

Heavy United Online

9th season

Rulebook

We play normal united like in Rosedale Sun, Nightmareleague or oberfoul

OK some special rules, here their are

- 1) In Playing Heavy United you must play with hardness 10.
- 2) Every yellow cards counts in Heavy United 2 and a red card 10 DP.
- 3) A Sweeper can play without a minus in the defense, he gets the row qualification after playing 6 times in defense.
- 4) It is possible to let only one player play in a line like defense, midfield or forward. There is a maximum of 6 player playing in a line.
- 5) The best scorer gets a reward of 100 kkj for his team. If more than one leading the table of the scorebaord all teams of that players get the reward.
- 6) Every player who had 36 or more do not get a ne wage. The consequence ist hat he could be train in the next season three levels more. There is no limit. A Player D ap 10 with 4*M is in the next season a D ap 10 > 13 4*M. Only field player D/M/A can get a higher level than 10.
- 7) All row qualifications a normal player had after the last match, he will get it fort he first match. A M I 10 4*D is in the next season a M II 8 4*D.
- 8) There is a transferlist. In round 10 it ist he last possibility tos et player onto the transferlist.
- 9) Private deals are allowed.
- 10) Therer are no Gm-auctions. You can buy player like rules 19ff.
- 11) If a manager did not send orders, i will fill the lines up with hardness. I dice. 1 is Keeper or sweeper, if they had not the level 10, than the rest is in the field. First the puter said to me how the team play, and then i fill it up like the 3:1 rule. If the dice said 1, i put a max of 4 into the keeper or sweeper, or both 2 in keeper, 2 in sweeper.
- 12) There is a maximum of 19 player a team could have.
- 13) There is no need in discover apprentices
- 14) There is a maximum of 5 apprentices per season you can discover
- 15) You can have as much as apprentices you want.
- 16) Cup: There is a cup. Playing each season. First there are 6 games fighten fort he next round. The winner of the first and the rematch gets tot he next round. Two best losers complete the next round of 8 teams to win the cup. The rest 4 teams play in matches tot he places 9-12. All places will be played out. In the games for winning the cup, the reward is 1 VP each win, for a draw you get nothing. For playing tot he places you get a reward of 0,5 VP each win.
- 17) You can buy players after the games each round. Only one time before the season starts wiith your money you have.
- 18) It is possible to say, i will buy a player if i had a suspension.
- 19) Here is the prizelist

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	400	each level
Age -1	GK/SW	350	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	250	each level
Age 0	GK/SW	250	245	240	235	230	225	220	215	210	205	200	200	each VP
Age 1	Field	250	240	230	220	210	200	190	180	170	160	150	150	each level
Age 1	GK/SW	200	195	190	185	180	175	170	165	160	155	150	150	each VP
Age 2	Field	150	147	144	141	138	135	132	129	126	123	120	120	each level
Age 2	GK/SW	130	127	124	121	118	115	112	109	106	103	100	100	each VP
Age 3	Field	120	116	112	108	104	100	96	92	88	84	80	80	each level
Age 3	GK/SW	100	98	96	94	92	90	88	86	84	82	80	80	each VP

Sp can be bought to a max of level 4 (GK or SW) or level 5 (field)

Ap and age I can be bought to a maximum level of 10

Age II player can be bought to a maximum of level 8

Age III player can be bought to a maximum of level 6

A keeper or sweeper needs doubled VP

A SW I 5 cost in round 1: $5 * 2 = 10 * 200 \text{ kkj} = 2000 \text{ kkj}$ in round 2: 1950 kkj.

A DM II 7 costs in round 1: $7 * 160 \text{ kkj} = 1120 \text{ kkj} + 20 \% \text{ from } 1120 (224) = 1344 \text{ kkj}$ in round 2: 1327 kkj.

Please think that a Sp also counts to the 19 players.

190,6 ist 190

20) You can sell the players to the normal Non-League prices to the Non-League at the end of the season.

21) Before the next season continues, the players become older. Before aging all teams must have 10 Fieldplayers and one Goalkeeper Age 0-X.

22) There are no taxes

23) There is no possibility that a player's name doubled in the Heavy United history. If yes, he gets the II in his name of jr. or sr.

26) All suspensions will be deleted after the last game in the season, so every player starts with no suspension.

THERE ARE NO COSTS IN PARTICIPATE TO THE HEAVY UNITED ONLINE LEAGUE