

# La Grande League

## The New Season

### remarks

- There are 0 GM-teams, but if there are GM-teams I will manage these teams till a new manager is found. I will discover apprentices, sell really bad players to NL-Sales and the computer will make the line-up for the matches. The team will play without hardness and GPP, but with home-advantage.
- If a manager don't submit orders, the team will play in the same line-up as the session before (I various the home and away games).  
The team will play will with home-advantage but without hardness and GPP. The suspended players will be replaced by the youngest players of the team. The team also will get a fine of 100 KFL (this is new). After 3 NMR the manager will be replaced.
- Also in this year we have 2 Cup-Competitions
  - The Memorial Cup: All the teams (30) will play in knock-out competition. The first is round is played with this 30 teams and in second round the 15 winners will be joined by a lucky loser. For each game a team wins, they will receive 1VP and 40 KFL. For a draw both teams receive 0.5 VP and 20 Kfl, no matter which team gets on in the cup
  - LGL Cup: this season no LGL Cup.
  - Indoor Soccer Cup (experiment): Every manager will get an indoor soccer team (team-name will be the same). This team has 65 VP's to distribute over 1 GK and 6 Fieldplayers. To create a Fieldplayer the costs are 1 point per level, to create a GK the costs are 2 points per level. A Fieldplayer (maximum level of 10) will always be an D/M/F. So each team has 1 Goalkeeper and 6 Fieldplayers. With this player you must make an team. Everybody must have a goalkeeper with minimum level of 1 and maximum level of 9, nobody has a sweeper and can play offside. In your line-up your field players must be distributed over the three field lines (DF, MF and FW). The 3:1 rules (none of the lines may have a total sum, higher than 3 times the lowest sum) only applies to the field lines, so the Goalkeeper is free of this rule.

Good Line Up:	Wrong Line Up
GK:3	GK:7
DF: 12	DF :11
MF: 12	MF:31
FW: 35	FW:9

When a team breaks this rule, The GM will change the line-up till the line-up fits the 3:1 rule.

The 30 teams will be distributed over 5 poules of 6 teams. In this poule (Round 1) each team plays the other team once without home-advantage or hardness or GPP's. From each poule the top 3 will go to the next stage. In Round 2 there are 3 poules of 5 with the same methodic. The top 2 of each poule will go the final Round. There are now 6 teams left and those teams play in 1 poule, each team plays the other teams and in the end we have one winner. The prizes are (at the end of the season):

Number 1: +100 KFL and 1,5 VP  
Number 2: +100 KFL and 1,0 VP  
Number 3: +100 KFL and 0,5 VP  
Number 4: + 50 KFL and 0,5 VP  
Number 5: + 50 KFL or 0,5 VP  
Number 6: + 50 KFl or 0,5 VP

- Also this season (as usual) three point for a victory.
- Each team receives 2.0 VP per session, for each win 1 VP and for each draw 0.5 VP.
- Home-advantage is always 7

- A team that plays without a sweeper (SW), is allowed to choose to play the Off-side-trap. In this case, the amount of shots out of the FW of the opposite side is halved (rounded up). The negative side of playing with the off-side-trap is that the amount of shots out of the MF of the opposite side will be doubled. When a manager wishes to play the off-side-trap, he should write this on his order form. Instead of the name of the SW he should write \*OFFSIDE\*. When this is not written, the team won't play Off-side!
- In every season it happens that a team plays above their normal form. Therefore every team gets 30 GPP (= Good Performance Points) at the beginning of the season. The manager may use these extra points in any matches he wishes, in cup- or league matches, against strong or weak opponents. But, he can use a maximum of just 10 GPP in one match. When a manager has no GPP left, he can't use this option for the remaining of the season. GPP are awarded to a line, not to separate players. To increase the level of a GK or SW, you need 2 GPP per level. The level of a GK or SW can't exceed level 10 due to the use of GPP. It's allowed to take a maximum of 10 GPP into the next season
- You may discover 7 apprentices at the most.
- The last session with GM market is 6
- Session 7 is last session for privat deals or NL Sales
- Promotion/Relegation:
  - Nr 9 and 10 of division 1 will be relegate to division 2
  - Nr 1 and 2 of division will promote to division 1
  - Nr 9 and 10 of division 2 will relegate to division 3
  - Nr 1 and 2 of division 3 will promote to division 2
- European Cup:
  - Champion of division 1 will play in EC1
  - Memorial Cup Winner will play in EC2
  - Nr 2 an 3 of division n1 will play in EC3
- For all the other, see the rules or ask me