

# Grand Slam United

## Seasoninfo 2nd season

### Hall of Fame

1st season: **Championship** : Meenzer Buben  
**Masters** : Fortuna Headz

### Winner Tournaments

1st season: Tokio (Mud) : Stop Rock! United  
Brasil (Hardcourt) : Capital Cities  
Rom (Green) : Stop Rock! United  
Helsinki (Stone) : Helden vom Bökelberg  
Wien (Mud) : Stop Rock! Untited  
Stockholm (Stone) : Rachusclub Düsseldorf  
Hannover (Hardcourt) : Capital Cities  
Buenos Aires (Green) : Fortuna Headz  
Sydney (Hardcourt) : Fortuna Headz  
Berlin (Mud) : Die Grünkerne  
Los Angeles (Green) : Die Grünkerne  
München (Mud) : United op Düsseldorf Platt  
Oslo (Stone) : Meenzer Buben  
Stuttgart (Mud) : Die Grünkerne  
Kopenhagen (Hardcourt) : Fortuna Headz  
Madrid (Stone) : Meenzer Buben  
Moskau (Stone) : Rachusclub Düsseldorf  
Zürich (Green) : Die Grünkerne  
Manchester (Green) : Fortuna Headz  
Dublin (Hardcourt) : Williams Power  
New York (Eis) : Meenzer Buben

### Winner Masters

1st season: London (Green) : Blut-Rot Mannheim  
Kairo (Stone) : Rachusclub Düsseldorf  
Paris (Hardcourt) : Die Grünkerne  
Melbourne (Mud) : Rachusclub Düsseldorf  
Shanghai (Parkett ) : Fortuna Headz

## Scoreboard of all games played

Pl)	Verein	Ga	W	L	Diff	Tore	Punkte	DP	Manager
1)	Capital Cities	37	23	14	+ 49	133: 84	46:28	130	Stefan Dreier
2)	Die Grünkerne	32	21	11	+ 14	68: 54	42:22	68	Henry Springer
3)	Rachusclub Düsseldorf	33	21	12	+ 2	102:100	42:24	64	Jürgen Raschke
4)	Fortuna Headz	29	18	11	+ 11	94: 83	36:22	98	Hardy Trautwein
5)	Stop Rock! United	28	15	13	+ 16	67: 51	30:26	144	Björn Schober
6)	Meenzer Buben	27	15	12	- 1	54: 55	30:24	64	Patrik PRekopp
7)	Ibiza Republic	25	9	16	- 14	45: 59	18:32	128	Holger Heiser
8)	United op Düsseldorf Platt	22	8	14	- 7	35: 42	16:28	78	Stephan Schön
9)	Helden vom Bökelberg	22	8	14	- 10	48: 58	16:28	40	Uwe Meyer
10)	Williams Power	20	7	13	- 7	58: 65	14:26	68	Daniel Hoogetorn
11)	Law & Order	18	7	11	- 12	40: 52	14:22	40	Michael Epp
12)	BR Mannheim	11	5	6	- 9	21: 30	10:12	18	Florian Lenz
13)	USC Palermo	16	2	14	- 32	31: 63	4:28	70	Sven Poppendiek

## Scoreboard of all games played in tournaments

Pl)	Verein	Sp	S	N	Diff	Tore	Punkte	DP	Manager
1)	Capital Cities	16	9	+ 48	109:61	32:18	80	Stefan Dreier	
2)	Die Grünkerne	15	7	+ 8	47:39	30:14	40	Henry Springer	
3)	Meenzer Buben	13	8	0	43:43	26:16	52	Patrik PRekopp	
4)	Stop Rock! United	12	8	+ 18	56:38	24:16	100	Björn Schober	
5)	Fortuna Headz	12	7	+ 5	65:60	24:14	54	Hardy Trautwein	
6)	Rachusclub Düsseldorf	11	9	- 11	64:75	22:18	46	Jürgen Raschke	
7)	Helden vom Bökelberg	7	10	- 5	41:46	14:20	36	Uwe Meyer	
8)	United op Düsseldorf Platt	6	10	- 1	29:30	12:20	48	Stephan Schön	
9)	Williams Power	6	9	- 5	45:50	12:18	44	Daniel Hoogetorn	
10)	Law & Order	3	7	- 7	27:34	6:14	28	Michael Epp	
11)	Ibiza Republic	3	11	- 9	28:37	6:22	64	Holger Heiser	
12)	USC Palermo	2	10	- 26	26:52	4:20	62	Sven Poppendiek	
13)	BR Mannheim	1	4	- 15	6:21	2: 8	10	Florian Lenz	

