 10 DPs.

Maximum DP from one match is 10 DP.

Suspensions

Every 10 DPs in a season carry suspensions with them as follows:

Table 16: Discipline Points

DPs	Number of matches missed
10	The next match
20	The next two matches
30	The next three matches
40	The next four matches
50	The next five matches

Player Special Abilities

Some more mature players may have the opportunity gain a special ability. These abilities are rare and offer their team something extra while playing. More abilities will be introduced to the game over time. Please reference the game website for the [current roles and abilities](#). Roles are subject to change.

A coach may select one Swansong plus one other Special Ability. A player can only have one special ability.

Swansong

A player on his 'swansong' gives his all for this final season before he retires and is given a Skill Level bonus. This ability is assigned by the coach in the preseason like other abilities. All positions.

Athletic

Athletic allows players to recover a further EL boost on top of their normal recovery process. This allows the player to be available more often and can recover from injury faster. All positions.

Playmaker

This MF player has a tendency to help create chances on goal and adds extra to the OFF area total when playing. MFs only.

Anchorman

This MF player has a tendency to help defend and adds extra to the DEF area total when playing. MFs only.

Wingback

This DF player has a tendency to join attacks and create chances so adds to the OFF area total when playing. DFs only.

Chaser

This FW has a tendency to track back and help out the defence so adds a little extra to the DEF area total when playing. FW Only.

Passer

This player has a talent for passing the ball. When he plays the team gains a +1 OTF bonus. All positions.

Big Match Player

When playing in a match with a rival team this player will add a bonus to GP, OFF and DEF area totals. All positions.

Shooting Specialist

This non Forward player has a talent for shooting. He shoots like an FW from any position on the pitch. Available for GK, SW, SD, DF, DM, MF, WG.

Leader

This player will gain an SL point if he plays a full 90 minutes in a match where his team wins by 3 or more goals. If he is also a club captain then both chances of an SL increase are available to him in a single match. All positions.

Abilities FAQ:

Will there be any restriction on the number of players in a team with the same characteristic?

Not at this time.

Will characteristics be limited to a particular player positions?

Yes, some are only relevant to a particular position.

How frequent or rare will new players with characteristics be in the auction?

Auction players will not come with special abilities at this time.

Will we be allowed to assign a new characteristic to a player each close season?

A single age 3 or over player each preseason.

Are there goalkeeping roles?

There are abilities which a GK can have but none are specific bonuses to GK at this time.

Are the abilities subject to change over time?

Yes.

Player Ratings

An event based player ratings system will determine the overall performance rating of each player in a match. There are over 40 different events that contribute to a players rating such as making a key tackle, creating a chance, scoring a goal, making a save, being red carded.

These events have positive or negative scores associated with them. At the end of a match each player's performance is assessed and a Man of the Match is awarded to the best performing player.

The specifics and scores associated with each of the events can be found under the Information > Player Ratings.

Player ratings are subject to change.

Acquiring Players & Resources

There are a number of methods you may use to acquire new players and resources. Some in the preseason and some opportunities arise as the season progresses.

Bosman Players

This player draft occurs during the preseason. Each team gets to add one age 1 player to their roster. The Skill Level of that player is based on the team's league finishing position in the previous season. The last placed team gets the best player; second to last gets the next best, and so on. The first placed team from the Division gets the last pick or worst player. Bosman players can be only single position.

Bosman players have a 10 match trade embargo.

Table 17: Bosman Skill Levels

Place	Skill Level	Place	Skill Level
1st	9	7 th	12
2nd	10	8 th	12
3rd	10	9 th	12
4th	11	10 th	13
5th	11	11 th	13
6th	11	12 th	13

Coaching Points

To obtain Coaching Points or CPs, a club must hire a coaching staff in the preseason (note that 70 CP is the maximum). CPs raise level of players or OTF value of the team.

Note that a club cannot buy more coaching points once a season has begun except buying them at auction or from other teams.

Table 18: CP Costs

CP	Cost
20	800k
25	1000k
30	1200k
35	1400k
40	1600k
45	1800k
50	2000k

CP	Cost
60	3000k
70	4000k

Note that CPs cost 40k for the first 50 then 100k thereafter. CPs can be purchased in any denomination. The table is for illustrative purposes. The website guides you through this purchase. The cost a CP is subject to change.

Special Players

Special Players are rare. One player per season may be assigned a special ability. This can be done when you are submitting your team's details for the upcoming season. Players aged 3 or over may be assigned a Special Ability.

Auctions

At points during the season there will be an auction where clubs can bid cash in an attempt to sign a player to their roster. The players will range in age, position and skill to provide a variety of options for bidding clubs. The auctions will occur after the matches for a given set of games in a session and bank totals from after the matches will be available for use.

A player acquired in an auction MUST appear in a number of matches before he can be traded.

If there is a tie during bidding, the player goes to the team in the lowest division with the fewest league points.

Auction Instructions

Using the auctions page on the website a club will enter a lot number, bid, and player name based on the available players.

You may bid ONLY ONCE on an available auction player. You should bid the HIGHEST amount you will pay for the player, however you will get him at a lower price if the other competing team's highest bids are lower than yours (and you have the funds available).

For example if one team bids 150 and another 250 then the second team will get the player for 151 (not 250).

Another example: You bid 1000 on a player and no one else bids on the player. You'll get him for 1k.

You must enter a UNIQUE player name for each player in the auction. If you bid on lot 1 and win and the player name is 'Smith', then if you win on lot 2 and also name him 'Smith' then you will NOT get the second player.

The auction will may run on the same day as the matches, but it will be run AFTER the matches, so you can count on some extra money (unless you blow it all on home bonus, extra CP or extra TP).

You should bid in numeric amounts, do not enter ALL as the program won't accept letters for bids and then your bid essentially gets wasted/ignored.

ANY player you get in an auction MUST appear in a number of matches for your team BEFORE he can be traded.

Auctions are NOT segregated by league or division. All teams participate in the same auction.

Have fun...auctions are one of the best parts of this game!!

If you have 26 players at the start of the auction OR the start of a bidding lot your bids are disqualified.

The order of the auction is done based on LOT. Lot 1 is processed first, a winner assigned, their bank account reduced, etc. Then it's on to lot 2.

Auction FAQ

Question 1: If a person bids an amount in excess of what they have is the bid reduced to their remaining bank balance or is it a void bid and cancelled.

Answer: Either at the beginning or 'in the middle' of the auction, a team's maximum bid cannot be greater than their current bank balance. So if a team bids 500k but they only have 450k in the bank then their max bid is reduced to 450k.

Question 2: If one has the winning bid the amount paid will be reduced to 1K more than the second placed bid. What if the second placed bidder does not have enough money for their bid, is it reduced to their cash balance or ignored and the 3rd placed bid used.

Answer: At the start of determining the winner of each lot each team's max bid is reduced to their bank total IF their max bid is higher than their bank account. So in this example yes the bids would be lowered (if needed) to the bank total.

Question 3: What if one bids an amount that is more than the cash one has BUT the manager does have more cash than the actual amount needed to buy the player i.e. I bid 300, I have 200 cash in the bank and the second placed bid is 100. Would I get the player for 101K or would my bid be disqualified as I did not have enough money to make it in the first place.

