

Grand Slam United

2nd Saison

Rulebook

July 11 2008

Hi Dear Friends of United,

after the European Championship i also have time to fix the seasoninfo and the rules for the second season.

The last rules are ten journals ago and some had been replaced of them.

The differences of the first season:

Other row qualifications you can get after the sixth game in this other row. The talents are like the first season.

In addition there is now the team cup like the Davis-Cup in tennis. 4 Single games like United and one double game like Turnited.

If a manager wants he can have two teams in Grand Slam. There is no problem.

To create your teams or team look at rule 40!

Rules

We play normal United, like Alan Parr eUnited, Joe Janbu Rosedale or Trond Nightmareleague did. So you have your own teams with many players

1) A season has eleven rounds.

2) A sweeper can play without a minus in the defense. He gets the row qualification after playing six times in defense.

3) Every round you have two tournaments with different worthiness. Every team can select to participate in one of these two tournaments. We play like the normal KO-System in tennis. Before playing the tournament the whole table is shown to all teams. So you can see if you win a game which opponent is coming till the next round.

4) Every second round there is a master tournament. All teams must participate in this tournament. In round 3,5,7,9 are these tournaments. In round 4,6,8,10 we have the new team cup.

5) In the teamcup two teams A + B play together against two other teams C + D. First team A plays vs team C and team B vs. team D. Then they join both and fight against the other joining. The result is going with the program tournament. After the double team A plays vs team D and B vs C. After printing the board, the home team can select the underground for the games. All 5 games must be played on the selected underground.

In the normal games hardness is aloud, in the double not.

6) After the programs gives the GM the result, the manager gets an issue with the results, suspensions etc and all details. Manager losing with their teams pauses with their teams till the next tournaments. The next round with two new tournaments starts if both tournaments. A master tournament can go over two rounds.

7) In round 7 we play the Grand Slam Cup and the Master-Cup. The best 8 teams in the ranking can participate.

8) The value of the tournaments are the worth for points. In the master-tournaments the winner gets 2 VP. The normal tournaments can have 1,5 VP or 2 VP for the winner.

9) In round 1 to 11, every team gets 2 VP to train each round to rain. For participating in a normal tournament every team gets 100 kkj start capital. For each win of a game you get a reward of 40 kkj. The winner of the tournament gets the reward of the worthiness. The loser of the final -0,5 VP of the winner and so on place 3 and 4 -1 VP of the winner if the tournaments have a worth of 2 VP.

Example:

The worth of the tournaments is 2 VP for the winner.

In the tournament in Essen 20 teams participate

The winner gets 2 VP, Place 2 1,5 VP Place 3-4 1 VP Place 5-8 0,5 VP, All other teams get nothing.

(in a 1,5 VP tournament) The winner gets 1,5 VP, Place 2 1 VP Place 3-4 0,5 VP All other teams get nothing.

Points for the Grand Slam or Master Cups:

Qualification: 8 teams: Worth 1 * tournamentworth = 2 / 1,5 P for the losing team

16 teams first round 2 * tournamentworth = 4 / 3 P for the losing team

8 teams in the quarter final 4 * tournamentworth = 8 / 6 P for the losing team

4 teams semifinal 8 * tournamentworth = 16 / 12 P for the losing team

2 teams final 16 * tournamentworth = 32 / 24 P for the losing team, Winner 32 P* tournamentworth = 64 / 48

Points

After every round there is a setlist with the getting points of the tournaments. The best 8 teams get in the setlist for the next tournaments and could not fight each other if more than 8 teams participate. Place 1 and 2 first can fight in the final each other.

10) Before the season start every team can select an underground of whom they want to train or play. There are four different undergrounds. Hardcourt, stone, mud and grass. If they play on the selected underground in a tournament, every fieldplayer (sweeper, defender, midfield or attacker) play one level higher than normal. So a Defender D I 10 is in this game a defender D I 11. The maximum level of a sweeper is still 10, but if he plays in the defense he is level 11. This bonus is held during the whole tournament.

Every season 6 tournaments were played on a special underground. Five normal tournaments and one master.

The grand slam and the master cup played on a golden field. No bonus possible for a player.

11) A Apprentice needs two tournaments to get the play bonus and rise to level 2. It is equal how often the apprentice played in the tournament. If it is possible to give him his play in the first game of tournament 1 and the first game of tournament 2. Row qualifications you can get after 6 times playing in another row.

All this qualifications or the rising of the apprentices fixed after the whole tournament. So if a talents gets his additional bonus to rise to level 2 in the first game of tournament 2, he first can play with the higher level in tournament 3. Row qualifications or for the apprentices in all games possible.

12) Suspensions in the normal tournaments: Yellow cards counts 4 DP, red cards 10. If a player goes over the 10 DP, he could not play in the next game, if the teams out of the tournament he get the suspension in the first match of the next tournament. After the suspension the DP have a minus of 10. So if a player had 3 yellow cards he had one suspension and then he had only 2 DP left for his next game.

13) Suspensions in the masters: Yellow cards counts 5 DP, red cards counts 10 DP. The rest is like in normal tournaments.

14) Suspensions in the team cup. Cards in the normal single matches counts for the teams played, the rest is like masters.

