

European Cup 2007

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Rules

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1. Introduction

The European Cup (earlier Kraichgau Cup) based on the European United Cup, developed and invented by Erik Joustra in 1986 was under Dutch control for years. The last official result was played in 1993.

Because there couldn't be played a full competition after 1994, the idea has been found to use this successful system for a regional competition. From 1995 the German Cup was yearly played. In 2004 this German Cup has been changed again to the European Cup.

There will be played in three categories:

- Champions League (CL)
- Cup Winners Cup (CWC)
- UEFA Cup (UEFA CUP)

These three cups will be fought by a simple knock-out competition with a home- and an away-match in every round. The finalists will play against each other in a final on neutral grounds. Dependent on the amount of participants it's possible that there will be a preliminary round before the 1st round.

Basically every UNITED League can participate. But the United League must have finished at least one season and it must still exist.

2. Team Value

Every year the European Cup will be played from the start, so player names and ages are not necessary. It's possible to give names to the different lines (to see from which lines the goals were scored).

Each team starts with 68, 69 or 70 Value Points (WP). Teams which qualify for the second time in a row, can get extra points, which will be added to the basic value and increase the team value. These points can be divided between the lines by the manager. To increase the value of a fieldline by 1 level costs 1 value point, to increase a Sweeper or a Goalkeeper by 1 level cost 2 points (the level of a GK or a SW can't exceed 10). The only restriction to the dividing of these points is the 3:1 rule. Every team exists of 4 lines: Goalkeeper/Sweeper, Defence, Midfield and Forward. The strongest line may not be given more than 3 times the amount of WP than the weakest line.

This rule applies both before and after giving extra points (home-advantage and hardness).

When a team doesn't apply the rule properly, the GM will correct as follows:

Examples:

00-05-12-12-36 => 00-05-12-12-30

05-10-16-18-06 => 00-09-16-18-06

... and in emergency case...

00-00-14-14-42 => 00-00-00-00-00

Between two games it's allowed to move 8 points without losing team value. It's possible to move more points, but that leads to decreasing of team value..

Moving of
0 - 8 WP possible without loss
9 - 14 WP possible with losing 1 WP
15 - 20 WP possible with losing 2 WP
21 - 26 WP possible with losing 3 WP, etc.

Moving WP between Goalkeeper and Sweeper is always possible without loss.

The changed line-up will be automatically the new basic line-up for the next match. It doesn't matter if it's the first match of a round or the return match.

Examples:

00-10-10-10-30 can be changed without loss of WP to:

00-10-18-10-22 or 00-10-10-18-22 or 00-10-14-14-22 or

00-06-12-12-34 or 10-00-10-10-30

with loss of 2 WP to:

00-10-10-30(-2)-10, because 20(-2) points have been moved. Loss of WP will be subtracted from the moved WP.

This rule doesn't apply for home-advantage and hardness.

3. Home-advantage

The team, which plays at home, gets 8 home-advantage points (HV), which can be divided between the three field lines. The value of the goalkeeper or sweeper can't be increased by home-advantage.

4. Use of Hardness

Each manager may improve his team in the current match by using hardness. By doing this he risks that his team will be given disciplinary punishments for the next match. A manager may use a maximum of 6 hard points per match. 1 hard point may be used to increase a field line with 1 point in

the current match. 2 hard points can be used to increase the level of a goalkeeper or sweeper (not above 10) in the current match, but only when this line has already got normal WP.

Because there are no explicit players, punishments will be given in loss of WP for the next match.

The amount of received yellow cards (per season) is decisive:

5 yellow cards -> loss of 7 WP

9 yellow cards -> loss of 8 WP

12 yellow cards -> loss of 9 WP

14 yellow cards -> loss of 10 WP

any next yellow card will lead to a loss of 11 WP

If two borders will be crossed in a match, the loss of WP will be cumulative. The chance to get a yellow card is 5% per hard point per each of the 11 players.

Due to use of hardness it's possible that a team will cause a penalty for the opponent. For each used hard point there is a chance of 10% that the opponent gets a penalty.

It's possible that a team gets more penalties in a match, because the chances will be resolved per hard point.

The basic chance to score a penalty is 100%. The chance will be reduced by 5% per level of the goalkeeper of the defending team.

Example:

A goalkeeper level 8 (with 16 WP) has got a chance of 40% to stop a penalty.

When a manager doesn't reduce his team value because of suspensions, the GM will reduce his strongest line.

5. Calculating and resolving goalchances

To calculate how many goalchances both teams receive, the total values of the opposing lines will be compared (FW/DF, MF/MF, DF/FW) with each other.

a) Chances of the forward:

If the total value of the FW-line of team A is higher than the total value of the DF-line of team B plus the level of an optional sweeper of team B, team A gets 1 chance per point difference.

b) Chances of the midfield:

If the total value of the MF-line of team A is higher than the total value of the MF-line of team B, team A gets a half chance per point difference.

c) Chances of the defence:

If the total value of the DF-line of team A is higher than the total value of the FW-line of team B, team A gets a quarter of a chance per point difference (Note: the sweeper doesn't count to the DF-line to calculate shots from the DF).

The amount of goal chances will be rounded mathematically to whole numbers.

Each chance will be separately resolved and can lead to a goal.

a) If the opposing team didn't put a sweeper in the line-up, the chance will be immediately a shot. In the other case, the sweeper has got the chance to prevent the chance. For each chance there will be drawn a random number between 1 and 15. If this number is smaller than or equal to the level of the sweeper, the chance had been prevented. Otherwise it turns into a shot.

b) The opposing goalkeeper has got the possibility to stop each shot. For each shot there will be drawn a random number between 1 and 14. If this number is smaller than or equal to the level of the goalkeeper, the shot had been stopped. Otherwise, it's a goal.

