

BUZZWACKPBM PRESENTS  
THE

# PUMA UNITED RULEBOOK

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# **INTRODUCTION**

**new players should read this page**

Well, as you will have read on the front cover, my name is Pete Burrows and I am your GM and this booklet covers the rules for PUMA UNITED from the date shown on the front cover until a future edition is published.

The rulebook does contain many rules, however, they should be simple to follow and allow you to get to grips with the game quickly. I have tried to cover all questions within the rules, though I am sure someone will want to ask questions anyway. If you do want to ask a question then please feel free to do so. My contact details are on the front page. Even if you feel the question may be trivial please do not bury your head in the sand, if the question is important to you then it is important to me. I don't bite and I consider it my duty as GM to answer our questions.

New managers are advised to note that the game is based primarily on mathematical formula with a chance element thrown in and that the more shots you create the greater the likelihood of scoring a goal. However, tactical play also has a part in the game, your aim should be to produce as many shots as possible whilst limiting the number of shots awarded to your opponents. The quality of your players will play a key roll throughout. Youth is vital to the future of your team and whilst nothing is set in stone you would be well advised to have a youth policy. As an experienced manager myself I have always aimed to nurture 2-4 youth players every season. Of course you could always opt to buy your youth players from other managers.

New managers are also advised to communicate with me as GM if you do not understand anything. Particularly with players new to UNITED for the first few sessions it is my personal policy to offer advise and help for the first few sessions if it is requested whilst you try to come to terms with the game. I do this in an effort to keep your interest in the hobby.

The most important thing to remember is "it's only a game"

Please ensure orders are submitted in good time, you can always amend orders right up to the deadline, but if you send your orders late and they fail to arrive in time then you will be nmr'd. You are responsible for ensuring your orders arrive prior to the deadline.

# THE RULES

## 1] AGE & AGEING

All players are given an age, in the main this is expressed in Roman numeral format. At the end of each season we have a "CLOSE SEASON", this is when major things happen to your team and will include the ageing of all players throughout the league. All players age simultaneously by 1 year and most players will lose levels as a result of the ageing process as follows:-

Age at seasons end	New Age	Levels lost during ageing
YTS	I	0 [zero]
SB1*	SB2	0 [zero]
SB2	I	0 [zero]
APP	I	0 [zero]
I	II	2 levels
II	III	3 levels
III	IV	4 levels
IV	V	5 levels
V	MUST RETIRE***	

Regardless of age any player who's level falls to or below zero as a direct result of ageing will retire from the game. [ageing will be done automatically by the GM and his computer]

\* See Schoolboys

\* A SB1 that has not yet qualified will become a SB2 as indicated above [schoolboy in season 2] however if your SB1 has become qualified his age will become I and not SB2 – for more information see the rule headed SCHOOLBOYS

\*\* See rule BACKROOM STAFF

## 2] APPRENTICES

Shortened to APP's. These players are the players of the future. At the start of each season your squadsheet will show 6 undiscovered, unqualified apprentices. You may discover an apprentice and add them to your squad at anytime. They are free to discover. Of your 6 apprentices you may discover only 1 goalkeeper [GK] and only 1 sweeper [SW]. Each new APP must be given the one of the following registered positions:-

GK [Goalkeeper], SW [Sweeper]. DF [Defender], MF [Midfielder], or FW [Forward]

They start life at level zero and cannot be trained until they have become qualified. To become qualified an APP must play 5 games in their registered position all played at level zero. Immediately after their 5<sup>th</sup> game they become level 2, even if this is mid-session. Once qualified they may then be coached using vp's [see coaching] to increase their levels. An APP may be coached by 1 or two levels per turn up to his maximum level [usually level 12]. The cost of coaching a DF, MF or FW will be 1 vp per level up to level 10 and 2 vp per level beyond level 10. the cost of coaching a GK or SW will be 2 vp per level up to level 10 and 4 vp per level beyond level 10 for further information please refer to the following rules:- Goalkeeper, Sweeper, Coaching and Schoolboys.

Any APP that fails to play 5 games before the end of the season will retire during ageing.

Unqualified APP's cannot play out of positions [OOP].

Unqualified APP's cannot play more than 3 games in a session

Unqualified APP's cannot be sold

### 3] AUCTIONS

The GM will hold limited but regular auctions throughout the season, various items will be on offer such as players, gpp's, vp's – in fact whatever may take the GM's fancy at the time. There is a code of practice for these auctions so please familiarise yourself with the auction rules which are as follows:-

- 1] All lots will be sold in order just like a real auction e.g. lot 1 then lot 2 then 3 etc etc.
- 2] Any bid made must be in whole k's [1k being equal to £1000]
- 3] Any bids you make must be in order i.e. lot 1, 2, 3, 4 etc
- 4] You must state a value when bidding – do not say bid all cash or bid 1k more than fred, you are the team managers and bidding is your responsibility.
- 5] Your bids maybe made conditional upon the outcome of a previous lot but not a later lot.  
An example of this may be" if bid for lot 1 fails then bid on lot 3...." You cannot however say if bid for lot 3 fails then bid on lot 1 as lot 1 will have already have been sold.
- 6] Unless the GM states otherwise, the highest bidder will secure he lot.
- 7] If the lot is a player then you must provide a name with your bid.
- 8] as a manager you may not request that your gpp's, VP's or players be sold in the auction.
- 9] It is strictly 1 bid per item only

Whilst I try to be lenient with new managers for the first couple auctions failure to comply will invalidate all of your bids and no purchase will be made.

A typical set of auction bids may look something like this:-

Lot 1 bid 1199k named Jones, if fails then  
Lot 2 bid 1199k named Jones, if fails then  
Lot 4 bid 1199k named Jones.

This clearly tells the GM that you would like to purchase 1 only of lots 1,2 or 4 to be named Jones.

An alternatively acceptable bid could be a follows:-

Lot 1 bid 1199k  
Lot 2 bid 1199k  
Lot 3 bid 1199k  
Lot 4 bid 1199k  
{take any 2 items named Jones and Baker]

This again clearly identifies to the GM that you will take any two of the 4 lots on offer. Thus if lots 1 & 2 were to be successful then bids on lots 3 & 4 would automatically become void. – simple eh?

Please remember that no club may go into debt, you cannot spend what you don't have so take care when planning your auction bids.

## **4] BACKROOM STAFF**

At the end of the season and immediately prior to ageing you may elect to convert any remaining age V players within your team in to a member of your backroom staff. You will only get the one chance during the season to make these conversions but the GM will advise you in the zine at the time.

For a fee of 500k you may convert an age V player into a Groundsman [GG], Physio [PP] or a Scout [SS] or for a fee of 2000k you may convert an age V player into a Coach [CC], a coach can be a GK coach, a SW coach or a basic outfield coach – all backroom staff have an initial lifespan of 2 seasons.

See Groundsman, Physio, Scout or Coach rules for more information.