Answer: At the start of each lot all max bids would be reduced to no more than the bank account so your max bid in this scenario would be 200 and you would get the player for 101k.

Transfers and Trading

Players may buy sell, or trade anything. Trading can be a very rewarding experience, especially when both teams gain from the trade, as is perfectly possible and as is always true with the best of deals.

Trades are managed through the game website.

Trade Restrictions

A player who has been traded must appear in a number of matches before he can be traded again to another team. Player loans are NOT permitted.

Teams who are rivals may not trade with each other.

Trade Blocks

Trade blocks are periods when completing trades between teams is disallowed. Trade blocks occur at the following times.

- 24 hours before the kickoff for any match in the schedule.
- Several days before preseason closes to allow teams to complete preseason purchasing.
- Several days after the final auction of the season has completed until after the Cup Final.

ALL INCOMPLETE TRADES ARE PURGED IN PRESEASON.

Non-League Football

When a club releases a player from his contract he automatically joins a non-league club. These players may be nearing the end of their career but they could be of value to another club in the near future. If a club finds they are in need of an additional player due to line-up problems or roster limit issues it is to the Non-League that the assistant coach will look to make a signing. The best skilled player in the required position will be signed at the cost of 10k per skill level. A player signed from the non-league is likely to be in his final season and will probably retire at the end.

Submitting Line-ups

Orders should be created using the website. Line-up, Team Tactics and Player Tactics pages for building the line-up and reviewed on Review Orders page.

Choose players, position and aggression for all 16 players for your match. The effective SL will be shown for each player as well as the total for each position (Area Ratings). On the right it will show the unaltered GP, DEF and OFF for each tactic. Note this does not include the 0.05 bonus per attacker for WGs or any bonuses for the opposition tactic. It also does not display and bonuses from player roles.

If a player is listed in team orders to play is listed to play and has an EL of less than zero, or is suspended the assistant coach will automatically substitute him before the game.

A line-up is a list of 11 players, the positions at which each player will start, and special instructions for each player pertaining to aggressiveness or conditional change of position or aggressiveness or substitution. Also the position at which they play a team tactic (and team conditional tactics) and a set of 5 substitutes. In addition, a line-up must indicate all player coaching instructions for that match.

Line-up

Each player in a line-up must be given a position to play. A position is one of GK, SW, DF, MF, WG, and FW (note that SD, DM, MA, and UT are not actual positions in a match). GK, SW, DF, MF, WG, and FW are the positions goalkeeper, sweeper, defender, midfielder, winger, and forward respectively.

Instructions to Individual Players

Each player in a line-up may be given an instruction regarding the aggressiveness with which to play, an instruction regarding the exact position at which to play, and also conditional instructions as a substitute (or for a repositioning or change of aggressiveness).

Instructions Regarding Aggressiveness

Each player may be given one of the following instructions pertaining to aggressiveness: aggressive (a), dirty (d), normal (n), or passive (p).

Instructions Regarding Substitutions

Up to three players in each line-up may be sent into the match as substitutes. Substitutes MAY be given conditional orders; however these conditions are only evaluated if the substitute has entered the match. Should an injury occur the assistant coach will help select the best SL player available in that position.

Team Tactics

A line-up may be told to use a variety of tactics.

The effects of these tactics are described in a later table. The choice of tactics may depend on the game situation, or the strength or weaknesses of the opponent. A longball game may be handy if you have a weak midfield and strong FW line, against an opponent with a relatively weak DF or SW area. Building the OTF bonus can also be considered a tactic, although it is more of a long-term strategy. It will cost you SLs on your older players in the short term (as you won't be coaching them), but will cost 'only' 6 CPs each season to maintain it at its maximum of 10, once attained.

You set your starting tactic and home bonus here. Default tactic is N and home bonus of 8, only applied when playing at home.

You may make 5 conditions based on the time and/or score differential. These are read from top to bottom each minute so:

G < -1 S followed by a G < -3 P

The example means you stall when 2 goals down but press when 4 goals down. If you put them the other way round then the G < -1 will counter the G < -5 if 6 goals down so you will continue to stall. You can also put in 3 conditional comments based on the time and/or score. Note that only T >= or T > will be read by the program. G=0 means if the scores are level.

Home Bonus

The home club in each match has its OFF and DEF ratings increased by 8 points. The home club may increase its home advantage by 'advertising' to bring in more fans. The cost of advertising to raise the bonus is as follows:

Table 19: Home Bonus

Home Bonus	Cost
8	Free
9	5k
10	10k
11	15k
12	30k
13	60k

Player Tactics

Conditional changes to position, aggression and substitutions are done here. You may have up to 10 in total and can have as many as you want for a particular player.

The first column is the player affected followed by 6 columns for time and score. The 8th column has either 'c' or a player name and the 9th column has positions or aggression.

'c' followed by anything else will change the player's aggression or position (note Out of Position effects). A player must be followed by a position and will bring that named player on as substitute at that position, with the player in column 1 being taken off. If you use player followed by an aggression then he will have no position and have no effect, but still play. Set the aggression on the line-up page.

Coaching

You assign CPs to players on this page. Select the player you wish to train in the drop down. They need to play 45 minutes to be trained and get the SL bonus. If the player is subbed off and plays less than 45 minutes, no CP is spent and no SL is gained. OTF is also coached here costing 2 CPs.

Marking

Marking is assigned on this page. First you must use the Load Tactics button for the match in question, and can do this even if player tactics haven't been set yet. This will load your line-up and also the opposition players. Alternatively you can Save Tactics for the match and this will load in the opposition players. Only players at DF may mark and they may be assigned 2 players to mark, the second being marked if the first isn't playing

Review Orders

Use the Review Orders page to check everything is OK as it's easy to leave out a >= or put in a player who is not in the starting line-up in the conditionals.

Line-up Balance

The following player restrictions apply to team line-ups, both at the start of the game and then at every minute in the game after kick-off.

Restrictions on GKs

There must be exactly one GK

GKs may play passive, normal, dirty, or aggressive but always stop shots as if they are playing normal.

If a GK is sent off, and less than 3 subs have been used, then the highest SL player as a GK will move to GK.

If he is a sub then the lowest effective SL MF/WG/FW will be substituted off.

If the new GK is already on the pitch then he will reposition to GK.

Restrictions on SWs

There may be at most one SW.

Restrictions on DFs and MFs

You must play between 2 to 5 DF and 2 to 5 MF players at all times.

You must not play more than 6 DF's and SW combined at the same time.

Restrictions on WGs and FWs

You may play between 0 and 2 WGs in a match.

You must play at least 1 FW player at all times.

You may have no more than 4 WG's and FW's combined at the same time.

Restrictions on Substitutes

You may only send on three subs during a given match. You may make conditional substitutes at any time if your conditions are met. However, if a player is injured, a sub will come on for that player no matter what minute it is, unless your three subs have been used. Note that if your line-up does not fall within these min/max rules, the program will adjust your line-up.

Review Orders

Use the Review Orders page to check everything is OK as it's easy to leave out a >= or put in a player who is not in the starting line-up in the conditionals.