## Scoreboard of all games played in mastergames

Pl)	Verein	Sp	S	N	Diff	Tore	Punkte	DP	Manager
1)	Rachusclub Düsseldorf	10	3	+ 13	38:25	20: 6	18	Jürgen Raschke	
2)	Capital Cities	7	5	+ 1	24:23	14:10	50	Stefan Dreier	
3)	Die Grünkerne	6	4	+ 6	21:15	12: 8	28	Henry Springer	
4)	Fortuna Headz	6	4	+ 6	29:23	12: 8	44	Hardy Trautwein	
5)	Ibiza Republic	6	5	- 5	17:22	12:10	64	Holger Heiser	
6)	BR Mannheim	4	2	+ 6	15: 9	8: 4	8	Florian Lenz	
7)	Law & Order	4	4	- 5	13:18	8: 8	12	Michael Epp	
8)	Stop Rock! United	3	5	- 2	11:13	6: 10	44	Björn Schober	
9)	United op Düsseldorf Platt	2	4	- 6	6:12	4: 8	30	Stephan Schön	
10)	Meenzer Buben	2	4	- 1	11:12	2: 8	12	Patrik Prekopp	
11)	Williams Power	1	4	- 2	13:15	2: 8	24	Daniel Hoogetorn	
12)	Helden vom Bökelberg	1	4	- 5	7:12	2: 8	4	Uwe Meyer	
13)	USC Palermo	0	4	- 6	5:11	0: 8	8	Sven Poppendiek	

All tournamentsBrasilia (2 WP / Hardcourt)

1	Die Grüinkerne - Freilos	A	Die Grüinkerne 1 - 2	Meenzer Buben  0 : 2	<b>Capital Cities</b>
2	Meenzer Buben - Freilos		Meenzer Buben		
3	Capital Cities 3 - 0 Ibiza Republic	B	Capital Cities 2 - 0	Capital Cities	
4	Freilos - Williams Power		Williams Power		

Tokio (2 WP / Mud)

1	Rachusclub Düsseldorf 4 - 3 Fortuna Headz	A	Rachusclub Düsseldorf 0 - 2	Stop Rock United !  10 - 1	<b>Stop Rock United !</b>
2	Stop Rock! United 2 - 0 n.V. United op Düsseldorf		Stop Rock! United		
3	Helden vom Bökelberg 1 - 3 Blut-Rot Mannheim	B	Blut-Rot Mannheim 1 - 11	USC Palermo	
4	Freilos - USC Palermo		USC Palermo		

Helsinki (2,5 Stone)

1	USC Palermo - Freilos	A	USC Palermo 1 : 2	Rachusclub Düsseldorf  1 : 3	<b>Helden vom Bökelberg</b>
2	Freilos - Rachusclub Düsseldorf		Rachusclub Düsseldorf		
3	Blut-Rot Mannheim 1 - 5 Ibiza Republic	B	Ibiza Republic 2 : 3	Helden vom Bökelberg	
4	Helden vom Bökelberg 5 - 1 Meenzer Buben		Helden vom Bökelberg		

**Rom (2,5 WP / Green)**

1	Stop Rock! United 7 - 5 Fortuna Headz	A	Stop Rock! United	Stop Rock! United	Stop Rock! United
2	United op Düsseldorf 8 - 6 n.E. Williams Power		3 : 0 United op Düsseldorf		
3	Die Grünkerne - Freilos	B	Die Grünkerne	Capital Cities	
4	Freilos - Capital Cities		1 : 5 Capital Cities		

**Stockholm (2,5 WP / Stone)**

1	Capital Cities 9 - 8 n.E. Williams Power	A	Capital Cities	Ibiza Republic	Rachusclub Düsseldorf
2	Ibiza Republic 3 - 1 USC Palermo		2 - 4 Ibiza Republic		
3	Rachusclub Düsseldorf - Freilos	B	Rachusclub Düsseldorf	Rachusclub Düsseldorf	
4	Meenzer Buben 1 - 2 n.V. Helden vom Bökelberg		11 - 8 Helden vom Bökelberg		

**Wien (2 WP / Mud)**

1	Stop Rock! United - Freilos	A	Stop Rock! United	Stop Rock! United	Stop Rock! United
2	Fortuna Headz 2 - 0 Blut-Rot Mannheim		5 - 2 Fortuna Headz		
3	United op. Düsseldorf - Freilos	B	United op. Düsseldorf	United op. Düsseldorf	
4	Freilos - Die Grünkerne		1 - 0 Die Grünkerne		

**Buenos Aires (2 WP / Green)**

1	Stop Rock United 3 : 4 n.E. Fortuna Headz	A	Fortuna Headz	Fortuna Headz	Fortuna Headz
2	Blut-Rot Mannheim 1 : 2 Meenzer Buben		5 – 3 n.E. Meenzer Buben		
3	Die Grüinkerne Freilos	B	Die Grüinkerne	Die Grüinkerne	
4	Freilos USC Palermo		3 – 2 n.V. USC Palermo		