## **5] CLOSE SEASON**

At the end of the season there will be a close season, for the majority of managers this will be a match free session and is also known as session zero. During the close season play-off games and the Charity Shield will take place. Also during the close season new managers will be allowed to change their team name – see renaming. Your team will be aged so all your players will become 1 year older. A new fixture schedule will be produced and my predictions for your team will be available for you to laugh at.

## **6] COACH**

During the close season you will be allowed to convert any age V players into a coach [CC] – this is age V players from the season just ended that are about to retire. There are three types of coach available, they are GK coach, SW coach and a basic outfield coach. They cost 2000k each to convert.

Each coach will be allowed to train one player per session by 1 level at no cost but only to a maximum of level 10. it does not have to be the same player each turn. Schoolboys and apprentices may be coached a second time using vp's or a second coach.

Only a GK can become a GK coach and in turn will coach only a GK

Only a SW can become a SW coach and in turn will coach only a SW

All other players may become a basic coach who in turn may coach only DF, DF/MF, DF/FW, MF, MF/FW, FW, WG or UT players

Special players such as DLM, MLM, SUT etc cannot be coached using a coach.

Having a coach can give the equivalent to 44 vp's over 2 seasons, hence the high cost of conversions.

Please note:- you will not be allowed to buy a player, train him using your coach and then sell him back to the team from where he arrived. The GM will block the return sale. If for any reason the coach cannot be used then his coaching ability for that session will be lost – it is not transferable. Though coaches may be sold privately or via the transfer list if desired.

## 7] COACHING

Coaching of players is done via a coach [see rule 6] or in the main by the use of VP's [Victory Points] During normal playing sessions vp's are awarded as follows:-

Automatic	2 vp
Any win	1 vp
Any draw	0.5 vp

The results of the game will be at the final whistle thus any cup games going to a penalty shoot out are still classed as drawn games unless it was a two legged match and their was an actual match winner.

All available VP's will be shown on your squadsheet and also in the zine each issue. Whole VP's must be used, sold to the VP bank or lost [no exceptions – unless you hold a special coach designated to carry vp's forward]. VP's are always used at the beginning of a session and only unused 0.5vp will be automatically carried over to the next session. Mid-session coaching is strictly forbidden, so plan ahead [APP and SBY exception applies].

Coaching costs for players per level are as follows:-

Player/staff type	cost up to lvl 10	cost over lvl 10
GK, GS, SW, GK.SW, SUT	2 vp	4 vp
LK, DLM, MLM, FB	2 vp	4 vp
UT	1.5 vp	3 vp
DM, AM, WB, LS, WG	1 vp	2 vp
DF, MF, FW,	1 vp	2 vp
DF/MF, DF/FW, MF/FW	1 vp	2 vp
GG, SS, PP	4 VP	N/A

### Coaching restrictions

Players aged YTS, -I, -II and CC staff cannot be coached [unless auction purchase permits]  
Schoolboys cannot be coached above but cost only half the costs indicated above [the occasional auction buy may permit higher coaching levels]  
All player can be coached only one per turn accept apprentices and schoolboys who may be coached twice per turn.  
All player coaching is subject to maximum level of coaching during a season, in the main this is:-

SBY – maximum level 10 attainable at 1 or 2 levels per session

APP – maximum level 12 attainable at 1 or 2 levels per session

Age I can be coached a maximum of 5 times during the season 1 level per session only

Age II+ can be coached a maximum of 3 times during the season 1 level per season only.

***VP's will not be awarded for play-off games***

## 8 COMMENTS

Provided your views are kept clean and polite they are always welcome, complimentary or critical. Only with your views has PUMA continued to develop and progress.

## **9] CORNER KICKS**

For every shot that goes wide there is a 50% chance of being awarded a corner. For each corner gained there is a 5% chance of scoring direct and a 45% chance of gaining another shot at goal. [50% chance of a goal kick]. These extra shots will not be shown as part of the shots total shown in the zine as the shot gained remains part of the original shot for this purpose. Shots gained in each game are shown in brackets immediately after the number of goals your team have scored in the match report.

## **10] CRAP TEAMS**

OK lets be honest – this is not a rule!! It is however advise for inexperienced players.

If your team is so crap and full of old farts that you are wondering why on earth you agreed to play then a few simple steps will put you on the road to recovery.

If you are not saving old age low level players for converting into backroom staff, then get rid of them, sell them to the non-league [N/L] doing so will generate a little income. Replace them with Apprentices and a schoolboy if you can discover them. Get your apprentices qualified and then aim to get one or two of them to level 10 as they will form the nucleus of your future team. If you are losing most of your games then you might as well develop for the future because what difference is it going to make if you are losing by a bigger margin. In the early days aim to qualify 3 or 4 apprentices as a minimum then train them, you might even be able to trade them with better teams for maybe a an age II level 9 player which will help you in the short term.

Even a complete novice can get to grips with the game and team, and turn things around. You just need to be patient. I could turn a crap team into promotion contenders in 2 or 3 seasons – quicker if I could make a few sales and draft in some II 9's as back up. Then you feel a sense of satisfaction!

## **11] CREDIT**

Your credit status will almost certainly be shown each issue within the zine, this shows a number which represents the last issue you have paid for. Further funds should be sent prior to or at the point of taking your last issue that has been pre-paid. The basic zine costs at present are £1-00 per issue with discounts if you pay for a whole season or more in advance. Full details are usually printed in the zine with your credit status. If you run out of credit and it is not topped up you will be evicted from the game, your team will be offered to the next person on the waiting list if people are waiting to join. I will occasionally forget to update the credit status in the zine, if this happens then please say something. All funds are now triple logged when arriving so I should be able to confirm with accuracy whether or not you have paid.

## **12] CUP COMPETITIONS**

The Puma United Football Tournament Association [PUFTA] runs two cup competitions each season along side the main league competition. The PUFTA cup and the PUFTA Bowl. All teams will enter both competitions though some may not enter until round 2. The PUFTA CUP is the primary competition with all games being played on a straight knockout basis with replay's/penalty shootouts as required if games are drawn. The PUFTA BOWL runs in a similar way but is played over two legs, home and away with the aggregate winner progressing. Away goals rule will be applied, then a penalty shootout if required will decide who progresses. Semi-final and Finals of the BOWL will be like the cup, a single game played on neutral ground. The two semi-final winners will play in the final the winner of the Final being crowned as the PUFTA CUP or BOWL WINNERS.

### 13] DEADLINES

Each issue of the zine contains a deadline, usually on the front cover. I am very strict when it comes to this deadline. Orders must arrive prior to the final deadline. When posting orders you are advised to send them early – first class post is not guaranteed to arrive next day!! Anyone failing to submit orders prior to the set deadline will be NMR'D [See nmr rule]. Orders that arrive by e-mail more than 24 hours prior to the deadline will be acknowledged. Please be aware that I do not open e-mails that are incorrectly labelled with a subject line [i.e. leave the subject line blank and I will not open the e-mail] this is a virus minimalisation policy. Please clearly address your e-mails and **ALWAYS** advice me of the file name being sent. Failure to comply may result in your orders not being viewed and accepted.

