## **Rules**

We play the normal United Rules, with some specifications:

1) One season have 21 rounds, after that we play the PlayOffs which goes to a maximum of 12 rounds.

2) Every round there are two games fort he titel and one round for the cup.

3) 16 teams were devided to 4 groups. They were play each other in the group for three time home and awy. Between the teams of the other groups they play one time away and home.

4) After the normal round the first leader of the groups and the four best in points without the leaders fight for the title.

5) After the normal round, these 8 teams were ranked with their points they got. The teams with the most points ranked to number one, the team with the lowest points to number 8. The team with the highest points plays angst the team with the lowest points. So it could be that their came from the same group. But that's luck or not..

6) In the play-offs we play the titel in the best-of-seven modus. The team who have won 4 times goes to the next round.

7) Play-Offs: In the first round, the better team plays two times at home, than two times away, one at home, one away and perhaps the 7th game in their own stadion.

8) In the next round the winner of the Play Off 1 play aginast the winner of the Play-Off nummer 4. The Winner of Play-Off Number 2 against Play-Off Number 3.

Also playing in a modus best-of-Seven. The same like Rules number 6 and 7; Every Play-Off must have a winner. So is there a draw after 90 minutes, they get an additional time of 30 minutens and then perhaps a penalty shooting. 9) For the Titel the winner of the Game 1-4 play aginst the winner of 2-3. In that Play-Off the the winner of the Play-Off 1-4 plays two times in his own stadion, than 3 times away and the last two games at home.

10) Earningss: During the whole season, every team gets 1 WP to train / per round. For a win also an additional of 0.5 WP. For a draw both teams get 0,25. Money you get 50 kkj/per round, 40 kkj for a win and 10 kkj for a draw.

In the play-Offs each team who stays on the places 9-16 after the normal round gets 2 points to train fort he whole Play-Offs, the others 1 WP for each round.

11) It is possible to take 1,75 WP to the next round..

12) In the play-offs, the winner of a play-Off Series get 1 WP for training, the looser 0,5 WP, to the normal 1 WP for the round. Each wins gets a reward of 50 kkj. The winner of the Finals gets 1,5 WP the looser 1 WP.

13) A Talent needs 6 times to get the qualifikation of his row. To qualify another row, a player needs 10 times to play in another row.

- 14) In den normal round, Cup round 1 to 3:
- 15) In den normal round, Cup round 1 to 3: A

: Yellow Card counts 3 DP, Red cards counts 10

Yound 1 to 3: At the end of the season, all DP were set to zero, only suspensions goes to next season..

16) In the Play-Offs, Cup-Finals:

Yellow Cards counts 5 DP, red cards 10 DP but not together, so the DPs in the Play-Offs are not counts in the Cup. After the Play-Offs and the Cupfinal, all DPs wer set to zero. The suspnsions counts as long as the team stays in the play-offs.

17) A Swasher can play without a reducing of one point as a defender. He gets the qualification of a defender after playing ten times as a defender, this is only important for selling to the non-league.

18) It is possible to play a row only with one player.

19) There is a transferlist, but no last round of selling or buying player. It is possible to sell or buy players, after the last play-off round. A players is set on the last round to the transferlist ages as normal as the other players do.

20) Private deals are only allowed between the rounds 1 and 12.

21) There is no GM-Auctions. You can buy players to the rules numner 22 to 36.

22) Players from quit teams were going to a transfer-auction in round 0 after the aging, that the players has the possibility to get in the hall of fames.

23) Only 19 players per team is allowed.

24) It is not possible to make debts.

25) There is no need in discovering apprentices. If a players do not send an order in the first round, the were no discovering from the gamemaster, of course the manager do not sent orders in round 0. Stan Dard tkaes place of the trainer, training comes from the gamemaster as i normal train my own teams.

26) There is a maximum of dicovering 3 apprentices.

27) There is a maximum of 9 apprentices per team.