No Moves Received Policy

A team that does not send in line-ups by the deadline or contact the commissioner regarding their status is considered NMR. If your team is NMR for a given match the Assistant Coach will step in and submit line-ups for your team. He balances playing good players with rested ones so don't expect your top 11 players to be starting. He will look at the last 5 matches played and select the most used starting tactic and formation.

If a coach incurs 5 or more NMRs, the commissioner will discuss the manager's status with them to determine if a change needs to be made. The commissioner DOES NOT WANT to ever have to declare a manager 'gone' but he will if you meet the above criteria.

Match Resolution

The match is resolved on a minute-by-minute basis. Here is a summary of all the actions taken and the order in which they are resolved each minute.

- Baseline each player to their roster SL
- Adjust out of position youth players
- Check for line-up balance
- Check for Out of Position players
- Adjust SL for aggression level
- Apply Marking
- Determine Shooting SL
- Spend EL
- Check Position Totals and 2:1 Rule
- Process Match Tactics
- Determine Shot Chance Percentage
- Check for Injuries
- Check for Discipline
- Check for Penalty Kicks
- Resolve Shot Chance
- Process Conditionals

The following sections describe some of the mechanics and calculations that happen in each of these events.

Youth Players Out of Position

Age 0 youth players may play in a match position which they are not trained in. If a youth player is found to be out of position his EffectiveSL is reduced to 25% which can impact area totals. i.e. An SL3 of lower youth player will play at level 0. Out of position minutes are not recorded for age 0 players. Age 0 GKs cannot play out of position.

Line-up Balance

The following line-up balance rules must be met.

- There must be exactly one GK
- There may be at most one SW.
- You must not play more than 6 DF's and SW combined at the same time.
- You must play between 2 to 5 DF and 2 to 5 MF players at all times.
- You must play between 0 and 2 WGs in a match.
- You must play at least 1 FW player at all times.
- You must have no more than 4 WG's and FW's combined at the same time.

If any individual rule is broken a player will move position to comply with these rules. A youth player moving to his native position might trigger one of these rules to be broken.

Out of Position

If a senior player is Out of Position (OOP), their Effective SL is modified from their Normal SL. A player's Effective SL can be determined using the following chart.

Table 20: Out of Position

Match Position							
Roster	GK	SW	DF	MF	WG	FW	
GK	100%	50%	30%	10%	0%	0%	
SW	50%	100%	80%	60%	40%	40%	
SD	50%	100%	100%	80%	60%	60%	
DF	30%	80%	100%	80%	60%	60%	
DM	30%	80%	100%	100%	80%	80%	
MF	10%	60%	80%	100%	80%	80%	
MA	10%	60%	80%	100%	80%	100%	
WG	0%	40%	60%	80%	100%	80%	
FW	0%	40%	60%	80%	80%	100%	
UT	30%	80%	100%	100%	80%	100%	

For example, a GK whose Normal SL is 20, playing in the match at SW will play at Effective SL 10 or would play DF at EffectiveSL 6. Effective SL is rounded down after OOP reduction has been applied and is applied BEFORE any aggression modifier. The system will record out of position minutes for players aged 1 and older.

Age 0 players have an EffectiveSL of 25% normal when played out of position.

Aggression Level

After OOP is processed, aggressiveness is used to modify the Effective SL. Effective SL is raised or lowered using the following chart:

Table 21: Aggression Modifiers

Aggressiveness	Abbr	Effective SL Adj
Aggressive	(a)	125%
Dirty	(d)	125%
Normal	(n)	100%
Passive	(p)	75%

Effective SL is rounded down after aggressiveness has been applied.

Players in negative EL are forced to play at Passive.

These values are subject to change.

Goalkeepers

A GK will always use his Normal Effective SL when working out whether a shot is saved. So playing aggressively at the GK position does not alter his ability to make a save but changes the team's Goal Protection area total.

An Aggressive GK will add 25% of his SL to GP

A Passive GK will subtract 25% of his SL from GP

Marking

MarkingSL is generally the same as Effective SL unless a player is marking or being marked.

Marking rules are now applied. If a player is playing DF, is in the match AND the first player they want to mark is playing MF, WG, or FW, then the player is considered marking that opposition player. When this happens, the DF's MarkingSL goes to 0, and the marked player's MarkingSL is reduced in the following manner:

MarkingSL = MF/WG/FWs Effective SL - DFs Effective SL.

Note that the offensive player's MarkingSL drops to no less than 25% of their Effective SL.

A player can 'fight marking' by playing aggressive, but not dirty.

If that happens the offensive player's Marking SL drops to no less than 50% of their Effective SL. Note that if the first player listed as marked does not meet the above criteria (perhaps that player is playing DF rather than the assumed MF/WG/FW) then the program will check to see if there is a 2nd player listed as marked and process that. Note that this marking check is done every minute, so various changes in the game will affect if a player is marked from minute to minute.

Purpose of Marking

The benefit of marking is that the defending team can greatly reduce the chance of a star FW getting to take shots. The downside is that the overall 'zone defence' is weakened somewhat, and the defence will give up more shots overall - but hopefully to worse shooters than they would have without the marking.

A DF who is marking (only DF's can mark) will have his EffectiveSL reduced because he is not attempting to do anything else but trail an opposition player. As such he will not add anything to GP DEF or OFF production. So a DF that is marking will have a MarkingSL of zero.

A MF-FW-WG who is being marked will be denied the ball fairly often, and will suffered a reduced OFF production (and therefore shot allocation).

Effect of Marking on Gameplay

When players are playing out of position or passive, aggressive or dirty, their ability to shoot and score remains constant. When marked, players suffer a reduced shot allocation, but when they shoot they will still shoot at their normal shooting ability. When marking, a team will usually give up more shots because of the DF reduction in DEF and GP, but have them go to lesser shooters. FW's and GK's will become slightly more valuable. GK's because they will likely face more shots and FW because they are now the most effective shooters.

'Third Shooter' becomes important to a team. Generally most teams would have enough at DF to heavily mark the best two shooters on any given team. The ability to put a 'Third Shooter' on the field is an issue.

Multi-positional players become more valuable. A UT will shoot as a 'FW' even from the DF position, and is unmarkable at DF.

Very high SL DF's depreciate in value as they lose goal scoring ability. But on the other hand even poor 5/5 DF's can play a role in marking off that last 5 SL off a 3/28 FW from SL 12 to 7, and so gain a little value. Mid-range SL DF's won't 'steal shots' if they are marking.

MF's lose a little goal scoring ability, but may take more shots and actually score more often than before if they take the Third Shooter roles on.

Decreased offsides because FW's will likely shoot less and more SW's fielded.

Maybe more use of passive play by FW's as they 'walk around' rather than 'run around' when heavily marked. They would still get slightly less shots, but would also still have a Shooting SL as equal to their Normal SL.

Determine Shooting SL

NormSL

This is the SL a player has listed on his roster.

EffectiveSL

This is a player's modified SL based on Out of Position (OOP) and aggression rules.

ShootingSL

This is a player's SL when they are assigned a shot on goal. It is based on their NormSL and is adjusted based on their normal position. Shooting SL is, essentially, how accurate the shooter's skill is no matter what position they are playing on the field.