6. Training and Value Points

A team receives 2 value points for each victory and 1 value point for a draw. These WP will be trained before a new round, so just after the first and return match and not immediately after the first match. These WP don't influence rule 1 (loss by moving points). During this phase the team may add his lost points (by moving) to his team.

7. Bonus points

When a team qualifies for the European Cup for the 2nd time in a row (due to success in their league, not because of subsequent participation in the European Cup), it receives an extra bonus point. The basic team value would be 71 WP. This value can be increased to a maximum of 73 WP, based on this rule.

It's possible that a team receives bonus points for participation in former European Cup seasons.

When a team doesn't qualify for the European Cup in a season, it will start with 70 points when it will qualify again.

Teams, which were successful in the last European Cup season will also receive bonus points. The cup defenders will receive 3 bonus points, the finalists 2 bonus points and the semi finalists 1 bonus point.

Due to all bonus points, the basic team value can increase to a maximum of 75 WP.

If a GM sends a team that didn't achieve the appropriate result in the league, the team will start with 68 VP plus eventual bonuses due to performances in the last European Cup tournament.

If a GM sends the same teams because of an unfinished season, these teams will start with 69 VP plus eventual bonuses due to performances in the last European Cup tournament.

8. „Playing for a draw“

The team, which plays away, has got the possibility to play for a draw. That means, that it can't win the match. But, it has got the possibility to apply the 5:1 rule. The team is allowed to make the DF-line and/or MF-line 5 times stronger than the FW-line. All other rules do still apply. If the team should score more goals than the home-team, the scored goals will be reduced to the amount of goals, scored by the home-team.

Examples:

allowed:	00-09-16-30-06	or	00-07-25-25-05
not allowed:	00-06-07-07-35	=>	00-06-07-07-21

9. Unproper usage of the Rules

The GM will try to change false line-ups by reducing lines till all rules are correctly applied. It's possible that a line-up of 00-00-00-00-00 will be the result.

10. No orders

The GM will regularly remind the participants of the deadline. When a manager doesn't send orders for his team, the GM will try to contact him/her. If that doesn't succeed I will use these rules:

1. Every manager should send an "emergency line-up" with his/her first order, based on the amount of VP's the team starts with.
2. This lineup will be used in every case that a manager fails to send orders. The amount of VP's doesn't increase during the season and no hardness or home-advantage will be awarded.
3. If the emergency tactic is very different from the last used one, the manager will lose levels according to the normal rules, distracted from the highest line..

11. Reaching the next round

Reaching of the next round will be resolved by

- e) Point difference
- f) Goal difference
- g) Goals, scored away
- h) Penalty shoot-out

12. European Cup – League Value

For each point won, the team's league will receive a value point (so for each victory two value points and for each draw one value point, counted after the regular playing time, so without penalty shoot-out). These value points will be multiplied by 1,2 in the CL, by 1,1 in the CWC and by 1,0 in the UEFA Cup. For reaching the next round or winning the final, the league gets an extra 0,5 value point. Leagues don't get value points for qualification rounds. The total amount of value points, won by a league, will be divided by the amount of participating teams of this league with a minimum of 3. This average will count for the Value list of the current season. The league with the highest average will be honoured with the title "Best League System" of the season.

The sum of the averages of the last three years will be decisive to resolve how many teams may be sent to the UEFA CUP of next season. The best 5 leagues of the last 3 years get four places for the UEFA CUP, positions 6 to 10 receive three places for the UEFA CUP, the leagues on positions 11 to 15 get two places for the UEFA CUP. All other leagues, inclusive new ones, will get 1 place for the UEFA CUP. A league can send a team to the European Cup Tournament for each available place. A team can just participate in one of the three cups.

The GMs of the leagues are obliged to send me the results of their leagues regularly to prove that it still exists.

15. Participating in „European Cup 2007“

The first deadline will be on 09.02.2007. I want to receive from all participating leagues the following data:

- Team names and manager names of the send teams (each league system may send one team for the CL and one for the CWC. Leagues, which already participated in 2006, find the amount of teams for the UEFA Cup in the League Value List 2004/2005/2006. New leagues may send 1 team to the UEFA Cup. Cup defenders are automatically qualified for this cup competition (if the team has been sent to another cup competition, the extra place will be cancelled). When a league doesn't want to participate, the amount of UEFA Cup places for other leagues won't change.
- Telephone number/Fax number and/or e-mail-address of the GM
- Telephone number and/or e-mail-address of the participating managers

When a league already participated in EC 2006 and didn't send different information, I will send the results to the same address like last year. The European Cup competition will be completely free of charge.

I hope to finish this European Cup season in January 2008.

Your GM Daniël.

Example of a correct orderform:

Teamname: Manager:

League _____ CL CWC UEFA CUP

Round _____ Home / Away max. WP ____

Home

Away

Line	Old value (without training)	Old value (with extra points)	Moved Points	New value (after moving points)	Home- Adv.	Hardness	Total	Line name
GK/T:					XXX			XXX
SW/A:					XXX			XXX
DF/V:								
MF/M:								
FW/S:								
Σ:								

Playing for a draw ? Yes No

Emergency turn

Line	Value
GK/T:	
SW/A:	
DF/V:	
MF/M:	
FW/S:	
Σ:	

The total value of this emergency turn must be equal to the basic value of your team (see tables in this zine).