In the event of a national postal dispute the game will effectively be suspended, a new deadline will be instigated, this will be the second Monday after the dispute has ended thus giving you 1 full week minimum to get your orders to me. If there are localised disputed I may not be aware of them please phone me to discuss.

### 14] DISCIPLINE

For ALL games you must use a degree of hardness [see Hardness Rule]

Each player in each game runs the risk of being booked or sent off. For each hardness point used there is a 15% chance of a player being booked and a 7% chance of a player being sent off. Using 5 levels of hardness will create 5 individual chances of being booked not a 75% chance of being booked. When this happens the computer will randomly decide which player is involved, this means the player concerned may not be from the area in which hardness was used. When a player is booked or sent off he will receive 4 or 10 DP's [disciplinary points] respectively for his troubles. Upon reaching increments of 10 dp's said player will become suspended as follows:-

DP's	Punishment
10	1 match ban
20	2 match ban
30	4 match ban
40	6 match ban
50	10 match ban

An additional 10 match ban will be issued for each extra 10 dp's issued to the player [I am unaware of any player ever reaching 50 dp's] In the event that a player is also injured he will first recover from his injury and then serve his ban. At the end of the season during ageing all DP totals will be reset to zero but any suspensions outstanding will be carried into the new season. In the event of a player being sent off twice in one session both bans will be added together e.g. a 1 match ban for reaching 10 DP's plus a 2 match ban for reaching 20 DP's will mean a 3 match ban applies. Your squadsheet will identify which games are to be missed and this information will also be printed in the zine [if in doubt ask me] If a player reaches 10 dp's in game 2 of a session then his 1 match ban will begin with game 2 of the following session. If the suspension is gained in game 4 then the ban starts with game 4 of the following session. If no such game exists the ban will begin with the next available game, usually the next session. E.g. a player receives a ban in game 4 of session 4, his ban will begin in game 4 of session 5 if no game exists then it will move to game5 of session 5 and if still no game exists for that team it will move to game 1 of session 6 etc etc. in principle any player being sent off or booked in a cup game and his DP total passes a multiple of 10 is will find himself missing the next cup game, unless you have been knocked out.



## **15] FATIGUE FACTOR**

This rule is used in conjunction with the Goalkeeper rule.

If your GK is tested on a regular basis throughout the game then fatigue will set in. the fatigue factor [FF] will be 1 point for every 15 shots against your team. Thus a team conceding 0-14 shots has a FF of zero, 15-29 has an FF of 1, 30-44 FF=2 etc etc. The FF will actually increase the chances of a goalkeeper conceding a goal. For example a level 10 GK would normally see a number between 1 and 14 generated when testing a shot against him, but this is increased by FF so if your team concedes 30 shots giving an FF of 2 then the number generated will actually be between 1 and 16 [14 + FF] thus slightly more chance of conceding goal from the numerous shots and pressure being applied.

## **16] FINANCE**

You may anticipate your income during a session and use it to pay for players or services available but extreme caution should be used as you will not be allowed to go into debt. By the end of the session your club must have a cash balance of zero or above, if not then the GM [that's me] will sell off to pay off those debts. Be warned that this will be costly as I love to sell top class players to really punish a team for breaching this rule!!

Each session – not the close season – you will receive 100k income plus a win bonus of 50k per win and 25k per draw.

At the end of the season prize monies will be awarded as follows:-

Div 1 teams 100k per finishing positions starting from the bottom – 16<sup>th</sup> = 100k, 15<sup>th</sup> 200k etc. etc.  
Div 2 teams 75k per finishing position  
Div 3 teams 50k per finishing position  
Cup and bowl winners 1000k, runners-up 750k, losing semi-finalists 500k and losing quarter finalists 250k

This format rewards all teams regardless of their league positions.

## **17] FINES**

If a manager continually breaks a specific rule the GM is entitled to issue the team with a fine as he sees fit. This could be financial or the docking of league points or VP's etc  
If a manager NMR's then he automatically receives a 1vp fine [see NMR rule].

## **18] FOLLOWING**

At present this is purely cosmetic. A home win will increase your following by 3% of your opponents following. An away win will increase your following by 4% of your opponents following. A home loss will see you lose 4% of your own following. An away loss will see you lose 3% of your own following. Your following will not fall below 10,000 or increase beyond 50,000. For each game all home fans will attend + 10% of the away following. For cup games on neutral grounds i.e. cup semi-finals the attendance will be 75% of your following and 75% of your opponents following.

## **19] FREE KICKS**

For every hardness point you use there is a 50% chance of conceding a free kick. For every free kick awarded there is a 5% chance of scoring direct and a 35% chance of gaining a shot, these extra shots will not be shown as part of your shots total in the zine, thus it is quite possible that a team may appear to score 2 goals whilst winning only 1 shot at goal. No corners can be gained from these extra shots.

## **20] FUTURE STARS**

Every schoolboy and apprentice upon playing their final qualifying game has a 3% chance of becoming a future star, such players will rise at no cost to you, anything up to 6 levels. Such events will not be published within the zine [although this is now under review] so watch your squad sheets for it's occurrence. On average I expect 3-4 players per season from the whole league will be rewarded in this way.

## **21] GM**

The GM or Games Master – that's me! From time to time there will be disputes that need to be resolved usually arising from mistakes by you the manager or me as GM. I try to be as fair as possible in all disputes that arise and my decision may conflict with your own views, however, the decision I make is usually in the best interests of the zine as a whole and my decision must therefore be accepted as final and binding. Please do not let this put you off telling me that you think I have made a mistake, mistakes can happen from time to time and I will try where possible to rectify my errors.

## **22] GOALKEEPERS**

Only a goalkeeper [GK] can play in goal – see player types for exceptions – and he in turn cannot play anywhere else in the team. A GK must be played in all games. If you are incapable of discovering a GK then you will be loaned a level 0 [zero] GK for that game. If a schoolboy GK is the only option available to you then he must be played even if it means he qualifies against your wishes. It is therefore a good idea to have a reserve keeper or a spare apprentice to cover this eventuality.

For every shot tested against the GK there is only a 65% chance of the shot being on target. For those shots on target a number will be generated between 1 and the GK level +4 [minimum 14] +FF. If this number is greater than the GK level then a goal is scored. A level 5 GK will generate a number up to level 14 +FF as this is the minimum. But a level 12 GK will generate a number up to 16 +FF {12+4+FF} it stands to reason that the higher the GK level the greater the chance of keeping a clean sheet. ***[FF – see fatigue factor]***

It costs 2 vp to coach a GK per level up to level 10, to coach a GK above level 10 will cost 4 vp's – see coaching. Similarly to raise a GK area using GPP's or hardness will also cost 2 or 4 points per level raised. You cannot use a mix of hardness and GPP's to raise a GK by a level, it must be all GPP's or all Hardness. E.G. to raise a GK from level 8 to 9 will cost either 2vp's for a permanent raise, 2 GPP's or 2 Hardness for a temporary raise. Once a team concedes 5 goals in a single game the GK will be raised by 1 level and he will rise by 1 more level for every goal he then concedes up to a maximum of level 10 for that game only. [hopefully this will keep scores realistic]

You can name your GK as your penalty taker in a game.

