

Montes United (in Wiener United Kurier)

Version 1.7 – 20th of July 2007

I only described some exceptional things. The game is very much like Holzacker League.

Name (max. 20 characters)

The name of the player can't consist of more than 20 characters and should be different from all other player names in the league.

Ausputzer (A) (Sweeper)

Can play in the field as

- V loses no level, but can not be qualified.
- M or S but loses 1 level and can be qualified after 6 games o.o.p..

Feldspieler (V, M, S) (Field players)

A field player may play as a sweeper at 1/3 of his level (mathematically rounded). A field player can't qualify as a sweeper.

Special characteristics

A player keeps his special characteristics in a following season.

Line-ups

It's allowed to play with only 1 player in one of the three field lines.

Hardness (HÄ)

Maximum 10 HÄ per match. Every player has got a 3% chance to get a booking and 0,75% to be sent-off per used hardness point. A goalkeeper can only get a booking if hardness is used to strenghten him.

Formpunkte (FP) (Good Performance Points)

A team gets 30 FP at the beginning of the season. They can be used to strenghten lines (exactly like in United Friends). The maximum amount you can use per match equals the amount of home-advantage in that round.

Tactics

Abseits (Off-side)

If you play without a sweeper you can play off-side (exactly the same like in United Friends).

Mauern (Extremely defensive)

If you play an away match, you may play extremely defensive. In this situation your V (DF) may be 5 times as strong as your M (MF) and/or S (FW). If you play this tactic, you can never win this match. If you score more goals than your opponent, some of the goals will be eliminated till the result is a draw.

Penalty takers

Before every match you can write a list of three preferred penalty takers. The first player written will take a given penalty. If he is sent-off at that time, the second one written takes the penalty and so on. If they all three have been sent-off, a random player is chosen (not the goalkeeper).

Coaching

A team gets 11 Coaching Points (CP) per round, for a league win 8 CPs, for a draw 4 CPs. Reaching the next round in the cup will bring 5 CPs. You can use CPs to coach your players using the table below.

Age	Level 1-2	Level 2-3	Level 3-4	Level 4-5	Level 5-6	Level 6-7	Level 7-8	Level 8-9	Level 9-10
fT,nT,I	2	3	4	5	6	7	8	9	10
II, III	1	2	3	4	5	6	7	8	9
IV, V	0	1	2	3	4	5	6	7	8
VI, VII ...	0	0	1	2	3	4	5	6	7

Players can be coached 3 times per season (Exceptions: tT and nT), but players can be coach more than once in one round. To coach T or A you need the double amount of CP. You can save as many CPs as you want for a next round, but you can only take 60 CPs into the next season.

Spying

If you want to spy at another match in the same round, you can use 7 CP to do that. You will get a report with the totals of the teams involved in that match, inclusive tactical play.

Aging

from age to age:	tT	nT	I	II	III	IV	V	...
Loss of levels	0	0	2	4	4	4	4	

A T (GK) loses only 3 levels when he becomes age III.

8 Finanzen und Transfers

Income

Per round 100 KE, per victory 40 KE, per draw 20 KE. For every home-match you win in a row, you increase your home-bonus with 10 KE. This bonus disappears after a home-draw or home-loss. Example: 1 draw + 1 home-win + 6th home-win in a row -> 100 +20 +40 +50 = 210 KE income.

Private deals

Private deal possible from the first round in a season till just before the last GM-offering in a season. A GM decides if a deal is valid (the deal has to be fair for all players involved). The player may be used immediately after buying. A player must stay with his new team for at least 4 rounds. After that period he may be sold again.

GM-Offering

The GM offers only 3 players per round (warning: therefore players are very expensive!!! :-)

NL-Sales

Prices per level: tT(120), nT(100), I(80), II(60), III(40), IV(20), older (0).

For every DP minus 1 KE.

For multiquified resp.10% (20%) more.

Transferlist (TL)

Every round you can put one of your players on the transferlist. This player can normally play for you in that round. After the session the player will be sold just like the GM-offering. A manager may give a blocking bid. If nobody bids higher, the player stays with your team.

Credits

You may go „into the red“ till -1000 KE. In that case you pay 10% interest per round (after income).

Organisation of a round

- Training
- NL-Sales
- Cup matches
- League matches
- GM-Offering
- Transferlist
- Income

NMR-Rules

If a manager doesn't send orders:

- no coaching, no use of FP, no hardness
- no sales, no bids
- same line-ups like in the past round (incl. home-advantage)

After three NMR in a season, a manager will be fired.

End of a season

- At the end of the season you may coach your players after aging ...
- Lowest three of 1st league relegate – highest three of 2nd league promote ...
- The topscorer of a league will age, but lose 1 level less ...
- You have to pay 50% tax for the amount over 6000.-

New teams

At least 11 players. They get 65 VP.

Agestructure: 15-25 VP age I / 15-25 VP age II-III / 15-25 VP age IV-V / 3 nT may be integrated.

Seasonschedule

For 10 teams leagues:

Round	1	2	3	4	5	6	7	8	9
League matches	1,2	3,4	5,6	7,8	9,10	11,12	13,14	15,16	17,18
Home-advantage	6	6	6	6	7	7	7	8	8
Cup matches	Preliminary	16 first match	16 return	8 first match	8 return	4 first match	4 return	2 first match	2 return

The first GM-offering takes place in round 1, the last in round 7.

The first transfermarket takes place in round 2, the last in round 7.

The first possibility to sell players to NL is in round 1, the last in round 8.

Private deals can be made till round 7.

Cup

In the preliminary round the lowest teams of the second league will play against some amateur teams to reach the first round of the cup tournament. After that there will be played a knock-out tournament in two matches (home and away). If the result is equal, the goals scored away decide. If it's still equal, there will be extra time (all chances will be divided by 3, hardness won't lead to extra cards). If there's still no decision, penalties have to decide. In that case a goalkeeper will go into the penalty shoot-out without eventually used hardness.

Match schedule

This schedule is valid for a 10 teams competition.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
A-F	F-E	A-H	I-E	A-J	H-E	A-C	G-E	A-E	J-E	A-I	B-E	A-G	C-E	I-G	D-E	I-B	D-F
B-G	I-A	D-G	G-A	D-B	G-I	F-B	B-I	F-D	F-A	C-G	H-A	C-B	H-I	A-B	J-I	A-D	J-G
C-H	H-D	C-J	H-F	I-H	J-F	I-J	J-H	I-C	I-D	D-H	I-F	F-H	G-F	F-J	G-H	H-J	B-H
D-I	G-C	F-I	B-C	F-G	B-A	H-G	D-A	H-B	H-C	E-F	J-C	E-I	J-A	E-H	C-A	E-G	C-I
E-J	J-B	E-B	J-D	E-C	C-D	E-D	C-F	G-J	G-B	B-J	G-D	D-J	B-D	D-C	B-F	F-C	E-A