For example, a DF might be assigned a shot (though they will get fewer shots than a FW), but if that DF's base position is UT, then they will shoot with the ability of a natural FW.

Table 22: Shooting SL %s

ShootingSL	Positions
100% of NormSL	FW, MA, UT
90% of NormSL	MF, WG, DM
80% of NormSL	DF, SD
70% of NormSL	SW
45% of NormSL	GK

GK's will only be assigned shots in a penalty shootout following a knock out match.

Spend EL

A player must spend EL to play. The amount of EL the player spends depends on the aggressiveness with which he plays and the length of time he plays. A player who runs out of EL risks injury if he continues playing. A player must have at least zero EL to enter a match, and must 'spend' EL to play in a match. The amount of EL the player spends depends on the amount of time he plays and on the aggressiveness with which he plays:

Table 23: EL Expenditure

Aggressiveness	EL minute	per Total mins	for 90
passive	.55		50
normal	.66		60
aggressive/dirty	.77		70

All fractions are rounded down. Whether an EL counter is 60.11 or 60.51, it rounds to 60. For instance if you try to take off a player who started at EL 40, playing passive for 25 minutes, his EL at that time would be $40 - (25 \times .55) = 26.25$, which rounds down to 26. Players in negative EL are forced to play at Passive.

Position Totals and the 2 : 1 Rule

The total effective SL of all players in a line-up in each of the six positions (GK, SW, DF, MF, WG, and FW) is called that area's rating. All players' EffectiveSL playing in that position are added up to produce this Position Total. This is then used to determine 2:1 rule compliance as follows.

The effectiveness of players at any given position depends, in part, on the effectiveness of the players playing behind them. (Somebody has to give them the ball!). Therefore, the Position Total of the MF area may not exceed twice the Position Total of the DF area. If this rule is violated, then excess MF Position Total is lost. Similarly, the Position Total of a FW area may not exceed twice the Position Total of the MF area. Example: A line-up has a DF Position Total of 12, an MF Position Total of 30, and an FW Position Total of 50. This is a violation of line-up balance, and so the MF Position Total is reduced to 24 and the FW Position Total is thus reduced 48. Note that for this balance, the SW does not count towards the DF area, except when playing Ball Control.

Exception: If a club uses Early Cross (E) or Longball (L) tactics, the FW Position Total may not exceed the DF Position Total by more than a factor of two, but may exceed the MF Position Total by any amount.

If a team violates this rule, his Position Totals are adjusted to meet the rule. Any SL lost by this rule is lost while the imbalance continues in the game. Example: If a club has 48 SLs in the FW area, 35 in the MF area and 15 in the DF area, the MF area has an effective SL of 30. The 5 extra SLs are lost. Line-up balance is applied, and must be obeyed, every minute of the game.

The 2:1 check is done using EffectiveSL and not MarkingSL so DF that mark still contribute.

Hint: When you enter your players on the Line-up page, boxes at the bottom show you what your total SW, DF, MF, WG and FW are.

Team Tactics

The Position Totals determined earlier are used in the calculations to find a team's Area Totals which are then used to determine shot chance. There are team tactics that a coach can employ which may suit the team's playing staff or be geared to a specific

situation. These tactics can alter the above OFF/DEF/GP formulae, if applied by either manager. Read this section and the next very carefully! A manager may use no more than one of these tactics at any one time, and does not have to use any of them (except at least Normal)!

Summary of Tactics

Coaches have the choice between playing one of eight possible overall match tactics to create their GP, DEF and OFF. Each has good and bad points. A description follows from the most defensive to the most aggressive the tactics are:

STALL

The team is hardly trying at all to score, and is simply defending the goal as much as possible. If you have no hope of winning a match, or are desperate to hold on to a 1-0 lead, Stall is often the best option. Against a better team you may get a draw, or at least not suffer a slew of goals against you. A Stall team would rather kick the ball into the stands than up field.

OPPORTUNISTIC

The team is still defensive, but tries to make a few counterattacks to score. This may seem like a weaker version of the Stall tactic, but in fact against some of the more aggressive tactics and teams, Opportunistic may have just enough of a bite to overall improve the defence against them. Opportunistic is the one tactic where having a very high SL SW is worth the investment as even the SW's get to create some OFF.

COUNTER ATTACK

This is a modified Opportunistic Tactic, but instead of hoping to see if offence kind of just develops, Counter teams actively seek to rush en mass up field while the other team is still in the 'wrong half' of the field as soon as they get the ball. Against a defensive minded team Counter teams will find little chances to actively counter attack and flounder, but against unbalanced aggression counter teams thrive. Counter Attacking will shred a 'bad' Press team.

NORMAL

A balanced approach with an even consideration for attack and defence. If you have no special plan, Normal is usually an okay option. There are no real weaknesses to Normal, and likewise no real advantages. 'Simple' soccer is sometimes the best plan of all.

LONGBALL

Slightly more aggressive than Normal but not by much. A good tactic if you have a weak midfield and a few solid FW's on your team. Suffers a little against teams with SW's, but usually has a good shots taken to goals scored ratio with good FW's. If you plan to play Longball often, investing in OTF is a waste of time. Use that extra CP to create 1-2 really standout FW's, or shore up the DF line. Ignores the MF area for 2:1 rules.

EARLY CROSS

This is a modified Longball Tactic. Like Longball Early Cross ignores the MF area for 2:1 rules, but instead of firing balls up field 'up the middle' it fires balls up field 'out wide' with the aim of quickly spreading defences, and constantly making quick crosses into the box for volleys and headers. This requires a pair of standout WG's to make work, and can produce awesome OFF production, but is weakened more than any other tactic by marking. Also could do with a good FW in the middle to collect crosses and score.

BALL CONTROL

An openly aggressive tactic that requires a heavy duty midfield, enough DF SL to push the ball into the MF area, and as high an OTF as possible. Even with all that, Ball Control can be awfully wide open at the back. A Ball Control team tries to keep hold of possession, but rather than using clever 1 on 1 skills, they tend to use physical play, and create a Wall of Force across the middle of the field. Also all that MF and DF development doesn't leave much for FW and GK training and coaching. Ball Control teams could in theory have both a solid defence and a crushing offence, but it seems to require an extra 40+ SL MINIMUM advantage over the opponent to get away with it. The weakness at the back and in goal will likely bring them up short in the final analysis against the best. This is probably the least used tactic of all due to its difficult nature.

PRESS

The most aggressive tactic of all. Press throws everyone forward in an attempt to score, and as a result is wide open at the back. Pressing against anything other than a team playing a defensive tactic is usually a recipe for disaster as your defensive weakness can outweigh your offence strength. Press is actually safest with a lot of SL at DF and a high OTF in a 'back attack' formation. This style against even a superb Stall can break through and score, while having enough of a defence to shut out the other team. Otherwise unless you have a 30-40 SL advantage over the other team, pressing is not a good option.

Player Roles Effect on OTF

At this point players with abilities or special roles in the team that affect OTF are applied.

Tactical Formulas

This is the standard settings for the tactical area formulae. This information is held in the game database and displayed on the website. These are likely to change over time.