28) NBA-Cup: In addition to the normale round there is a cup like the Play-Offs in a modus like best-of-seven. The selection goes by draw wich team plys at home first. In the round 1 to 7, the first Cup round goes, than in rond 8-14 the second and in round 15 to 21 the third. The Cupfinals startet in the play-Off rounds. Qualifikations for playings in athoer rows or qualifikations for aprrentices are possible and counts like the normal games. But also the DPS counts to the normal DPs in the round  $1^{st}$  to  $3^{rd}$ .

The winner of the Cup finals gets a X jr level 6 in opinion a Keeper or a sweeper with level 3. The looser gets a X II 8 or if he wants a Keeper or Sweeper III 6. There is no money for a wining game.

29) It is possible to say, i want to buy a player if i have a suspension.

30) you can buy sappr to a max of 4 (Keeper and sweeper or 5 in the field.

31) appr and Players with an age of I you can buy with a max of 10.

- 32) Age II to a max of level 8.
- 33) Age III to a max of level 6.

34) Qualifications of others rows cost an additional of 20%.

35) A Keeper and sweeper costs doubled.

36) I ignore Buyings without a name of the player or without the price !!!!

37) The players cost like the price list below this rule

round	01	02	03	04	05	06	07	08	09	10	11		
Age -1 Fiel	d 400	400	400	400	400	400	400	400	400	400	400	per	Level
Age -1 GK/S	W 350	350	350	350	350	350	350	350	350	350	350	per	WP
Age 0 Fiel	d 300	298	296	294	292	290	288	286	284	282	280	per	Level
Age 0 GK/S	W 250	248	246	244	242	240	238	236	234	232	230	per	WP
Age 1 Fiel	d 250	246	242	238	234	230	226	224	220	216	212	per	Level
Age 1 GK/S	W 200	197	194	191	188	185	182	179	176	173	170	per	WP
Age 2 Fiel	d 160	158	156	154	152	150	148	146	144	142	140	per	Level
Age 2 GK/S	W 130	128	126	124	122	120	118	116	114	112	110	per	WP
Age 3 Fiel	d 120	118	116	114	112	110	108	106	104	102	100	per	Level
Age 3 GK/S	W 100	99	98	97	96	95	94	93	92	91	90	per	WP
Runde	12		14	15	16	17	18	19	20	21	PO		
Runde Age -1 Fiel			14 400	15 400	16 400	17 400	18 400	19 400	-	21 400		per	Level
	d 400	400		-	-		-	400 350	400 350	400 350	400 350	per	WP
Age -1 Fiel Age -1 GK/S	d 400	400 350	400	400	400	400	400 350	400 350	400 350	400 350	400 350	per	
Age -1 Fiel Age -1 GK/S Age 0 Fiel	d 400 W 350	400 350 276	400 350	400 350	400 350	400 350	400 350 266	400 350 264	400 350	400 350 260	400 350 250	per	WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S	.d 400 W 350 .d 278	400 350 276 226	400 350 274	400 350 272	400 350 270	400 350 268 218	400 350 266 216	400 350 264 214	400 350 262	400 350 260 210	400 350 250 200	per per per	WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S Age 1 Fiel	d 400 W 350 d 278 W 228	400 350 276 226 204	400 350 274 224	400 350 272 222	400 350 270 220	400 350 268 218	400 350 266 216 184	400 350 264 214 180	400 350 262 212 176	400 350 260 210	400 350 250 200 160	per per per	WP Level WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S Age 1 Fiel Age 1 GK/S	.d 400 5W 350 .d 278 5W 228 .d 208	400 350 276 226 204 164	400 350 274 224 200	400 350 272 222 196	400 350 270 220 192	400 350 268 218 188	400 350 266 216 184 149	400 350 264 214 180 146	400 350 262 212 176	400 350 260 210 170 140	400 350 250 200 160 130	per per per per per	WP Level WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S Age 1 Fiel Age 1 GK/S Age 2 Fiel	d 400 W 350 d 278 W 228 d 208 W 167	400 350 276 226 204 164 136	400 350 274 224 200 161	400 350 272 222 196 158	400 350 270 220 192 155	400 350 268 218 188 152	400 350 266 216 184 149	400 350 264 214 180 146	400 350 262 212 176 143	400 350 260 210 170 140	400 350 250 200 160 130 110	per per per per per	WP Level WP Level WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S Age 1 Fiel Age 1 GK/S Age 2 Fiel	d 400 W 350 d 278 W 228 d 208 W 167 d 138 W 108	400 350 276 226 204 164 136 106	400 350 274 224 200 161 134	400 350 272 222 196 158 132	400 350 270 220 192 155 130	400 350 268 218 188 152 128	400 350 266 216 184 149 126	400 350 264 214 180 146 124	400 350 262 212 176 143 122	400 350 260 210 170 140 120	400 350 250 200 160 130 110 80	per per per per per per per	WP Level WP Level WP Level
Age -1 Fiel Age -1 GK/S Age 0 Fiel Age 0 GK/S Age 1 Fiel Age 1 GK/S Age 2 Fiel Age 2 GK/S	d 400 W 350 d 278 W 228 d 208 W 167 d 138 W 108 d 98	400 350 276 226 204 164 136 106	400 350 274 224 200 161 134 104	400 350 272 222 196 158 132 100	400 350 270 220 192 155 130 98	400 350 268 218 188 152 128 96	400 350 266 216 184 149 126 94	400 350 264 214 180 146 124 92	400 350 262 212 176 143 122 90	400 350 260 210 170 140 120 88	400 350 250 200 160 130 110 80 70	per per per per per per per	WP Level WP Level WP Level WP Level