## **23] GROUNDSMAN [GG]**

You may hold multiple groundsmen and for each one employed you will gain 2 extra home advantage points to be used in any home games played by your team. They have no effect on PFD. They are backroom staff with an initial lifespan of 2 seasons. They can be sold between clubs. A groundsman can only be created in the close season immediately prior to ageing using an age V player from the season just completed. The fee for conversion will be 500k. With a guaranteed 32 home games over 2 seasons it is the equivalent to 64 extra levels per groundsman during his lifespan.

## **24] GPP'S**

Good Performance Points!! At the start of the season you will be given a number of gpp's [usually 30], they are used to improve your teams performance in individual games. Once used they are gone, so use them wisely. GPP's are assigned to area's not individuals. To raise the DF, MF or FW area costs 1 gpp per level raised. However if applied to either SW or GK area the cost is 2 gpp per level up to level 10, raising the GK or SW area above level 10 will cost 4 gpp per level raised. For example raising a GK from level 9 to 11 will cost 6 gpp's that is 2 gpp to get him from 9-10 and 4 gpp to get him from 10-11. If you do not have a SW playing in the sweeper position then you cannot use gpp on the SW area. There is no limit on how many gpp's you can use in a game other than how many you have available. Use them all in a single match or spread them over several games the choice is yours. GPP's cannot be sold, however the GM may elect to include GPP's as an auction lot.

## **25] HARDNESS**

You must use between 1 and 15 levels of hardness per game [minimum 1 – maximum 15] they are distributed in exactly the same way as GPP's [above]. If you fail to use hardness the GM will automatically 5 levels as he sees fit!! For every hardness point used 2 whole numbers will be generated between 1 and 100, the result of which for the first number will be:-

1 – 40	No action
41 – 90	Free Kick awarded against you
91 +	A penalty awarded against you

and for the second generated number

1 – 7	A player will be sent off
8 – 85	No action
86+	A player will be booked

The numbers will be generated for every hardness level you use, thus using 15 levels of hardness will generate 15 sets of 2 numbers. The most players ever sent off from a team using maximum hardness remains at 3. In the event that one or more players are sent off then a recalculation of shots will be made based on the fictitious timing of the incident – only the original shots tally will be displayed in the zine and it is quite normal to see teams that were leading a match lose once one or more players have been sent off.

## **26 HOME ADVANTAGE**

Unless otherwise specified or a competition is known to be on neutral grounds, the first named team in a fixture will be deemed the home team [This clarification is intended for American players who often have the away team named first]. The home team will be granted 10 extra outfield levels to be used to increase DF, MF and or FW area's. This can be increased with the use of Groundsmen – see Groundsman – rule 23

## **27] INJURIES.**

Both teams run the risk of having players injured and the chance of injury is triple the total hardness levels used in the game. So, if both teams use level 1 hardness the chance of a possible injury will be 6%  $[1+1 * 3]$ . Only one player per team per game will ever be injured. [Each playing session will comprise of 5 weeks, weeks 1-3 will be league games 4/5 will be Cup/Bowl games]. When an injury occurs a whole number between 1 and 100 will be generated, the results of which will be:-

1 – 40	Only a niggle, player will remain fully fit.
41 – 50	1 weeks lay off through injury
51 – 60	2 weeks lay off through injury
61 – 70	3 weeks lay-off through injury
71 – 80	4 weeks lay-off through injury
81 – 90	5 weeks lay-off through injury
91 – 100	6 weeks lay-off through injury

Should a player be unlucky enough to be injured twice in one session then both injuries will be added together for potentially a much longer injury period. For ease of administration any injury period will commence with the first game of the following session. During the close season ALL injuries will be cured. Injuries may also be cured with a Physio – see Physio for more info.

## **28] MANAGER OF THE MONTH AWARD**

Each playing session the GM will nominate a manager from each division to win this award, if I feel it is not warranted then the award will be withheld. It may occasionally be awarded jointly between 2 or more managers. This award is issued for team performance not results thus a team losing all it's games can still be awarded this accolade, for example the bottom team losing 1-0 to the top team would have as much chance of winning the award because they have put in a good performance in losing only 1-0, after all the top team would be expected to win! Remember as GM I see much more from a team than any manager can hope to see so at times my choice may appear strange. The winner of the award will receive 0.5vp and this will be included in your vp totals shown.

## **29] MATCH MECHANICS**

To find out the results of a match complementary area's are compared and shots gained as follows:-

If a teams FW total is greater than it's opponents DF and SW combined total then a number of shots equal to the difference will be awarded. Example, team "A" has a FW line total of 52 whilst team "B" has a DF line total of 20 and a SW line total of 10 then team "A" would gain 22 shots  $52 - 30 [20+10=30]=22$

The team with the greater MF total would gain a number of shots equal to the difference divided by 2, rounded down to the nearest whole number. Example, team "A" has a MF total of 27 and team "B" has a MF total of 24, team "A" would gain 1 shot  $[27-24=3, 3 \text{ divided by } 2 = 1.5, \text{ rounded down to } 1]$

If a teams DF total excluding the SW is greater than his opponents FW totals then a number of shots equal to the difference, divided by 4 will be awarded, Again this will be rounded down to the nearest whole number. Example, team "A" has a DF total of 31, team "B" has a FW total of 20, team "A" will gain 2 shots  $[31-20=11, 11 \text{ divided by } 4 = 2.75, \text{ rounded down to } 2]$

To ascertain whether or not a goal is scored all shots will then be tested against the oppositions SW and GK in turn – see Sweeper rule and Goalkeeper rule.

All team will be granted 1 extra shot regardless this means every team will be guaranteed at least one scoring chance in every game, no matter how poor the team.

### **30] MID SESSION COACHING**

You are not permitted to coach player mid session, they must always be coached at the start of a session. However, Apprentices and Schoolboys etc upon qualification will rise immediately to level 2 and play the next game at his new level [this level may be higher if he is a future star] even if it is mid-session.

### **31] NEW MANAGERS**

Managers will come and go over time, during their first close season a new manager may elect to re-name their team. This will be the one and only chance to do so. The new name must be kept polite and should not duplicate any other name. If in doubt ask otherwise you will be stuck with the existing team name.

