

# Cash United

1<sup>st</sup> Season

Rules

Round	Games	Homeadvantage	Cup
1	1+2	6	
2	3+4	6	1.Round 1.Match
3	5+6	6	1.Round Rematch
4	7+8	6	
5	9+10	7	
6	11+12	7	Quarterfinal
7	13+14	7	
8	15+16	7	
9	17+18	8	Halffinal
10	19+20	8	
11	21+22	8	Final
12		Perhaps Masters	Seasoninfo

## Cash United-Rules

We play the normal United-Rules with a disziplinmatrix played in oberfoul or nightmareleague with some specifications.

- 1) The Sweeper can play without a minus of 1 in the defense. He gets the qualification of defense after playing six times in defence. Only important if selling him.
- 2) Per Win a Team gets 1 VP +40 kkj, for a draw both get 0,5 VP +20 kkj. Every round a team gets 2 VP +100 kkj. (As seen now in the programm, the programm counts automatical 300/VP and bought as much VP as it can. And after training he gets the money back..)
- 3) To train a player you must pay 300 kkj/VP. You can train a player only one level per round
- 4) It is possible to play with only one player in a row.
- 5) The best scorer in the league gets a price of 100 kkj for his team. If more players have the same score, each player gets the price.
- 6) After aging the players keep their foreign qualification. Example: A Forward F I 10 5xD 3xM was after aging a F II 8 5xD 3xM.
- 7) Last transfer possibility was the 7th round. In round 6 you have the last possibility to set a player on the transferlist and in round 7 after the games was the last chance to sell players to the non-league.
- 8) Private deals are allowed
- 9) There is no GM-Auction. You can buy players lige the rule number 17
- 10) There were a maximum of 19 players in a team
- 11) There is no need in discovering new talents,
- 12) You can discover three new talents
- 13) You can have a much talents as you want
- 14) There is a cup tournament. If there is one league in the first round 12 teams fight in six matches one game at home and one away. The six winner and the best two losers reach the next round. Then playing fort he cupchampion in a KO-System with only one match on neutral ground. For a win you get 1 VP for a draw both teams gets nothing. Games in the KO-System first gets an additional time, than with penalty shooting.
- 15) You can buy players only after the games
- 16) It is possible to send orders like, if a player get a red card, please buy ....
- 17) Here is the pricelist before the game and in the round

Round	Starting Teams	01 - 07
Age -1 Field	400	500 each level
Age -1 K/S	350	450 each VP
Age 0 Field	300	400 each level
Age 0 K/S	250	350 each VP

Age 1 Field	250	300 each level
Age 1 K/S	200	250 each VVP
Age 2 Field	150	200 each Stufe
Age 2 K/S	130	150 each VP
Age 3 Field	120	130 each Stufe
Age 3 K/S	100	100 each VP

Age -1 you can only buy with a level maximum of 4 (Keeper and Sweeper) or 5 (Field)

Age 0 and 1 can be bought with a maximum of level 10

Age 2 can be bought with a maximum of level 8

Age 3 can be bought with a maximum of level 6

A Sweeper and a Keeper costs for each VP so a K I 10 cost  $20 \cdot 350 = 7000$  kkj

Foreign qualifications costs an addition of 20%

Ein DM II 7 costs  $7 \cdot 150$  kkj = 1050 kkj + 20 % von 1050 (210) = 1360 kkj

Please think that the Age -1 players count to the 19 players

18) You can sell palyers to the normal value to the nonplayer

19) There are no taxes

20) To play with yoo have at first 16.000 kkj to buy players. You must sell 15.700. You can have only a maximum of 300 kkj to the first round, perhaps to train one player.