Table 24: Tactics Formulas

	GP		DEF				OFF					
	SW	DF	SW	DF	MF	OTF	SW	DF	MF	WG	FW	OTF
Stall	1.00	0.50	1.00	1.00	1.00	2.0			0.25	1.25	1.00	
Opportunistic	0.75	0.50	1.00	1.00	0.75	1.5	0.25	0.25	0.50	1.25	1.00	
Counterattack	0.75	0.25	1.00	1.00	0.50	1.0	0.25	0.25	0.50	1.25	1.00	1.0
Normal	1.00	0.50	1.00	1.00	0.50	1.0		0.25	0.75	1.25	1.00	1.0
Longball	1.00	0.50	1.00	1.00	0.50			0.25	0.50	1.25	1.25	
Early Cross	1.00	0.50	1.00	1.00	0.50			0.25	0.50	1.60	1.00	
Ball Control	0.75	0.25	1.00	0.75	0.75	0.5		0.25	0.75	1.25	1.00	1.5
Press	0.75	0.25	1.00	0.75	0.25			0.50	1.00	1.25	1.00	2.0

Under normal circumstances the values for each of these ratings depend on the total SL in each of the areas SW, DF, MF, WG, and FW. However, if you choose to NOT play a sweeper, the OFF and GP are affected as follows, regardless of tactic employed

$GP * = 1.2$ (ie. a 20% bonus to DF contribution to GP)

$OFF -= 0.05 * DF$ (ie. a 5% penalty to DF contribution to OFF)

If you have 4 SL 20 players playing the Normal Tactic, here's how the figures come out:

Table 25: Example Goal Protection

Configuration	GP	OFF
1 SW SL 20 / 3 DFs SL 20	$20 + (0.5 * 60) = 50$	$0.25 * 60 = 15$
4 DFs SL 20	$1.2 * (0.5 * 80) = 48$	$0.2 * 80 = 16$

Tactical Combinations

A series of adjustments are applied for specific situations. Some increase or decrease the multipliers above, some are percentage increases or decreases to GP, DEF or OFF and some are additions or subtractions based on a player's SL.

They are as follows:

If you have no SW then GP is increased by 20% and DF OFF multiplier is reduced by 0.05

If your GK is playing passive then GP is reduced by 25% of his SL. If your GK is playing aggressive or dirty then GP is increased by 25% of his SL.

For each WG and FW on the field WG OFF is increased by 0.05 (2 WG + 2 FW means +0.20)

All except Stall against Longball and Early Cross add 50% of SW SL to DEF

Opportunistic or Counter against Press or Ball Control increase DF OFF by 0.25

Press against Stall decreases DF DEF and increases DF OFF by 0.25

Longball or Early Cross against Opportunistic or Counter gets an increase of 0.25 OFF from DF

Ball Control special OTF bonus

If a Ball Control team has an equal number or more MFs than the opposition, DEF and OFF get $(OTF + 5) / 4 * \text{number of extra MFs}$ over opposition as a bonus.

However, if the Ball Control team has fewer MFs than the other team OTF is reduced to zero for OFF purposes. There is no penalty for DEF purposes in this case.

Counter Attack % OFF bonus when playing against:

P +40%

C, B, or N +20%

E or L no change

O -20%

S -40%

Excess GP turned into OFF when the opposition is stalling:

If your opponent plays Stall and their OFF is less than your GP then your GP is set equal to their OFF and the difference is added to your OFF. i.e. If your GP is 60 and their OFF is 40 then your OFF is increased by 20.

Team Morale Effect

A team's morale contributes SL to DEF and OFF area stats. A teams' morale value is multiplied by 10 and rounded down to two decimal places.

*0.72385 morale * 10 = 7.2385 rounded to 7.23 SL, which is added to DEF and OFF.*

The morale bonus is NOT used to increase this figure.

Player Roles Effect

At this point players with abilities or special roles that affect GP, DEF and OFF totals are applied.

Shot Chance % Calculation

Every minute each team's OFF, DEF and GP ratings are now compared to each other in order to determine the teams shot change percentage. From this, a certain number of scoring opportunities, henceforth referred to as 'shots'), are awarded to each club. Each shot will then be assigned to a player and then this shot will have a chance of being converted into a goal. This chance depends on the player to whom the shot is assigned and on the SL of the opposing GK.

Is there a shot?

Who gets shot chance?

Is he offside?

Does he hit the target?

Does he score?

The method for resolving penalty kicks is discussed in penalties section.

If a club's OFF rating exceeds its opponent's GP rating, the club can expect to get a number of shots over the course of 90 minutes. The chance of a shot each minute is:

$$7 / 90 * [(OFF - OPP(GP)) / OPP(DEF)]^{1.5}$$

where '^' is exponent and where 'OPP(GP)' is the opposing GP rating and 'OPP(DEF)' is the opposing DEF rating, and assuming that these ratings do not change during the game. The shots can be expected in a random spread through the game. Tactical team changes, injuries and changes in player positions and styles will almost certainly affect the OFF, DEF and GP ratings. If a team is winning by 4 or more goals then this chance is reduced as follows

Table 26: Shot Chance Reduction

Goal Lead	4	5	6	7	8	9	10+
Chance	50%	25%	15%	10%	5%	1%	0%

The shot percentage is the key calculation that takes place each minute. There are so many different factors that can affect the outcome of this value ranging from formation, tactics, opponents tactics, aggression levels, player roles etc.

Once this calculation is set up for the current minute the some on the key moments are completed before the shot resolution is completed.

Injuries

Players on the field are checked for injuries every minute. There are three types of injuries in the game; random, exhaustion and post-match. Each injury type is determined differently but all suffer the same result of loss of EL. Random and exhaustion injuries that happen during the match also result in the player leaving the field of play to be replaced, if possible, with a substitute.

Random Injuries

This function totals the number of aggressive and/or dirty players for each team and then draws a random number to determine if there is a random injury on a player. Note that there is a much smaller chance of random injury even if no players are playing dirty or aggressive. This small chance can change over time.

A player playing aggressively adds a 1/10000 chance of a random injury for his team.

A player playing dirty adds a 2/10000 chance of a random injury for his team.

A player playing aggressively adds a 3/10000 chance of a random injury for his opponent.

A player playing dirty adds a 6/10000 chance of a random injury for his opponent.

If neither team has a player playing dirty or aggressive then the chance is simply the Base Injury Modifier/10000 per team, per minute. There will be no player augmentation.

The individual player base chances are combined and added to the overall Base Injury Modifier.

Once injury chance is determined a rivalry will further modify this value; more so if both teams are rivals to each other.

The exact player injured is randomly selected from those active in the match.

Exhaustion Injuries

If a player's EL drops below 0 they are considered to be playing with an injury, and if they are still in the match they are checked for an 'EL Injury' due to exhaustion. A player's chance of getting an EL exhaustion injury is $.0006 \times (-1 \times \text{EL})$. So if a player's EL is -1, they will have a .0011 chance of getting an injury in that minute. However, if they remain in the match uninjured and their EL gets to -50, for example, they incur a .055 (300 in 10,000) chance of taking on an EL injury. It will be rather likely that players who are injured (-ve EL) but are still on the field of play, will suffer from a rather more serious EL related injury if they remain on the field of play.