It is my personal policy to offer new managers advice for a limited period of time if it is requested. This is intended to prevent a total newcomer to the hobby being frustrated and unaware of what he/she is actually doing until such time as he/she has a grasp of the game and happy to go it alone. This advice is given only if requested and will be limited to team building, recommendations on who to sell, advice on player purchasing and introduction of schoolboys and apprentices etc. and tactics. At no point will player information etc from other teams be given out to a new manager..

### **32] NMR's**

No Moves Received!! Any manager that fails to submit orders in time will be deemed to have NMR'd and said team will lose 1 vp from the following sessions totals. 2 NMR's in a row or 3 NMR's in one season will be taken as an indication that you no longer want to play and you will be sacked with no refund of outstanding credit being issued. Please remember that it is your responsibility to ensure your orders arrive with me. Should a manager wish to retire from the game then fine, providing no NMR's have been issued in recent months said manager will be entitled to a refund of fees paid, less postage and a nominal admin fee.

If a manager they are leaving because they are unhappy with the zine, then I would appreciate your views. I might not be able to prevent you from leaving but it might help keep other managers in the game if they feel the same way as you do.

Any monies I gain as a direct result of a sacking, or a manager leaving and telling me to keep the credit balance due, will at the end of each year be donated to a local charity.

**NON-LEAGUE SALES – see Sales to the non-league**

### **33] OFFSIDE**

If you are not playing a SW in the SW position you may elect to play "offside" – to do this write "O/S" or "OST" in the SW totals box or if using the electronic turnsheet put "Y" in the appropriate box just below your teams area totals for each game where offside is required.

Using OST will half the number of shots awarded to your opponents FW line [if any awarded] but will concede twice the number of shots to MF area if any are conceded. Example. If your opponent would have secured 14 shots from FW and 3 from MF this would change to 7 from FW and 6 from MF. This option can be beneficial if your SW is out injured or suspended and you can play a strong MF area.

### **34] ORDER OF EVENTS**

Each playing session the order of events will be roughly as follows:-

- 1] Coaching of players and nominate use of Physio
- 2] Play the sessions games
- 3] sell players to the non-league
- 4] private deals
- 5] Auction bids – followed by any other business [transfers etc]

PLEASE NOTE:- Private deals will not take place at the start of the session but after all games have been played. N/L sales take place before the auction takes place but the GM is flexible with this.

### **35] PENALTIES & PENALTY TAKER**

A penalty taker [P/T] should be nominated for each game otherwise the penalty award will be lost due to team infighting which the referee does not like!! In the event of a penalty shoot out the GM will automatically select the players in turn starting with the highest level player and work down the squad.

When a penalty is awarded a number between 1 and the penalty takers level x 4 will be generated, if this number is greater than the GK level than a penalty goal will be scored. On average there is a 75% chance of a penalty being scored but this will decrease with a high level GK in goal or a lower level penalty taker taking the shot. For example a L10 penalty taker against a L14 GK has approximately a 70% of scoring the spot kick. The GK ability to block a penalty is not affected by fatigue factor.

### **36] PHYSIO**

A Physio [PP] is a member of your backroom staff, he will heal the injury and one player each session, to heal two players you will need 2 physio's. A Physio has a basic life of 2 seasons and may be transferred between clubs just like a player. To use the Physio please simply indicate on your order form [use the back sheet on the electronic version] "Physio heals XXX" where XXX is your player's name. Said player will make an immediate recovery and is declared fit to play. A Physio is created at the beginning of the close season when you may convert an age V player from the season just finished into a Physio at a cost of 500k

### **37] PLAY FOR A DRAW [PFD}**

You may elect to play for a draw in any game home, away or at a neutral venue, you will have 6 PFD points to use across the three outfield area's of your team in a similar way to home advantage. PFD has no effect of you opposition but it will halve the number of shots from each outfield area [rounded down]. This can however be a useful addition to your teams strength if you know or believe that without it you will not gain any shots at all.

### **38] PLAYER TYPES**

Every single player and staff member alike will have a name [or description], age, level, maximum level and a position. The following list of positions are the most likely to be encountered within Puma but it is not exhaustive.

GK	Goalkeeper [can only play in goal]
GS	Goalkeeper [can only play in goal, adds 3 levels to SW, SW must play if using a GS]
SW	Sweeper
GK/SW	Goalkeeper/Sweeper [can play in either position but never outfield]
FB	Full Back [Can only play as a DF but adds his age to SW area if SW is playing in the SW position – home games only]
WB	Wingback [can only play in defence but adds his age to FW area in all games played]
DF	Defender
DF/MF	Defender/Midfielder [can play in either position without loss of levels]
DF/FW	Defender/Forward [can play in either position without loss of levels]
DLM	Defensive Link Man [plays as a DF but adds ½ his levels rounded down to MF area in home games only – cannot play OOP]
DM	Defensive Midfielder [can only play in MF but adds his age to DF in all games played]
AM	Attacking Midfielder [can only play in MF but adds his age to FW in all games played]
MF	Midfielder
MF/FW	Midfielder/ Forward [can play in either position without loss of levels]
MLM	Midfield Link Man [plays in MF only but adds ½ his levels rounded down to FW area in home games only – cannot play OOP]
LK	Link Man [Plays only in MF but adds all his levels to DF and FW in home games only and cannot play OOP]
FW	Forward
LS	Lone Striker [will play at 1.5 times his level if played as a lone FW – Cannot play OOP]
WG	Winger [plays only as a FW only but will half the effect of OST if it is played against you.
UT	Utility Player [can play as DF, MF or FW without loss of levels]
SUT	Super Utility Player [can play as GK, SW, DF, MF, FW without loss of levels]
GG	Groundsman – cannot play
PP	Physio – cannot play
SS	Scout – cannot play
CC	Coach – cannot play

The GM may introduce other as yet undefined players at any time

### **39] POSITIONAL PLAY**

A manager may find the need to play players out of position “OOP” in doing so the player will lose levels for that match only

GK, GS, GK/SW, FB, WB, DM, AM, DLM, MLM, LK, LS, WG cannot play OOP

Only a GK, GS, GK/SW, SUT can play in goal

Only a SW, GK/SW and SUT can play in the SW position

A SW may play as a DF losing no levels or as a MF or FW losing 2 levels.

Other outfield players can play in any other outfield area losing 1 level

Age –I, -II, YTS and schoolboys and unqualified APP's cannot play OOP

Any player playing 25 games oop in a single season will become a UT – any SW becoming a UT will lose his SW ability

## **40] PRESS**

This is the communication portal for managers and GM to communicate with each other. Press is always welcome and providing it is kept clean every effort will be made to print your press in the zine. By all means have a dig at other managers and the GM, that's part of the fun, but please be aware if I feel it is likely to cause offence I will not publish it.

## **41] PRIVATE DEALS**

Managers may sell between themselves players and staff – this is known as a private deal. The actual fee is to be agreed between the two managers. Both managers must inform the GM with their orders of the deal and the details from both managers must be identical. If they are not, or if the GM feels that the deal is unfair to one or other managers the deal will fail and the player or staff will remain where he is. If in doubt consult the GM.