**Hannover (2,5 WP / Hardcourt)**

1	Rachusclub Düsseldorf 3 : 1 United op. Düsseldorf	A	Rachusclub Düsseldorf	Rachusclub Düsseldorf	Capital Cities
2	Freilos Ibiza Republic		7 – 0 Ibiza Republic		
3	Helden v. Bökelberg 1 : 3 Williams Power	B	Williams Power	Capital Cities	
4	Law & Order 3 : 4 n. E. Capital Cities		1 – 2 n.V. Capital Cities		

**Berlin (2,5/Mud)**

1	Stop Rock! United 4 - 2 Meenzer Buben	A	Stop Rock! United	Stop Rock! United	Die Grüinkerne
2	USC Palermo 3 – 1 Ibiza Republic		2 - 1 USC Palermo		
3	Die Grüinkerne 1 - 0 United op. Düsseldorf	B	Die Grüinkerne	Die Grüinkerne	
4	Freilos - Helden vom Bökelberg		2 – 1 n.V. Helden vom Bökelberg		

Sydney (2 / Hardcourt)

1	Capital Cities - Freilos	A	Capital Cities 8 - 7 n.E.	Capital Cities  0 - 1 n.V.	Fortuna Headz
2	Law & Order 4 - 2 n.E. Williams Power		Law & Order		
3	Fortuna Headz - Freilos	B	Fortuna Headz 6 - 5 n.E.	Fortuna Headz	
4	Freilos - Rachusclub Düsseldorf		Rachusclub Düsseldorf		

Los Angeles (2,5/Green)

1	Capital Cities 15 - 3 USC Palermo	A	Capital Cities 4 - 2	Capital Cities  1 - 3	Die Grüinkerne
2	Ibiza Republic 3 - 0 Helden vom Bökelberg		Ibiza Republic		
3	Fortuna Headz - Freilos	B	Fortuna Headz 4 - 5 n.V.	Die Grüinkerne	
4	Williams Power 1 - 2 Die Grüinkerne		Die Grüinkerne		

München (2,5/Mud)

1	Stop Rock! United - Freilos	A	Stop Rock! United 2 - 4 n.E.	Meenzer Buben  0 - 2	United op Düsseldorf
2	Freilos - Meenzer Buben		Meenzer Buben		
3	United op Düsseldorf 3 - 0 Law & Order	B	United op Düsseldorf 6 - 0	United op Düsseldorf	
4	Freilos - Rachusclub Düsseldorf		Rachusclub Düsseldorf		

Oslo (2/Stone)

1	Capital Cities 1 - 3 Meenzer Buben		Meenzer Buben  1 - 0 n.V.	Meenzer Buben	Meenzer Buben
2	Freilos - Ibiza Republic		Ibiza Republic	7 - 6 n.E.	
3	Helden vom Bökelberg 5 - 2 USC Palermo		Helden vom Bökelberg  0 - 3	Rachusclub Düsseldorf	
4	Freilos - Rachusclub Düsseldorf		Rachusclub Düsseldorf		

Stuttgart (2/Mud)

1	Stop Rock! United 1 - 2 Williams Power	A	Williams Power  3 - 4	United op. Düsseldorf	Die Grünerne
2	Freilos - United op. Düsseldorf		United op. Düsseldorf	3 - 4 n.E.	
3	Fortuna Headz 1 - 0 Law & Order	B	Fortuna Headz  1 - 2	Die Grünerne	
4	Freilos - Die Grünerne		Die Grünerne		

Kopenhagen 2 WP Hardcourt

1	Capital Cities - Freilos	A	Capital Cities  2 - 1 n.V.	Capital Cities	Fortuna Headz
2	Law & Order 1 - 0 Williams Power		Law & Order	2 - 3	
3	Fortuna Headz - Freilos	B	Fortuna Headz  4 - 3	Fortuna Headz	
4	Freilos - Stop Rock! United		Stop Rock United		

**Madrid (2/Stone)**

1	Die Grünerne - Freilos	A	Die Grünerne 1 - 3	Meenzer Buben  3 - 2	Meenzer Buben
2	Ibiza Republic 0 - 1 Meenzer Buben		Meenzer Buben		
3	United op. Düsseldorf 0 - 1 Helden vom Bökelberg	B	Helden vom Bökelberg 5 - 4 n.E.	Helden vom Bökelberg	
4	USC Palermo 0 - 2 Rachusclub Düsseldorf		Rachusclub Düsseldorf		