Example:

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

A DM II 7 costs in round 1: 7 \* 160 kkj = 1120 kkj + 20 % from 1120 (224) = 1344 kkj in round 2: 1327 kkj. Please SAppr is also a Apprentice and counts to the 9 apprentice and the 19 players.

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38) You can sell the players to the normal Non-League prices to the Non-League.

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

40) All money to 5000 kkj is tax-free, for every 100 kkj over 5000 you pay from the difference to 5000 kkj 2% taxes. So with a capital of 6000 kkj your team pays 20% taxes, thats 200 kkj. With a capital of 8000 60%, thats 1800 kkj and 10000 kkj should nobody have at the end.

41) In every season the Teams are ranked with their value and dividet to the 4 groups A to D. In group A are the teams with a value place ranked on 1, 8, 9, 16, in fact of these the other groups have the ranked places: 2, 7, 10, 15, than 3, 6, 11, 14 and finally 4, 5, 12, 13.

42) If you ant to name your players called outer managers or the gamemaster, please ask them if this is ok. Only yourself can play in your own team.

43) Players who have listed in the hall of fame could not be a second time, so if you want to have a player like this, he get behind his name the II. For second.

44) Draft: With beginning of the play-offs the draft goes his way.

45) How to send me the orders. Every form is welcome, I prefer teamchef or a word-document with the details listed in everything below. Important is that you named your file like your team and round.

46) Mistakes normally goes to the manager, but after talking each other we find a solution.

47) Peter Drexler do not participate.

48) Draft: 16 players were given without money to the manager. The poorest team place 16 will tkae first, than place 15 and so on. The Winner of the season must take what the other 15 teams do not want.

It is possible to sell his Draft to another team. It is possible if a tmanager sell another manager 100 kkj per each different of the places after the season. Should the best team will pay the poorest team his Draft and change the players it costs 100 kkj\* 16-1=15 so 1500 kkj. It is first possible after the drafts end.

# The Players of the draft go before the first round to the teams, and could first sell normal in the season follows to other managers without the deal with the Draft players. To the Nonplayers league the players can sell immidiately

Following ist he list of the 16 players:

,	VMS VS	X X	8 8								
,	vs MS	X	-	(30 kkj/Game i	in	the	normal	season.	max	42	games)
	S	X		(0,1  WP/Game)							
5)	Т	IV	5								
6)	A	IV	5								
7)	VMS	III	5								
8)	VS	III	5								
9)	Т	tΤ	2								
10)	А	tΤ	2								
11)	S	tΤ	3								
12)	М	tΤ	3								
13)	V	tΤ	2								
14)	S	tΤ	2								
15)	М	tΤ	1								
16)	S	tΤ	1								