Deals between family members or close friends must be GM approved ahead of the deal being agreed between the two managers. This is intended to prevent the building of a super team or deliberate weakening of a team.

## **42] PROMOTION – RELEGATION – PLAY-OFFS**

Promotion will be three teams up and three teams down moving only one division at a time. Teams finishing 4<sup>th</sup> – 6<sup>th</sup> will join teams finishing 13<sup>th</sup> from the higher division to form a play-off group of 4 teams. During the close season each will play the other once only on neutral ground, on a mini-league basis. The winner will move into the higher division. If level on points then goal difference will be the deciding factor. If we cannot split the teams at this point the following methods will be used to decide who finishes top of the mini-league:- goal scored, outcome of play-off meeting, outcome of league meeting, sudden death penalty shoot out.

Do not save any GPP's for play-off games as each team will be allocated 6 gpp's for play-off games.

## **43] RENAMING**

Renaming of players is not allowed. If a players name in your team is accidentally duplicated the GM will usually add "II" to the newest players name as duplicate names within a team are a potential problem. New managers may elect to change their team name during their first close season in charge. This will be the only chance to do so. Please keep names suitable, if in doubt ask first as excessively rude or offensive names will be blocked and you will be saddled with the existing name.



#### **44] SALES TO THE NON-LEAGUE**

Unwanted players may be sold directly to the N/L during any session prior to the transfer deadline [see transfer deadline]. Such players are theoretically dropped from the game [however please read on]. Any number of players may be sold each turn and the club will receive a nominal fee based on age and level of the sold player as per the following schedule:-

AGE	Value per level
APP	50k
SB	50k
YTS	50k
-I	50k
-II	50k
I	40k
II	30k
III	20k
IV	10k
V	5k

The following players will have their value doubled:-

GK, GS, GK/SW, SW, FB, DLM, MLM, LK, SUT

And a UT player will have a value 1.5 times greater than the listed values [rounded down].

This is to reflect the higher coaching costs of the above players

Any player that plays 131 or more time for his club will have his N/L value doubled to reward the club for their loyalty [effectively given a testimonial upon being sold]. For example a GK age IV lvl 5 having played 131 games would accrue a value of 200k when sold to the N/L {10kX2X5X2=200k}.

Generally such players will be age IV and V very rarely this may be an age III player or a player that has been to a rejuve school as part of an auction purchase.

#### **NEW CRITERIA – initial 1 season test.**

In an effort to encourage more private deal, players sold to the non-league will be retained by the GM and placed up for auction via a non-league sales transfer list, thus allowing those players the chance to rejoin the league with another club. Clubs may bid for any player sold but a minimum value will be applied by the GM, this will be the N/L value from the above listing + 20% [the N/L value at this point will exclude any loyalty bonus given to a club]. The selling club will not be rewarded with funds from the re-sale – hence a private deal may yield a selling club more income. The GM will decide how long a player stays on this N/L transfer list but in the main this is likely to be 1 session. The players will be sold to the highest bidders who meet the minimum bid criteria. In the event of an equal high bid the player will remain listed for further bidding. This new listing may also benefit managers wanting to purchase age V players before the end of the season in order to convert them into backroom staff. Players sold in session 7 to the N/L will be available to purchase in session 8 only but will not be permitted to take part in any games for the remainder of the season due to the transfer deadline having passed [this is under review – any change to this will be printed in the zine]

Of course tactical play may become involved as managers may deliberately keep an age V player and force his retirement in order to prevent other clubs from buying him and making that conversion to backroom staff. – this of course is perfectly legal!

## **45] SCHOOLBOYS [SBY]**

Every season you will be permitted to discover 1 and only 1 schoolboy. You may only do so IF you have no unqualified schoolboys on your books. He will be given squad number 40 in your team so you can tell at any time whether or not your team has discovered a schoolboy already. A new schoolboy will be registered as age SB1 – schoolboy in season 1 and may be discovered only as a GK, SW, DF, MF or FW

A Schoolboy must play a total of 6 games at level zero to become qualified but he can only play a maximum of 1 game per session until he has qualified – after which he is free to play in all games. His qualification however may be spread over 2 seasons thus SB1 and SB2 to identify his qualifying season. Once qualified a SBY can be coached up to his maximum level [usually 10]. Further more he may actually be coached TWICE per session if desired and his coaching costs will be half the normal coaching costs. E.G. GK, SW will be 1vp per level up to level 10 and for DF, MF, FW it will be only 0.5vp per level up to level 10 – these costs will be doubled if coaching above level 10 though only special Schoolboys purchased via the auction will have this ability.

You are free to sell or buy other schoolboys at any time via private deals, auctions etc so you can actually own multiple schoolboys even though you may only discover 1 yourself. However the rule remain that you may not discover a schoolboy whilst you still have an unqualified schoolboy in your squad.

Upon playing his 6<sup>th</sup> qualifying game a schoolboy will immediately rise to level 2 at no cost to you [see future stars] at this point you may discover a new schoolboy if you have not already done so this season and that no other unqualified schoolboys remain in your squad.

A couple of things to remember:-

A schoolboy not qualified cannot be sold, nor can he be disposed of. So select your SBY wisely as you will be stuck with him until he either qualifies and can be sold or fails to qualify during his 2 season qualification period and retires.

Advice for new managers:- It is generally good practice to discover a SBY and play him 5 times in season one [SB1} then qualify him during session 1 of the following season [SB2] and in the very next game discover your next schoolboy and follow the same routing of playing him 5 times in season 1. This way you have a steady line of SBY's coming through the ranks and you can take full advantage of the cheaper coaching costs to get him to level 10 quickly. [usually by session 5 of his SB2 season]

## **46] SCOUTS AND SCOUTING**

If you do not own a scout [SS] you may elect to scout a team in a match for a fee of 50k, you may scout as many teams/times as you like but 50k fee is payable for each report. With a scout you may obtain 1 scouting report per session free. For 2 free scouting reports you must have 2 scouts. There is no limit to the number of scouts you can own and they can be freely sold and purchased between clubs prior to the transfer deadline.

To discover a scout [see backroom staff] you must during the close season convert and age V player to a scout at a fee of 500k. like other backroom staff members he has a life span of 2 seasons and with the potential to scout 22 games @ 50k each his 500k price tag is a saving of 600k over 2 seasons which is good value if you intend scouting on a regular basis.

Scouting reports will show you area totals, how H/A, GPP's and Hardness points were allocated it will also confirm if OST was used and the formation of the team shown as 5 numbers representing GK-SW-DF-MF-FW. [E.G. 1-1-2-2-5]

## **47] SQUADSHEETS**

Squad sheets are issued each turn for postal copies, for e-mail subscribers a datafile will be issued for you to print out your team using a mini program previously issued to you. You are urged not to destroy old copies until we begin a new season. That way any errors can be checked should they occur – however you are asked to check your team immediately for errors and report them.