**Moskau (2 WP / Stone)**

1	Rachusclub Düsseldorf 1 - 0 USC Palermo	A	Rachusclub Düsseldorf 3 - 2 n.E.	Rachusclub Düsseldorf  3 - 1 n.E.	Rachusclub Düsseldorf
2	Freilos - Ibiza Republic		Ibiza Republic		
3	Helden vom Bökelberg - Freilos	B	Helden vom Bökelberg 2 - 3 n.E.	Meenzer Buben	
4	Freilos - Meenzer Buben		Meenzer Buben		

**Zürich (2 WP / Green)**

1	Die Grünerne 1 - 0 n.V United op. Düsseldorf	A	Die Grünerne 2 - 1	Die Grünerne  3 - 2 n.E.	Die Grünerne
2	Williams Power 7 - 6 n.E. Fortuna Headz		Williams Power		
3	Stop Rock! United - Freilos	B	Stop Rock! United 2 - 4 n.V.	Capital Cities	
4	Law & Order 2 - 9 Capital Cities		Capital Cities		



**Dublin (2,5,Hardcourt)**

1	Capital Cities - Freilos	A	Capital Cities 7 - 1	Capital Cities  2 - 3 n.V.	<b>Williams Power</b>
2	Freilos - USC Palermo		USC Palermo		
3	Ibiza Republic 4 - 5 n.E. Williams Power	B	Williams Power 3 - 2 n.E.	Williams Power	
4	Law & Order 7 - 2 Rachusclub Düsseldorf		Law & Order		

**Manchester (2/Green)**

1	Die Grünerkerne 1 - 0 Helden vom Bökelberg	A	Die Grünerkerne 4 - 5 n.V.	Fortuna Headz  5- 0	<b>Fortuna Headz</b>
2	Freilos - Fortuna Headz		Fortuna Headz		
3	Meenzer Buben - Freilos	B	Meenzer Buben 1 - 3	Stop Rock! United	
4	United op.Düsseldorf 0 - 2 Stop Rock! United		Stop Rock! United		

**New York City (Eis / 2 WP)**

	<b>Viertelfinale</b>		<b>Halbfinale</b>		<b>Finale</b>	<b>Sieger</b>
1	Die Grünerkerne 1 - 0 United op Düsseldorf	A	Die Grünerkerne 5 - 1	I	Die Grünerkerne	<b>Meezer Buben</b>
2	Rachusclub Düsseldorf 1 - 2 Fortuna Headz		Fortuna Headz		0 - 1	
3	Stop Rock! United 0 - 1 Meezer Buben	B	Meezer Buben 3 - 1 n.V.		Meezer Buben	
4	Helden vom Bökelberg 2 - 3 Capital Cities		Capital Cities			

**Die Masters Turniere der 1.Saison**

**Masters in London on Green (2 WP)**

1	Meenzer Buben 0 - 1 Capital Cities	A	Capital Cities 0 - 3	I	Fortuna Headz 2 - 3	Die Grüinkerne
2	Freilos - Fortuna Headz		Fortuna Headz			
3	Freilos - Ibiza Republic	B	Ibiza Republic 1 - 3		Die Grüinkerne	0 - 2
4	USC Palermo 1 - 3 Die Grüinkerne		Die Grüinkerne			
5	Williams Power - Freilos	C	Williams Power 0 - 1	II	United op. Düsseldorf	Blut-Rot Mannheim
6	United op. Düsseldorf 2 - 1 Rachusclub Düsseldorf		United op. Düsseldorf			
7	Freilos - Stop Rock! United		D		Stop Rock! United 3 - 4 n.E.	
8	Blut-Rot Mannheim 4 - 2 Helden vom Bökelberg	Blut-Rot Mannheim				

**Masters in Kairo on Stone (2 WP)**

1	Blut-Rot Mannheim 0 - 1 Rachusclub Düsseldorf	A	Rachusclub Düsseldorf 4 - 3	I	Rachusclub Düsseldorf 1 - 0	Rachusclub Düsseldorf
2	Law & Order 1 - 3 n.E. Capital Cities		Capital Cities			
3	USC Palermo 3 - 4 Stop Rock United!	B	Stop Rock United! 2 - 1		Stop Rock United!	6 - 2
4	Meenzer Buben 1 - 0 United op. Düsseldorf		Meenzer Buben			
5	Fortuna Headz - Freilos	C	Fortuna Headz 3 - 1	II	Fortuna Headz	Ibiza Republic
6	Freilos - Williams Power		Williams Power			
7	Ibiza Republic - Freilos		D		Ibiza Republic 2 - 1	
8	Helden vom Bökelberg 2 - 1 Die Grüinkerne	Helden vom Bökelberg				