15) It is possible to let only one player in a row.

16) There is a transferlist. There is no last round for buying or selling players. If a player joins the transferlist in the last round, he ages like all others.

17) Private deals are allowed till before round 10

18) There are no Gm-auctions. You can buy players like the rules 25-33 after the games. Last possibility is after the last match in round 11.

19) Players of deleted teams were come to a special gm-auction before round 1. Only teams played in the last season have the possibility to bid on these players. You can give special orders if you did not get your player you want.

20) The maximum of 19 players a team can join

21) There is a maximum of 6 players each row

22) It is not possible to make debts with your money

23) There is no need to discover apprentices

24) There is a maximum of 3 apprentices to discover

25) You can have as much as apprentices you want

26) It is possible to make special orders in buying players. If I have a suspension I want to buy ...

27) Age -1 or SApps can be bought to level 4 (Keeper and sweeper) or level 5 (Fieldplayer D/M/A)

28) Apps and Age I player can be bought to a maximum to level 10

29) Age II player can be bought to a maximum to level 8

30) Age III player can be bought to a maximum to level 6

31) Other row qualifications cost an additional of 20% each row

32) There are no buyings without a name or the correct price!!!

33) You can buy players like the list below. Prices per VP

Round	01	02	03	04	05	06	07	08	09	10	11	
Age -1 Field	400	400	400	400	400	400	400	400	400	400	400	each VP
Age -1 GK/SW	350	350	350	350	350	350	350	350	350	350	350	each VP
Age 0 Field	300	295	290	285	280	275	270	265	260	255	250	each VP
Age 0 GK/SW	250	245	240	235	230	225	220	215	210	205	200	each VP
Age 1 Field	250	240	230	220	210	200	190	180	170	160	150	each VP
Age 1 GK/SW	200	195	190	185	180	175	170	165	160	155	150	each VP
Age 2 Field	160	154	148	142	136	130	124	118	112	106	100	each VP
Age 2 GK/SW	130	127	124	121	118	115	112	109	106	103	100	each VP
Age 3 Field	120	116	112	108	104	100	96	92	88	84	80	each VP
Age 3 GK/SW	100	98	96	94	92	90	88	86	84	82	80	each VP

Examples:

A Sw I 5 cost in round 1: $5 * 2 = 10 * 200$ kkj = 2000 kkj in round 2: 1950 kkj.

A DM II 7cost in round 1: $7 * 160$ kkj = 1120 kkj + 20 % von 1120 (224) = 1344 kkj in round 2: 1294 kkj.

Please think that a SApp also counts tot he 19 players.

34) You can sell plyers tot he nonplayerleague.

35) BEfore the team ages you must have 10 fieldplayer (no SApp) and one keeper age 0-X

36) All to 5000 kkj is tax free, for every addional 100 kkj of this 5000 you must pay fort he difference to 5000 2 % taxes.

So if you have 6000 kkj you pay 20 % taxes or 200 kkj. With a capital of 8000 you pay 60%, or 1800 kkj und 10000 kkj should nobdy have. ☺

37) The players name should not be titles like managers without they know.The GM say not o a players name.

38) Players set tot he hall of fame could not have once more in a team. If needed the new player gets the title jr. or II.

39) It is possible to join the game whenever you want. You get all points and money as you participate and loose the first match each round

40) To join. You must build your own team with a capital of 16000 kkj. The prices are the same like players cost in round 1. Money you need not for your starting team you get for the normal rounds. Every team must have 10 fieldplayer age 0-3 and level >0 and one keeper age 0-3 also level > 0. It is also not possible to have more than 5 players with the same age. Than please select you underground you want to play most.

41) Each manager can build two teams. If they play each other you did not get the reward oft he kkj for a win

Tournaments:

- 1.Runde Tokio (1,5/M), Brasil (1,5/H)
- 2.Runde Rom (2/G), Helsinki (2/S)
- 3.Runde Wien (1,5/M), Stockholm (2/S) + **Masters London (2,G)**
- 4.Runde Buenos Aires (1,5/G), Hannover (2/H) **1.Runde Teamcup**
- 5.Runde Berlin (2/M), Sidney (1,5/H) + **Masters Kairo (2,S)**
- 6.Runde Los Angeles (2/G), München (2/M) **2.Runde Teamcup**
- 7.Runde Oslo (1,5/S), Stuttgart (1,5/M) + **Masters Paris (2,H)**
- 8.Runde Kopenhagen (1,5/H), Madrid (1,5/S) **3.Runde Teamcup**
- 9.Runde Moskau (1,5/S), Zürich (1,5/G)+ **Masters Melbourne (2,M)**
- 10.Runde Manchester (1,5/G), Dublin (2/H) **4.Runde Teamcup**
- 11.Runde New York (2 VP), Shanghai (2 VP) Gold **Finale Teamcup (Gold)**

Bold= Grand-Slam Tournaments

Hardcourt=H Stone=S Mud=M Green=G

ZAT is every Friday after printing the results, perhaps it needs two longer to print the results. But there is a ZAT every friday.

THERE ARE NO COSTS IN PARTICIPATE TO THE GRAND SLAM UNITED GAME