Squad sheets tell you the status of your team as it reveals your current cash, gpp, and dp balances. It also tells you the latest information about players and staff. Immediately under the first blue broken line is a heading line reading from left to right:-

NO.	This is the players/staff members squad number [likely to change each close season]
POSn	This is the registered position.
NAME	Name or roll if backroom staff
AGE	Age – self explanatory really.
LEVEL	This is the persons current level
(MAX)	This is the maximum level allowed this season through coaching
DP's	This seasons disciplinary points
QUAL	For unqualified players this tells you how many games he has played towards qualification, for other players this is their OOP record .
GOALS	How many goals this player has scored this season.
PLD	How many times this player has played for your team since he arrived.
INJ/SUSP	If a player is injured or suspended it will be indicated here and the player will turn red.

At the bottom of the sheet can be seen some basic club records and is there purely for information. Any scouting information will be shown below this or on the reverse side.

## **48] SQUAD SIZE**

There is a limit to the number of players/staff member that can be held before the programme crashes, this is a very generous 40 members of staff at any one time. Most teams will actually have around 20 players/staff at any one time

## **49] SUBSCRIPTIONS**

Another word for credit –see credit

## **50] SUBSTITUTES**

A substitute should be named for all games, subs simply take over from any player who goes off injured. A recalculation of shots will take place based purely on a fictitious timing of the incident. Shot adjustments will not be shown in the zine [the original shot tally calculation only will be displayed in the zine] No substitute will ever be credited with playing the game even if they come on to the field of play as early as the 1<sup>st</sup> minute. Thus APP's and SB's etc will not gain any match experience as a result of being named a substitute. If you fail to name a sub for any game and a player is injured then you will play the rest of the game with 10 men. As only 1 player can be injured only one sub need be named.

## **51] SWEEPERS**

The sweepers role is twofold, firstly when assessing the number of shots awarded to your opponents shots FW line your SW level will be added to your DF total [see match mechanics]. Secondly all shots gained are first tested against the SW before being tested against the GK. The SW total is not included with your DF total when evaluating the shots awarded to your defence.

When testing a shot against the SW a random number between 1 and 15 or 1 and the SW level +5, whichever is the greater, will be generated. E.G. a SW level 10 or below will generate a number up to 15 whilst a level 12 SW will generate a number up to 17 [12+5]

If the number generated is greater than the SW level then the shot will be tested against the GK [see goalkeeper]

## **52] TEAM BALANCE**

Your team is split into 4 basic area's :-

1] FW            2] MF            3] DF            4] GK+SW

The first 3 are your outfield area's and none of these 3 area's may be more than 3 times greater than any other outfield area. Thus if your DF total is 20, then neither your MF or FW totals may not exceed 60 points. If this rule is broken then the GM will adjust this rule as he sees fit. Usually this means a simple reduction of levels to make the team legal. However the GM may elect to increase the weakest area using hardness of GPP points to make the team legal.

The 3 times rule applies only to the final totals.

GK + SW are exempt from the 3 times rule

## **53] TEAM SELECTION**

Generally speaking this is up to you, however, you must name 11 players for each game. Of these 11 players you must name a GK in the GK position and play at least 2 players in each of the 3 outfield area's. A SW is optional.

You will be allowed to play with only 1 player in the FW area providing that:-

A] You have a minimum of 4 players in the DF area [excluding the SW]

B] You remain within the 3 times rule.

## **54] TEAM SHEET**

Also called an order form. This must be completed each turn for each game and returned to me to arrive no later than the published deadline. If there is anything you do not understand then please ask and I shall try to explain. It should be pretty straight forward if you understand the rules.

I prefer managers to use the official electronic version if submitting orders by e-mail as this will help you avoid mistakes and will make life easier for me.

## **55] TRANSFERS**

See also Private Deals. Managers may Transfer qualified players and backroom staff between clubs if they so wish. The fee is between the two managers concerned and under normal circumstances I as GM would not interfere. However I will step in if I feel the deal is likely to be damaging or unfair to either club. The GM must approve in advance any deals between close friends and or family members. Either or both managers should contact me to discuss the deal first. I will then confirm my agreement or rejection of the proposed deal. The transfer of players will take place at the end of the session only. Both managers must submit identical orders for the deal to go ahead and this should include the players name, age, level, position, fee agreed and both the selling and receiving team. Players may also be sold via the transfer list – see transfer list. All transfers must be paid for in full immediately – strictly no buy now pay later deals.

## **56] TRANSFER DEADLINE**

The transfer deadline will be set as session 7 each season. All transfers of all kinds must be completed by the end of session 7 [exception – see sales to N/L].

If I as GM overlook the sale of a player to the N/L then the deal will be permitted in session 8 as this will be deemed a GM error.

## **57] TRANSFER LIST**

The transfer list will open immediately after ageing in the close season and will remain open until the transfer deadline. A manager may elect to place a player or a member of his backroom staff on the transfer list to make other managers aware of their availability. To include a player on the transfer list you should give the following information with your request on your order form:-

Name, Positions, Age, Level, Max Level and a minimum asking price or reserve price {RP}.

Providing the RP has been met the player will then be sold to the highest bidder of the session, if not sold the player will remain on the T/L until sold or withdrawn. A manager may withdraw a player at any time and sell him privately if he so wishes. Once a player has been withdrawn he may not re-appear on the list during the current season. Players on the transfer list will remain yours until sold and may still play in any games. If you opt to sell privately then you must request the player be withdrawn from the T/L, if you fail to do so and a legal bid is received then the transfer bid will overrule any private deal even if it means less income for you.

To bid on any player on the T/L list simply write on your order form how much you are bidding and for which player. E.G. T/L bid 500k for Trevor. If your bid is the highest and legal the player will immediately transfer to your club.

The GM reserves the right to withdraw any player from the transfer list at any time without warning if he believes that said player will not be sold.

***Additional rules for transferred players – see following page.***

### **Additional rules for transferred players.**

A players actual level can now rise or fall during a transfer if the player is age I or older as follows:-

Should a player move up 1 division then he will lose 1 level

Should a player move up 2 divisions then he will lose 2 levels.

Should a player move down 1 division then he will gain 1 level.

Should a player move down 2 divisions then he will gain 2 levels.

This is to reflect the harder task of playing at a higher level.

No player in transferring will be permitted to rise above his maximum level, so if a division 1 player age IV level 8 max level 9 moves to a division 3 team he will only go to level 9 his maximum and not level 10. Any player losing levels will not transfer if the move would mean his level falls to or below zero as this forces an immediate retirement.

It is hoped that older players in the top flight will become more attractive to teams in the lower leagues particularly division 3 as an age IV level 7 player in division 1 would become age IV level 9 in division 3 and thus encourage the transfer of the older player rather than disposal to the non-league

NOTE:- This rule affects all players age I or older at all times during a transfer. Teams being relegated or promoted do not get their playing staff adjusted.