Players in negative EL automatically change to passive in order to slow down the rate of EL loss.

EL Loss from Injuries

If a player suffers a random or and exhaustion injury, he immediately leaves the match and a substitute may come into the match to replace them. The injured player will lose additional EL, depending on the type and extent of the injury. The probability of each type of injury and the effect it has had on the player's EL is stored in the game database and can change over time. Each injury type has a weighting and an Expected EL Loss. The weighting refers to the likelihood of the injury being suffered while the expected EL loss is the number used to randomly determine the exact EL loss. (+/- 15%)

An injury with an expected EL Loss of 100 could be anything between -85 and -115.

Substitutes

In the course of a match, up to three substitutes may enter to replace players. When a player leaves the match, a substitute enters the match. The software currently requires 5 choices for substitutes. In the case of an injury the Assistant Coach will make an automatic substitution if you have used less than 3 subs. He will look to see who the best SL in that position will be and introduce them to the match. Note that subs may have conditionals, though any player conditional will only be evaluated if the player is on the pitch. If a player is ineligible to start a match due to lack of EL the program uses a substitute in his place. This is done prior to kick-off and does not count towards the 3 subs allowed. In addition if a player is suspended, but listed as a starter he will automatically be replaced by a substitute prior to the start of the match.

This does count as one of your 3 match subs.

Discipline

Each minute both teams are checked for disciplinary action that the referee must take.

First, there is a check for bookings. If this is a player's first booking, a check to see if that booking is upgraded from a yellow card to a red card then occurs.

If the outcome is still a yellow card, a further check is carried out to look at any influence from the referees characteristics.

If a player is sent off, he immediately leaves the field and gets no substitute. However if a GK is sent off, and less than 3 subs have been used, then the highest SL 'player-as-a-GK' will go in goal. If he is a sub then the lowest effective SL MF/WG/FW will be substituted off. If the new GK is already on the pitch in another position he will reposition to GK.

Referees

Each referee has two tendencies as described below. The match preview report will list the referee's tendencies and you can see them in a separate referee link on the site where each referee's history and record can be studied.

A referee's impact on a match is randomly determined at the very start of a match. The values rolled are recorded so that the referee can follow a trend in his behaviour rather than roll a fresh value inside the number range each match. A referee's trend is displayed on his page. The selection range of referee's tendency is his trend +/- 5, as long as this trending range remains inside the main characteristic range.

If a referee is found not have recorded a trend then his tendency rolls will be within the entire ranges.

A referee has a finite career as an official in the game. While his record will be kept eternally, he may retire and be replaced with a new Referee during the preseason aging.

Homefield

STRONG: A strong referee does not change the chance of a YC/RC/PK for either the home or away team.

HOMER: A homer referee will cause the away team to have a 15-50% chance of getting more YCs/RCs/PKs. The home team has a 15-50% chance of getting fewer YCs/RCs/PKs.

A referees Homefield tendency has no impact on neutral matches.

Discipline

LOOSE: This referee will let things go uncalled. This results in a team being called for 17-50% fewer YCs/RCs/PKs. Aggressive and dirty play has a better chance of going unpunished with this ref.

FAIR: Normal referee. He disciplines in a 'normal' manner and only slightly affects extra or fewer YCs/RCs/PKs.

STRICT: This referee never saw a challenge he didn't want to book. This results in a team being called for 17-50% more YCs/RCs/PKs. Be careful with playing aggressive or dirty on this ref.

Table 27: Referee Tendencies

Discipline	Scale	Homefield	Scale
LOOSE	-50 to -17	STRONG	0
FAIR	-16 to 16	HOMER	15 to 50
STRICT	17 to 50		

Bookings

The chance that a given player is booked depends on the aggression with which he plays:

Table 28: Base Booking Probability

Aggressiveness	Probability per min
passive	0.0004 (4 in 10,000)
normal	0.0012 (12 in 10,000)
aggressive	0.0036 (36 in 10,000)
dirty	0.0036 (36 in 10,000)

These values are augmented by the rival status for the match and the referee's personality. These values are subject to change.

Red Cards

If a player is booked for the first time in a match there is a chance he will receive a red card instead of a yellow. That chance is 10% if playing a or d, 5% if normal and 2% if passive. If a player receives a second yellow card, he is also sent off. The probability per minute of a second booking is half that of the original booking chance.

Awarding Penalty Kicks

All players run the risk of conceding a penalty kick. If a team has one or more player's playing aggressive or dirty, a penalty kick has an even greater chance of occurring. This probability is set at .0006 or a 6 in 10,000 chance each minute for each player playing aggressive or dirty if there are three players aggressive/dirty, there are three chances of giving up a PK. Once a penalty is determined, the highest ShootingSL player gets the shot. A GK has more chance of giving away a penalty kick.

If a player gives away a penalty there is a further chance he will be booked or sent off.

The Penalty Kick chance is augmented by the rival status of the match.

Table 29: Penalties from Bookings

Nothing	Yellow	Red
20%	60%	20%

In a penalty shootout, the order of PK takers is the highest ShootingSL player to the lowest.

Resolving Penalty Kicks

Penalty kicks are resolved somewhat like other shots, however:

The player with the highest ShootingSL takes the penalty.

There is no chance of being offside.

The shot bonus (used to determine whether the shot is a miss) is 50% (since the kicker gets a pretty easy shot).

The chance that the shot will be saved is reduced by half. (The GK has to guess which way the shot will go.)

$$\text{ShootingSL} = 15$$

$$\text{GK EffectiveSL} = 10$$

Chance of on target:

$$50 + (3 * \text{ShootingSL}) = \text{Chance of on target}$$

$$50 + 45 = 95\% \text{ chance of on target}$$

If on target, then Chance of save:

$$(60 + (2 * \text{GK EffectiveSL}) - (2 * \text{ShootingSL})) / 2 = \text{Chance of Save}$$

$$(60 + 20 - 30) / 2 = 50 / 2 = 25\% \text{ chance of save (75\% the shot is a goal)}$$

Shot Resolution

Is there a shot chance?

The software will take the shot percentage calculation from earlier and multiply it by 10000.

A random number from 1 to 10000 is then compared to this value to see if there is a shot chance.

e.g. 1% shot chance = 100/10000 so if the dice roll is 85 then a shot is generated for that minute.

Who gets the shot chance?

The player that gets the shot is determined by how much they are contributing to offence based on the chosen tactic and their MarkingSL.

For example, in a normal tactic with a sweeper, a DF player contributes 25% of their MarkingSL to offence. If the player's marking SL is 20, then they contribute SL 5 to offence. If the total SL contribution to offence from all the players is 100, the DF player noted above would have a 5% chance of getting a shot.

An SL 20 forward would have a 20% chance of getting the shot in the above example.

The above holds true for all match positions except WG. For WG, their chance of getting a shot is based on the following formula:

$WG\ OFF = (WG\ MarkingSL \wedge 2) / WG\ OFF$ So if the WG OFF is 25

and the WG's Marking SL is 20: $(20 \times 20 = 400) / 25 = 16$

If the total Offense from the players is again 100, the player has a 16% chance of getting a shot.

Is He Offside?