**Masters in Paris on Hardcourt (2 WP)**

1	Rachusclub Düsseldorf - Freilos	A	Rachusclub Düsseldorf 7 - 6 n.E.	I	Rachusclub Düsseldorf 2 - 3	Law & Order	
2	Meenzer Buben 1 - 4 Williams Power		Williams Power				
3	Stop Rock! United - Freilos	B	Stop Rock! United 0 - 1		Law & Order	0 - 1	
4	Law & Order 3 - 2 Fortuna Headz		Law & Order				
5	Die Grünerkerne - Freilos	C	Die Grünerkerne 4 - 2	II	Die Grünerkerne 4 - 1		Die Grünerkerne
6	Freilos - United op. Düsseldorf		United op. Düsseldorf				
7	Capital Cities 3 - 1 USC Palermo		D			Capital Cities 2 - 3 n.E.	
8	Helden vom Bökelberg 1 - 2 Ibiza Republic	Ibiza Republic					

**Masters in Melbourne on Mud (2 WP)**

1	Die Grünerkerne - Freilos	A	Die Grünerkerne 1 - 2 n.V.	I	Capital Cities 3 - 1	Capital Cities	
2	Williams Power 2 - 3 Capital Cities		Capital Cities				
3	Fortuna Headz - Freilos	B	Fortuna Headz 5 - 3 n.E.		Fortuna Headz	0 - 3	
4	Meenzer Buben 5 - 0 Law & Order		Meenzer Buben				
5	Ibiza Republic 3 - 1 Helden v. Bökelberg	C	Ibiza Republic 1 - 0	II	Ibiza Republic 0 : 1		Rachusclub Düsseldorf
6	USC Palermo 0 - 1 Stop Rock! United		Stop Rock! United				
7	United op. Düsseldorf - Freilos		D			United op. Düsseldorf 1 - 2 n.V.	
8	Freilos - Rachusclub Düsseldorf	Rachusclub Düsseldorf					

## SHANGHAI (Parkett / 2 WP)

	Viertelfinale		Halbfinale		Finale	Sieger
1	Rachusclub Düsseldorf 2 – 1 n.V. Stop Rock! United	A	Rachusclub Düsseldorf 3 – 1 n.E. Capital Cities	I	Rachusclub Düsseldorf	Fortuna Headz
2	Capital Cities 3 - 1 BR Mannheim		Capital Cities		5 – 6 n.E.	
3	Ibiza Republic 0 – 3 n.E. Fortuna Headz	B	Fortuna Headz 4 - 3 Law & Order		Fortuna Headz	
4	Law & Order 2 – 1 n..V. Die Grüinkerne		Law & Order			

Hi Dear Friends of United,

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

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

The differences of the first season:

Other row qualificatins 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 have 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 worthness. Every team can select to participate to one of this 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 to this tournament. In round 3,5,7,9 are this tournaments. In round 4,6,8,10 we have the new team cup.

5) In the teamcup two teams A + B plays 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 hometeam can select the underground for the games. All 5 games must played on the selected underground.

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

6) After the programms gives the GM the result, the manager gets a n issue with the results, suspensions etc and all details. Manager losing with their teams paused with their teams till the next tournaments. The next round with two new tournaments starts if both tournaments. A master tournament can goes 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 be 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 tot rain. For participate a normal tournament every team get 100 kkj startcapital. For each win of a game you get a reward of 40 kkj. The winner of the tournament gets the reward of the worthness. 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 halffinal 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 starts 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, midfielder 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) An 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. 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 these qualifications or the rising of the apprentices fixed after the whole tournament. So if a talent 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 other.

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 comes 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 in 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 qualification 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 7 cost 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) BBefore 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 additional 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 nobody 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.

Teams on Green**1) Die Grünkerne** **4.0 WP + 0.0 WP / 1312 kKj** **Henry Springer**

10 Spieler: Bohnen, Buchweizen, Dinkel, Gerste, Hirse, Linsen, Mais, Roggen, Triticale, Weizen

**Torschützen (68):** Mais (15), Triticale (10), Weizen (9), Roggen (8), Hafer (7), Bohnen (2), Hirse (2) Linsen (2), Reis (1) + 12 Elfmertore**Gelbe Karten (17):** Weizen (2), Triticale (2), Mais (2), Buchweizen (2), Grünkern (2), Schrot (2), Gerste (1), Dinkel (1), Hirse (1), Roggen (1), Hafer (1)**2) Fortuna Headz** **3.5 WP + 2.0 WP / 3056 kKj** **Hardy Trautwein**

10 Spieler: Andrea Parker, Aphex Twin, DMX Krew, Mariel Ito, Mira Calix, Rob D., Roots Manuva, TTC, Telefon Tel Aviv, Tranquility Bass