Number 3 or 4 must not participate in a game to get this bonus to the team

Match	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
1	A1-A4	A2-A3	B1-B4	B2-B3	C1-C4	C2-C3	D1-D4	D2-D3
2	A3-A1	A4-A2	B3-B1	B4-B2	C3-C1	C4-C2	D3-D1	D4-D2
3	A1-A2	A3-A4	B1-B2	B3-B4	C1-C2	C3-C4	D1-D2	D3-D4
4	A2-A1	A4-A3	B2-B1	B4-B3	C2-C1	C4-C3	D2-D1	D4-D3
5	A1-A3	A2-A4	B1-B3	B2-B4	C1-C3	C2-C4	D1-D3	D2-D4
6	A4-A1	A3-A2	B4-B1	B3-B2	C4-C1	C3-C2	D4-D1	D3-D2
7	A1-B4	A2-B3	A3-B2	A4-B1	C1-D4	C2-D3	C3-D2	C4-D1
8	B3-A1	B2-A2	B1-A3	B4-A4	D3-C1	D2-C2	D1-C3	D4-C4
9	A1-B2	A2-B1	A3-B4	A4-B3	C1-D2	C2-D1	C3-D4	C4-D3
10	B1-A1	B4-A2	B3-A3	B2-A4	D1-C1	D4-C2	D3-C3	D2-C4
11	B4-A1	B3-A2	B2-A3	B1-A4	D4-C1	D3-C2	D2-C3	D1-C4
12	A1-B3	A2-B2	A3-B1	A4-B4	C1-D3	C2-D2	C3-D1	C4-D4
13	B2-A1	B1-A2	B4-A3	B3-A4	D2-C1	D1-C2	D4-C3	D3-C4
14	A1-B1	A2-B4	A3-B3	A4-B2	C1-D1	C2-D4	C3-D3	C4-D2
15	A1-A2	A3-A4	B1-B2	B3-B4	C1-C2	C3-C4	D1-D2	D3-D4
16	A4-A1	A2-A3	B4-B1	B2-B3	C4-C1	C2-C3	D4-D1	D2-D3
17	A1-A3	A2-A4	B1-B3	B2-B4	C1-C3	C2-C4	D1-D3	D2-D4
18	A3-A1	A4-A2	B3-B1	B4-B2	C3-C1	C4-C2	D3-D1	D4-D2
19	A1-A4	A3-A2	B1-B4	B3-B2	C1-C4	C3-C2	D1-D4	D3-D2
20	A2-A1	A4-A3	B2-B1	B4-B3	C2-C1	C4-C3	D2-D1	D4-D3
21	A1-C4	A2-C3	A3-C2	A4-C1	B1-D4	B2-D3	B3-D2	B4-D1
22	C3-A1	C2-A2	C1-A3	C4-A4	D3-B1	D2-B2	D1-B3	D4-B4
23	A1-C2	A2-C1	A3-C4	A4-C3	B1-D2	B2-D1	B3-D4	B4-D3
24	C1-A1	C4-A2	C3-A3	C2-A4	D1-B1	D4-B2	D3-B3	D2-B4
25	C4-A1	C3-A2	C2-A3	C1-A4	D4-B1	D3-B2	D2-B3	D1-B4
26	A1-C3	A2-C2	A3-C1	A4-C4	B1-D3	B2-D2	B3-D1	B4-D4
27	C2-A1	C1-A2	C4-A3	C3-A4	D2-B1	D1-B2	D4-B3	D3-B4
28	A1-C1	A2-C4	A3-C3	A4-C2	B1-D1	B2-D4	B3-D3	B4-D2
29	A1-A3	A4-A2	B1-B3	B4-B2	C1-C3	C4-C2	D1-D3	D4-D2
30	A2-A1	A3-A4	B2-B1	B3-B4	C2-C1	C3-C4	D2-D1	D3-D4
31	A1-A4	A2-A3	B1-B4	B2-B3	C1-C4	C2-C3	D1-D4	D2-D3
32	A4-A1	A3-A2	B4-B1	B3-B2	C4-C1	C3-C2	D4-D1	D3-D2
33	A1-A2	A4-A3	B1-B2	B4-B3	C1-C2	C4-C3	D1-D2	D4-D3
34	A3-A1	A2-A4	B3-B1	B2-B4	C3-C1	C2-C4	D3-D1	D2-D4
35	A1-D4	A2-D3	A3-D2	A4-D1	B1-C4	B2-C3	B3-C2	B4-C1
36	D3-A1	D2-A2	D1-A3	D4-A4	C3-B1	C2-B2	C1-B3	C4-B4
37	A1-D2	A2-D1	A3-D4	A4-D3	B1-C2	B2-C1	B3-C4	B4-C3
38	D1-A1	D4-A2	D3-A3	D2-A4	C1-B1	C4-B2	C3-B3	C2-B4
39	D4-A1	D3-A2	D2-A3	D1-A4	C4-B1	C3-B2	C2-B3	C1-B4
40	A1-D3	A2-D2	A3-D1	A4-D4	B1-C3	B2-C2	B3-C1	B4-C4
41	D2-A1	D1-A2	D4-A3	D3-A4	C2-B1	C1-B2	C4-B3	C3-B4
42	A1-D1	A2-D4	A3-D3	A4-D2	B1-C1	B2-C4	B3-C3	B4-C2