Once the shooter has been determined, the chance for offsides is processed. If the opposing team fields a SW, only a player playing FW could be offside (5% chance). If the opposition lacks a SW, the chance of offside is determined as follows:

Table 30: Offside Chance

Position	Offside Chance
DF	1%
MF	5%
WG	12%
FW	19%

Is He On Target?

Next the shot is checked to see if it's on target. The position and ShootingSL of the player are used to determine accuracy. The chance of being on target is

Table 31: Shooting SL

Position	Total %
DF	$5 + (ShootingSL * 3)$
MF	$15 + (ShootingSL * 3)$
WG	$20 + (ShootingSL * 3)$
FW	$25 + (ShootingSL * 3)$

For example, a DF with a ShootingSL of 10 would have a 35% chance of being on target, while a FW with the same ShootingSL would have a 55% chance of being on target.

Does He Score A Goal?

If the shot is on target it is then determined to be either a goal or a save based on the following formula:

Chance of save = $(60 + (2 * GKs\ EffectiveSL) - (2 * Shooter's\ ShootingSL))$

Note that an on target shot can never have less than a 10% chance or greater than a 90% chance of being saved.

A player's ShootingSL and a GK's EffectiveSL are never modified by aggression.

It is clear from this formula that the SL of a GK is of utmost importance.

Player and Team Conditionals

Finally, player and team conditionals are assessed for a change and applied ready for the next minute to be processed.

These include tactics changes, player position changes that result in a change in formation, substitutions, or players changing aggression. Game states change all the time with teams reacting to score changes constantly.

Minute by Minute

All the sections in the Match Resolution section are repeated 90 times over the course of a match. A lot can happen in 90. The winner is the team who score the most goals by the end of the 90th minute.

Penalty Shootout

Should the match require a penalty shootout after the regulation 90 minutes have been completed the software will perform a number of checks.

Should a team have suffered a dismissal or have their complement of players reduced to less than that of the opposition, the software will reduce the number of players selected for the shootout by the same number removing the lowest Shooting SL player first, ignoring the currently assigned GK.

Both teams must enter the PK shootout with an even number of players.

The software will then order the team by ShootingSL and the shootout starts.

Team Post-Match Effects

After the match has completed there are a number of effects that happen to the team.

Resources

The team bank balance is incremented by the gate receipts from the match.

The teams CP balance are reduced by whatever resources are spent.

If teams spend more than one CP and in a game their Bank Balance is reduced by 25k per overspend.

Team Morale

Both teams morale's will be altered depending on the outcome of the match.

If this match had any rivals playing then the morale augmentation is carried out twice.

Blowouts

To discourage managers from fielding line-ups that are too weak, whenever a club loses by 6 or more goals and their average total SL over 90 minutes is less than 50% of their team's total SL, that club is said to have been 'blown out'.

Out of position and aggression is not figured, just the player's actual SL. In addition, in calculating the 'team total SL', ONLY players who are at EL 0 or higher and NOT suspended will be counted. Injured/suspended players will not be considered as those players could not play in the match anyway.

The team that suffers a blowout is fined 120k. This can be contested in writing with evidence of best endeavours to win the game to the league's commissioner. The first place the commissioner will look it's the percentage available SL used in the match.

MVP Bonus

To encourage managers to try and do well in every match, a club is rewarded with an MVP bonus whenever it earns seven or more points in a 3-game streak.

Once an MVP is earned the streak is reset.

Table 32: MVP Bonus

MVP	Bonus
1st	1 CP + 25k
2nd	1 CP + 25k
3rd	1 CP
4th	1 CP
5th (and up)	25k

Player Post-Match Effects

After the match has completed there are a number of effects that happen to the team.

Man of the Match Award

Each player's individual match rating is assessed to determine the Man of the Match.

Captains Bonus

If a team wins by 3 or more goals, and their captain played 45 or more minutes in the game his SL is incremented by 1.

Process Discipline

If this match signifies the end of a session, any player who's DPs crossed the next threshold will have a suspension applied to them.

Post-Match Injuries

The Physio then assesses each player in his team for any post-match injury discovery. These are small EL loss injuries.

Coaching

Players SL are increased if they played 45 or more minutes in the game and were coached then their SL is incremented by 1.

Seasoning

Any you player who featured in the match is assessed to see if they qualify for an SL increase.

EL Recovery

Each player in the team, whether they featured in the match or not gain EL based on their age as seen in the players section.

No Trade Embargo

Any player that appeared in the match who has a trade embargo will have this value reduced by one.

Appendix

New Coach FAQ

Is it really free?

YES! Yes it's really free!! This isn't run by a company or anything at all like that. It's run by a couple of people who play the game too. It's their hobby. There is no charge!!!

Since we run it as a hobby sometimes we need some help with a piece of hardware or other things important for the running of the league and we may ask for some PayPal donations. Note: we haven't done that for almost two years now and the donation is entirely voluntary.

Can you coach a single player more than once in a game?

No. Although you can use more than the one slot for CPs, by coaching multiple players, at additional cost, you cannot use more than one CP per player per match.

How do you set up a substitution?

These steps should help with creating a substitution.

1. Select the player you wish to take off.
2. Select the conditions that must be met for the player to be take off.
3. Select the inbound substitute from the bench.
4. Select the position you wish them to come on and play. (Don't forget this bit!)

Lots can go wrong with substitutions so be careful that you have enough players in each area to comply with all the rules. i.e. Maximum of 4 forwards, 1 GK, 1 SW etc.

What is the Captains Bonus?

The 'Captain's Bonus' signifies that the nominated captain of the club has contributed to the victory and is rewarded. It is awarded if your club captain players for 45 minutes in a match where his team wins by 3 goals or more. Each league uses different parameters for the award to be granted. The award is a free boost of 1 SL applied to the captain assuming that to PU have not already been spent on the captain.

Can I change my Captain in the middle of the season?

No, unless the existing Captain is released or transferred. When applicable, this can be done in the Staffroom.

Where can I find my fixture list?

The 'Schedule' is listed as a tab on your team page. The team page itself also shows the last 10 fixtures and the next 5 fixtures. The full season fixtures can be found on your leagues homepage on the scoreboard section.

Why is there no 'European Cup' competition?

The Manager Cup is the equivalent of the European Cup. It is open to all teams in the game and its final marks the conclusion of a season.

Do Cups have an effect on EL and DPs for league games or is it separate?

Yes, especially those taking part in the latter stages of the cups. They may need to manage their EL a little more carefully as during those games only teams playing in the cups are affected by EL recovery. DPs are accrued from the Cups and League and suspensions are applied across all games. EL recovery only happens after your team has played in a match.

How do you acquire Utility (UT) players?

Some UT players will appear in the auctions.

Can you convert a MA or DM player to a UT player by playing them out of position enough times?

Not at this time.

Can you convert a MA or DM player to a single position?

No. If you need to make room in your roster for a new multipos player you will need to release them or sell them.

When can a player be retired?

A player cannot be retired. He is released from the roster and joins a non-league club. There is a small chance that this player could return to the game at a later date when a club is struggling to submit a line up.

Purchasing resource at start of a Season?

The preseason is one of the most exciting times in the game. The preseason submission page will become available at the end of a season. This is when you purchase all your CPs for the whole season.