**Torschützen (94):** Aphex Twin (12), DMX Crew (10), Tranquility Bass (8), Mira Calix (6), Andrea Parker (5), Rob D. (3), Roots Manuva (3), DJ Food (3), Mariel Ito (2), Auteche (2), + 40 Elfmertore**Gelbe Karten (22):** Aphex Twin (5), Roots Manuva (4), Mariel Ito (3), Tranquility Bass (2), DMX Crew (2), Andrea Parker (1), Auteche (1), TTC (1), Mira Calix (1), Rob D. (1), DJ Food (1)**Rote Karten (1):** Mira Calix (1)**3) Win Beim Dom** **1.0 WP + 0.0 WP / 200 kkj** **Jürgen Raschke**

11 Spieler: Alexander Meier, Carsten Rottenbach, Christian Rahn, Fabian Boll, Fabian Lechner, Fabio Morena, Felix Luz, Marius Ebbers, Thomas Meggle, Timo Reus, Timo Schulz

**4) De Hindorwaeldlor** **1.0 WP + 0.0 WP / 200 kkj** **Björn Schober**

11 Spieler: Beersdorf, Birne, Brossn, Bulsniz, Loomen, Loosniz, Mohorn, Rahdewalde, Rahdn, Rallbiz, Weesich

**5) Helben vom Borussenpark** **1.0 WP + 0.0 WP / 130 kkj** **Uwe Meyer**

11 Spieler: Alberman, Browers, Daems, Friend, Heimeroth, Levels, Marin, Neuville, Pauwe, Rösler, Touma,

**6) Magnum & Cremissimo** **1.0 WP + 0.0 WP / 80 kKj** **Stefan Dreier**

11 Spieler: Andalusische Träume, Colombia Aroma, Ecuador Dark Choc, Erdbeer, Haselnuss, Java Milk Choc, Mandel, Südseeräume, Temptation, Weiß, Yoghurt Fresh

Teams on Hardcourt**7) Williams Power** **2.0 WP + 0.0 WP / 2020 kKj** **Daniel Hogetoorn**

8 Spieler: Dani, Ircsi, Jeri, Kriszti, Peti, Serena, Tibsi, Venus

**Torschützen (58):** Tibsi (8), Jeri (7), Kriszti (3), Peti (3), Zsolti (2), Marus (2), Geri (1), Dani (1) + 31 Elfmertore**Gelbe Karten (17):** Dani (4), Geri (3), Venus (2), Kriszti (2), Tibsi (2), Peti (1), Serena (1), Jeri (1), Ircsi (1)**8) Capital Cities** **3.5 WP + 0.0 WP / 2442 kKj** **Stefan Dreier**

9 Spieler: Asmara, Berlin, Freetown, Jakarta, Ottawa, Peking, Stockholm, Tokio, Washington DC

**Torschützen (133):** Stockholm (35), Tokio (21), Rom (15), Moskau (13), Ankara (10), Berlin (7), Jakarta (2), Freetown (2), Oslo (2) + 26 Elfmertore**Gelbe Karten (30):** Tokio (6), Ankara (5), Jakarta (3), Freetown (3), Stockholm (3), Moskau (3), Rom (2), Berlin (2), Washington DC (2), Oslo (1)**Rote Karten (1):** Washington DC (1)**9) Law & Order** **2.0 WP + 1.0 WP / 4106 kKj** **Michael Epp**

8 Spieler: Adrian Monk, Alexander Hold, Ally McBeal, Hercule Poirot, Inspector Columbo, Komissar Rex, Miss Marple, Sherlock Holmes

**Torschützen (40):** Kommissar Rex (8), Adrian Monk (4), Alexander Hold (4), Barbara Salesch (4), Sherlock Holmes (2), Hercule Poirot (1), Ally McBeal (1), Miss Marple (1) + 15 Elfmertore**Gelbe Karten (10):** Kommissar Rex (2), Inspector Columbo (2), Miss Marple (2), Ally McBeal (2), Alexander Hold (1), Adrian Monk (1)**10) Olympia United** **1.0 WP + 0.0 WP / 200 kkj** **Dieter Meier**

11 Spieler: Australien, China, Deutschland, Italien, Japan, Kenia, Polen, Russland, Suedkorea, Ukraine, USA

**11) United der Düsseldorfer Originale** **1.0 WP + 0.0 WP / 2980** **Stephan Schön**

11 Spieler: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11

Teams on Mud**12) Stop Rock! United** **2.5 WP + 0.0 WP / 2328 kKj** **Björn Schober**