### **58] UNQUALIFIED PLAYERS**

Unqualified player are those such as APP's and SB's that are still at level zero.

No team may field more than 3 unqualified players in any one game unless forced to do so by injuries and suspensions or to enable the fielding of a full team. This applies to all teams at all times.

### **59] VP's and VP BANK**

For VP allocation please see coaching.

Unwanted whole VP's can be sold but only to the VP BANK for a fee of 100k

Should a manager nmr then a number of VP's equal to the managers VP's available [whole vp's only] will be added to the VP bank. Each session you may apply to the bank to purchase a VP provided that you are not already on the VP bank waiting list and that you have not just sold a VP to the bank. VP's will then be sold to those on the waiting list in order at the going rate. Should a manager feel that the price is going too high he may elect to with draw from the bank's waiting list but will pay a 25K admin fee and be banned from re-apply for 3 whole sessions. A manager that NMR's will also be banned for three session from applying for a VP. Unless the GM indicates otherwise, you may purchase only 1 vp at a time. For your information, managers that apply for a vp are randomly drawn to decide what order they appear in the banks waiting list. The formula for deciding the price of a VP each session is shown in the zine and from time to time is reset at 100k

## **60] WEALTH TAX**

During the close season all managers will be subject to the wealth tax based on your cash balance as follows:-

0k	-	7999k	no tax will be paid
8000k	-	11999k	teams will pay 10% tax on all funds
12000k	-	14999k	teams will pay 15% tax on all funds
15000k+			teams will pay 20% tax on all funds

This should allow teams to amass money but not easily. Taxation will take place at the end of the close season giving you the chance to spend your money before the tax man comes calling.

For those managers needing guidance it will be in your own interests to sell unwanted players in session 1 rather than the close season if there is a risk that you could be taxed.

## **61] YOUTH PLAYERS [YTS]**

Each team may elect to purchase 1 YTS player only during the close season, the cost will be 1500k for a DF, MF or FW, or 3000k for a GK or a SW and will start life at level zero. They can play in all games, unless injured or suspended, after every third game they play they will rise by 1 level at no cost to you – even mid-session.

YTS players cannot be coached, they can only gain levels by playing games. There is no maximum level set for a YTS player thus with a minimum of 33 games level 11 can be attained if he is not suspended or injured during the season, hence the high purchase costs.

No team may field more than 1 YTS player in any one game though YTS player can be bought and sold providing they have reached at least level 1.

## **62] AND FINALLY**

I have tried to cover all aspects of the game within these rules but I am sure something somewhere will be missing. So, please feel free to ask any questions no matter how trivial you may feel it is.

If you genuinely believe that I have made an error then speak out immediately. I will happily correct this error where physically possible. But if you fail to say something straight away it is likely that I will not be able to help.

As GM I reserve the right to amend any rule at any time if I believe that it is in the best interests of the zine. However I shall endeavour not to change any rule mid-season unless it is essential. Also as GM my decision in all matters will be final. Even when I am wrong, you will find that I am actually right.

My contact details are on the front page, if for any reason I cannot take your call you will be told it is not convenient, please do not be offended by this. I might be in a meeting at work or on another call and cannot talk freely to you. At home I might be in the shower or the little boys room. Just leave me your name and number and I will return your call at a more convenient time.

## FIXTURE SCHEDULE

session	league games	cup	bowl
1	1,2,3	rd 1	rd 1:1
2	4,5,6	replays	rd 1:2
3	7,8,9	rd 2	rd 2:1
4	10,11,12	replays	rd 2:2
5	13,14,15	rd 3	rd 3:1
6	16,17,18	replays	rd 3:2
7	19,20,21	rd 4	rd 4:1
8	22,23,24	replays	rd 4:2
9	25,26,27	semi`s	semi`s
10	28,29,30	final	final
11	play-offs and charity shield		

Final and semi-finals will be at neutral venues

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## PUMA MATCH SCHEDULE – From issue 213

GAME 1	AVI	BVJ	CVK	DVL	EVM	FVN	GVO	HVP
GAME 2	IVH	JVA	KVB	LVC	MVD	NVE	OVF	PVG
GAME 3	AVK	BVL	CVM	DVN	EVO	FVP	GVI	HVJ
GAME 4	IVF	JVG	KVH	LVA	MVB	NVC	OVD	PVE
GAME 5	AVM	BVN	CVO	DVP	EVI	FVJ	GVK	HVL
GAME 6	IVD	JVE	KVF	LVG	MVH	NVA	OVB	PVC
GAME 7	AVO	BVP	CVI	DVJ	EVK	FVL	GVM	HVN
GAME 8	IVB	JVC	KVD	LVE	MVF	NVG	OVH	PVA
GAME 9	AVE	BVF	CVG	DVH	IVM	JVN	KVO	LVP
GAME 10	EVD	FVA	GVB	HVC	MVL	NVI	OVJ	PVK
GAME 11	AVG	BVH	CVE	DVF	IVO	JVP	KVM	LVN
GAME 12	EV B	FVC	GVD	HVA	MVJ	NVK	OVL	PVI
GAME 13	AVC	BVD	EVG	FVH	IVK	JVL	MVO	NVP
GAME 14	CVB	DVA	GVF	HVE	KVJ	LVI	OVN	PVM
GAME 15	AVB	CVD	EVF	GVH	IVJ	KVL	MVN	OVP
GAME 16	AVF	BVG	CVH	DVE	IVN	JVO	KVP	LVM
GAME 17	GVA	HVB	EVC	FVD	OVI	PVJ	MVK	NVL
GAME 18	AVH	BVE	CVF	DVG	IVP	JVM	KVN	LVO
GAME 19	OVA	PVB	IVC	JVD	KVE	LVF	MVG	NVH
GAME 20	AVP	BVI	CVJ	DVK	EVL	FVM	GVN	HVO
GAME 21	EVA	FVB	GVC	HVD	MVI	NVJ	OVK	PVL
GAME 22	CVA	DVB	GVE	HVF	KVI	LVJ	OV M	PVN
GAME 23	AVD	BVC	EVH	FVG	IVL	JVK	MVP	NVO
GAME 24	BVA	DVC	FVE	HVG	JVI	LVK	NVM	PVO
GAME 25	AVL	BVM	CVN	DVO	EVP	FVI	GVJ	HVK
GAME 26	IVE	JVF	KVG	LVH	MVA	NVB	OVC	PVD
GAME 27	AVN	BVO	CVP	DVI	EVJ	FVK	GV L	HVM
GAME 28	IVA	JVB	KVC	LVD	MVE	NVF	OVG	PVH
GAME 29	AVJ	BVK	CVL	DVM	EVN	FVO	GVP	HVI
GAME 30	KVA	LVB	MVC	NVD	OVE	PVF	IVG	JVH