I do not have enough eligible players to submit a line-up. What do I do?

Line-ups can be submitted with injured or suspended players on the substitute's bench. Upon processing the match, the assistant coach will remove them and re-create a bench. If you do not have enough players to pick a starting 11 then you must recruit an apprentice to fill the slot. The assistant coach will sign a non-league player on match day if the line-up does not have enough players.

How is the Golden Boot worked out if players have the same number of goals?

If players have the same goals we look at number games played. Less wins. If that does not separate them, we look at minutes. Then it comes down to DPs.

I picked up an Age 9/23 FW in the auction. What happens to him at the end of the season?

He will automatically retire players at the end of his 9th season.

What is a free coaching slot?

A team has 4 coaching slots which it can use in each match. The first CP slot used does not cost the team any money. The 2nd, 3rd and 4th cost an additional 25k for each used. OTF is an exception. If OTF is used in the first slot, even though it costs 2 CPS, it still only uses a single slot and is not charged. If OTF is coached in the second slot then obviously the team is charged 25k.

I have had problems adding an image to my blogs newspaper articles postings.

You cannot use images on the blog. Inserting images is a simple process once you know how. In the news center, the text editor under there is the picture icon. You can use that to link the image. You cannot upload them to the Manager. You don't insert the image from a local file so you must first have the image already uploaded to another website like Picasa or Flickr etc. You will create a direct link to that image.

I am looking for information on games played last season, what is available?

There is a rich history in the Manager. Examples can be found under the history pages.

How does Participation Bonus Work?

Participation bonuses are awarded to coaches who simply participate and contribute to the extracurricular activities and aspects of the League. For example, posting blogs and news articles (That are relevant to the game) or rules suggestions, match comments. Coaches that fail to participate are at a financial disadvantage over the course of a season. Participate and Compete.

How do injuries work?

There are three types of injury; Random, Fatigue and Post Match. There is always a small chance that a random Injury may occur. This chance increases with the number of players on the field who are playing dirty or aggressively. If there is an injury, the software selects a player at random. Fatigue injuries are caused when a player enters into negative EL. The lower the EL the more chance there is of him being injured. Fatigue injuries are generally more severe. Post-match injuries are small niggles that will probably no impact the next match too much and are discovered by the Physio after the match.

How do MVP Bonuses work?

MVP bonuses are automatically awarded to teams who win at least 2 and draw 1 match in a 3 match streak. The bonus reduces the more times and MVP bonus is won by a team. This is to encourage coaches to try to win matches rather than prepare for the next one be resting up.

Game Formulas

GK Rating Formula (Golden Gloves):

$$((100 - (([GoalsAllowed]/[ShotsFaced]) * 100)) * .75) + ([ShotsFaced]*.25).$$

Home Match Revenue

$$\text{Home Following} = (\text{Home Morale} + \text{Home Morale Bonus}) * \text{Capacity}$$

$$\text{Vis Following} = (\text{Vis Morale} + \text{Vis Morale Bonus}) * \text{Capacity} * 25\%$$

$$\text{Attendance} = \text{Vis Following} + \text{Home Following}$$

$$\text{Revenue} = 144k + (\text{Attendance} * £2)$$

Neutral Match Revenue

$$\text{Home Following} = (\text{Home Morale} + \text{Home Morale Bonus}) * \text{Capacity} * 40\%$$

$$\text{Vis Following} = (\text{Vis Morale} + \text{Vis Morale Bonus}) * \text{Capacity} * 40\%$$

$$\text{Attendance} = \text{Vis Following} + \text{Home Following}$$

$$\text{Revenue} = 144k + (\text{Attendance} * £2)$$

Morale

$$\text{Morale} = (5/6) * \text{old morale} + (0 \text{ if loss, } 1/12 \text{ if draw, } 1/6 \text{ if win})$$

GK Aggression

An Aggressive GK will add 25% of his SL to GP

A Passive GK will subtract 25% of his SL from GP

Marking SL

$MarkingSL = MF/WG/FWs \text{ Effective SL} - DFs \text{ Effective SL}$.

No Sweeper Adjustment

$GP *= 1.2$ (ie. a 20% bonus to DF contribution to GP)

$OFF -= 0.05 * DF$ (ie. a 5% penalty to DF contribution to OFF)

Team Morale Effect

$Morale * 10$ then added to DEF and OFF.

Shot Percentage Calculation

$7 / 90 * [(OFF - OPP(GP))/OPP(DEF)]^{1.5}$

Targeting Percentage

$DF = 5 + (ShootingSL * 3)$

$MF = 15 + (ShootingSL * 3)$

$WG = 20 + (ShootingSL * 3)$

$FW = 25 + (ShootingSL * 3)$

Chance of Shot Saved

$Save \% = (60 + (2 * GKs \text{ EffectiveSL}) - (2 * Shooter's \text{ ShootingSL}))$

Note that an on target shot can never have less than a 10% chance or greater than a 90% chance of being saved.

Index

2

2 to 1 Rule · 24

A

Age · 3, 13, 14, 21, 34
Aggression · 22, 35
Aging · 3, 11
Assistant Coach · 4, 9, 21, 28
Auctions · 9, 17

B

Blowouts · 32
Bosman Players · 16

C

Captains · 8, 12, 32, 33
Coaching Points · 3, 9, 11, 13, 16, 17, 20, 25, 32, 33, 34
Commissioner · 4, 9, 21, 32

D

Discipline · 5, 7, 8, 12, 14, 21, 28, 29, 30, 33, 34

E

EffectiveSL · 21, 22, 23, 24, 30, 31, 36
Endurance Level · 3, 8, 12, 14, 15, 18, 21, 24, 28, 32, 33, 34, 35

F

Formations · 11

I

Injuries · 3, 14, 21, 28, 33

L

Lineups · 4, 18, 20, 21, 24, 34

M

Man of the Match · 16, 32
Marking · 20, 21, 22, 23, 31, 36
Morale · 8, 10, 11, 27, 32, 35, 36
Morale Bonus · 8, 10, 11, 35
MVP · 32, 35

N

No Trade · 33
non-league · 12, 14, 18, 34
NormSL · 23, 24

O

One Touch Football · 9, 11, 13, 15, 16, 19, 20, 25, 26, 34
Out of Position · 12, 19, 21, 22, 23

P

Participation · 10, 35
Penalty Kicks · 21, 30
Player Roles · 26, 27
Points Used · 12, 13, 33
Position Totals · 21, 24
Positions · 12, 24
Preseason · 8, 9

R

Referees · 3, 4, 29
Resources · 16, 32
Restrictions · 18, 20
Retiring · 3, 14
Revenue · 10, 35
Rivalries · 3, 10
Rosters · 12

S

Seasoning · 13, 33
ShootingSL · 23, 24, 30, 31, 32, 36
shot chance · 24, 27, 30
Shot Chance · 21, 27
Skill Level · 12, 13, 16
Substitutes · 13, 19, 20, 28

T

Tactics · 11, 18, 19, 20, 21, 24, 25, 26, 27
Trade Block · 8
Trade Blocks · 18
Trading · 18

Y

Youth · 3, 7, 12, 13, 21