9 Spieler: Bromm Oss, City, H & N, Keimzeit, Mona Lise, Neumis Rock Zirkus, Perl, Rockhaus, Wir

**Torschützen (67):** Keimzeit (19), Perl (15), Neumis Rock Zirkus (7), Karat (5), City (3), Petra Zieger (2), Kreis (2), Wir (2), Stern Combo Meißen (1), Oktoberklub (1), + 10 Elfmertore

**Gelbe Karten (31):** Perl (6), Stern Combo Meißen (4), Keimzeit (4), Puhdys (3), Kreis (3), Renft (3), City (2), Oktoberklub (2), Karat (1), Wir (1), Rockhaus (1), H & N (1)

**Rote Karten (2):** Perl (1), City (1)

**13) United op Düsseldorfer Platt 2.0 WP + 0.0 WP / 2522 kKj** **Stephan Schön**

8 Spieler: Bütze, Dode Buxe, Flabes, Flappmann, Halve Hahn, Jedöns, Köbes, Pief

**Torschützen (35):** Flabes (7), Flappmann (6), Pief (3), Köbes (3), Teekanne (2), Ürige (1), Dode Buxe (1) + 12 Elfmertore

**Gelbe Karten (12):** Flabes (3), Köbes (2), Pief (2), Flappmann (2), Bütze (1), Teekanne (1), Ürige (1)

**Rote Karten (3):** Dode Buxe (1), Flabes (1), Teekanne (1)

**14) Die Freuchtbomben 1.0 WP + 0.0 WP / 720 kKj** **Klaus Fritz**

11 Spieler: Apfel, Aprikose, Banane, Brombeere, Dattel, Gandaria, Hagebutte, Maulbeere, Orange, Rosella

**15) Numbers 1.0 WP + 0.0 WP / 2120 kKj** **Dieter Meier**

11 Spieler: One, Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Eleven

**16) Bei Regenwetter 1.0 WP + 0.0 WP / 50 kKj** **Henry Springer**

11 Spieler: Aus schlafen, Blitze gucken, Buch lesen, Fernsehen, Karten legen, Pfütze hüpfen, Schirm spazieren, Tropfen zählen, Wagen waschen, Wolke 1, Wolke 2

### Teams on Stone

**17) Helden vom Bökelberg 2.0 WP + 0.0 WP / 3220 kKj** **Uwe Meyer**

8 Spieler: Heynckes, Jensen, Netzer, Sieloff, Simonsen, Stielicke, Vogts, Wimmer

**Torschützen (48):** Vogts (8), Heynckes (8), Wimmer (7), Stielicke (7), Netzer (5), Frontzeck (2), Sieloff (2) + 9 Elfmertore

**Gelbe Karten (10):** Wimmer (4), Sieloff (2), Vogts (1), Köppel (1); Frontzeck (1), Heynckes (1)

**18) Meenzer Buben 4.5 WP + 0.0 WP / 4374 kKj** **Patrik Prekopp**

7 Spieler: Dominik, Jonathan, Marco, Matthias, Nico, Patrik, Timo

**Torschützen (54):** Dominik (13), Matthias (5), Frank (3), Vale (3), Mo (2), Mark (2), Nico (1) + 25 Elfmertore

**Gelbe Karten (11):** Frank (2), Patrik (2), Dominik (2), Timo (1), Jonathan (1), Vale (1), Mark (1), Nico (1)

**Rote Karten (2):** Vale (1), Frank (1)

**19) Ibiza Republic 2.5 WP + 0.0 WP / 3932 kKj** **Holger Heiser**

8 Spieler: Bar LaNada, Cafe del mar, D'Alt Villa, El Divino, KM 5, Las Salinas, Playa d'en Bossa, Privilege

**Torschützen (45):** Privilege (6), Playa d'en Bossa (6), Las Salinas (5), Paella (5), Cala Valdella (5), Sangria (3) + 15 Elfmertore

**Gelbe Karten (32):** Cafe del mar (7), Cala Vadella (6), KM5 (3), Paella (2), Privilege (2), Bora Bora (2), Sangria (2), El Divinio (2), Playa d'en Bossa (2), Bar LaNada (2), D'Alt Villa (2)

**20) Rachusclub Düsseldorf 2.5 WP + 1.5 WP / 1403 kKj** **Jürgen Raschke**

11 Spieler: Eric Deblicker, Guillermo Vilas, Ivan Lendl, John Alexander, Jose Higueras, Jose Luis Clerk, Kin Warwick, Manuel Orantes, Pavel Korda, Phil Dent, Tomas Smid

**Torschützen (102):** Phil Dent (15), Ivan Lendl (14), Pavel Korda (11), Jose Luis Clerk (11), Tomas Smid (5), Kin Warwick (3), Manuel Orantes (3), Jose Higueras (1), Frantisek Pala (1), Guillermo Vilas (1) + 37 Elfmertore

**Gelbe Karten (11):** Kin Warwick (3), Jose Luis Clerk (1), Fernando Luna (1), Pavel Slozil (1), Jose Higueras (1), Ivan Lendl (1), Pavel Korda (1), Frantisek Pala (1), Guillermo Vilas (1)

**Rote Karten (2):** Jose Luis Clerk (1), Ivan Lendl (1)

**21) Nur Bahres ist Wahres 1.0 WP + 0.0 WP / 720 kKj** **Klaus Fritz**

11 Spieler: Birr, Bolivianos, Drams, Escudos, Euro, Kwanza, Kyats, Leke, Pesos, Pulas, Taka

### Preview tot he first round: To select

### Tokio (1,5/Mud) (Last Winner: Stop Rock United!)

Das Wahrzeichen von Tokyo, der TOKYO TOWER steht im Viertel MINATO KU und ermöglicht einen Blick über die Tokyo - Bucht und natürlich die angrenzenden Bezirke. Der Turm ist **333m** hoch und ist damit nicht nur um 13 m höher als der Turm vom Herrn Eiffel sondern somit auch der höchste selbsttragende **Stahlurm** der Welt. Im Jahre **1958** wurde er dann feierlich eröffnet. Insgesamt wiegt "das Teil" **4.000 Tonnen** (das sind 3.000 Tonnen weniger, als der Pariser (Turm), weil die Japaner



natürlich eine Superkonstruktion konstruiert haben und deshalb richtig an Gewicht gespart werden konnte. Na ja und selbstverständlich dient er als **Sendemast** und zwar für **5 Radio- und 9 TV-Sender**. Und damit im Dunkeln auch jeder sehen kann, wo der Turm steht, wird er nachts von **164 Strahlern angeleuchtet**.

## Brasilia (1,5/Hardcourt) (Last Winner Capital Cities)

Brasília ist eine künstliche Stadt, die in 4 Jahren aus dem Boden des brasilianischen Hinterlandes gestampft wurde. Das Stadtbild ist geprägt von der Funktionalität seiner Gebäude. Doch Brasília hat nicht nur Spannbeton zu bieten; die moderne Architektur besitzt ihre eigene Ästhetik. Die Monumentalität der Stadtanlage von Lucio Costa und die Leichtigkeit einzelner Bauwerke von Oskar Niemeyer verbinden sich zu einer einzigartigen Bau- und Gestaltungsidee. Der Film zeigt die nüchterne Schönheit einer Stadt des 20. Jahrhunderts. Ihre graphischen Strukturen genauso wie ihre malerische Transparenz.

## These players you can bid after the first games

### They learn the underground stone

Pablo Agrigento(1 Sp. gesperrt)	T III 4	/	trainierbar bis 7	/	0 DP	/	0 Tore
Horst Schmandhoff	T nT 5	/	trainierbar bis 10	/	0 DP	/	0 Tore
Al Bielone	A IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
Marcio Severin	V III 2	/	trainierbar bis 5	/	0 DP	/	0 Tore
Karmann Ghia	V IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
Massimo Messina	V nT 7	/	trainierbar bis 10	/	0 DP	/	0 Tore
Benno Bolzano	M IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
Heinz Erhard	M IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
Alfredo Briol	VS I 10	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in M:2						
Fabio Grosso	MS I 10	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in V:3						
Alfred Messerschmitt	MS I 10	/	trainierbar bis 10	/	0 DP	/	0 Tore
Basha Häntschke	S I 10	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in V:1 M:1						
Francesco Castelvetro	S IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
	Einsätze in V:2 M:1						
Seckenheim	T II 8	/	trainierbar bis 10	/	0 DP	/	0 Tore
Vogelstang	A I 7	/	trainierbar bis 10	/	0 DP	/	0 Tore
Waldhof	V II 8	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in S:1						
Blumenau	VM IV 1	/	trainierbar bis 4	/	0 DP	/	0 Tore
Feudenheim	V II 8	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in S:1						
Neckarau II	VM III 4	/	trainierbar bis 7	/	0 DP	/	0 Tore
Gartenstadt	M II 8	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in S:1						
Scharhof	M I 7	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in V:1 S:5						
Käfertal	M I 8	/	trainierbar bis 10	/	0 DP	/	0 Tore
Wallstadt	S II 7	/	trainierbar bis 10	/	0 DP	/	0 Tore
	Einsätze in V:1						

### Suspensions for the first round:

**Stop Rock United!:** Perl (1 Game)

**Helden vom Bökelberg:** Wimmer (1 Game)

**Fortuna Headz:** Mira Calix (1 Game)

**Vereinslos:** Pablo Agrigento (1 Game)

So i only need the selection of you. Discover apprentices not. **ZAT september 5th 2008**