### **Gametable**

#### Sorted after the 21 rounds the best team with most points and so on

	Spi	el 1	Spie	el 2	Spie	el 3	Spiel 4	
PO1	Place 1	Place 8	Place 2	Place 7	Place 3	Place 6	Place 4	Place 5
PO2	Place 1	Place 8	Place 2	Place 7	Place 3	Place 6	Place 4	Place 5
PO3	Place 8	Place 1	Place 7	Place 2	Place 6	Place 3	Place 5	Place 4
PO4	Place 8	Place 1	Place 7	Place 2	Place 6	Place 3	Place 5	Place 4
PO5	Place 1	Place 8	Place 2	Place 7	Place 3	Place 6	Place 4	Place 5
PO6	Place 8	Place 1	Place 7	Place 2	Place 6	Place 3	Place 5	Place 4
PO7	Place 1	Place 8	Place 2	Place 7	Place 3	Place 6	Place 4	Place 5
		Spi	el A:			Spiel	B:	
PO8	Winner	Game 1	Winner C	Game 4	Winner	Game 2	Winner C	Game 3
PO9	Winner	Game 1	Winner C	Game 4	Winner	Game 2	Winner C	Game 3
PO10	Winner	Game 4	Winner C	Game 1	Winner	Game 3	Winner C	Game 2
PO11	Winner	Game 4	Winner C	Game 1	Winner	Game 3	Winner C	Game 2
PO12	Winner	Game 1	Winner C	Game 4	Winner	Game 2	Winner (	Game 3
PO13	Winner	Game 4	Winner C	Game 1	Winner	Game 3	Winner C	Game 2
PO14	Winner	Game 1	Winner C	Game 4	Winner	Game 2	Winner C	Game 3
				Finale	:			
		Winner	Game A			Winner G	ame B	
		Winner	Game A			Winner G	ame B	
		Winner	Game B			Winner G	ame A	

Winner Game A Winner Game B Winner Game B Winner Game B Winner Game A Winner Game A Winner Game B Winner Game B Winner Game A Winner Game A Winner Game B Winner Game B

**Rounds** 

Round	Match	Match	Cup	Homeadv.
1	1.Match (Own group)	2.Match (Own group)	1.Match AF	6 / 6 Cup
2	3.Match (Own group)	4.Match (Own group)	2.Match AF	6 / 6 Cup
3	5.Match (Own group)	6.Match (Own group)	3.Match AF	6 / 6 Cup
4	7.Match (Other group)	8.Match (Other group)	4.Match AF	7 / 6 Cup
5	9.Match (Other group)	10.Match (Other group)	5.Match AF	7 / 6 Cup
6	11.Match (Other group)	12.Match (Other group)	6.Match AF	7 / 6 Cup
7	13.Match (Other group)	14.Match (Other group)	7.Match AF	7 / 6 Cup
8	15.Match (Own group)	16.Match (Own group)	1.Match VF	6 / 6 Cup
9	17.Match (Own group)	18.Match (Own group)	2.Match VF	6 / 6 Cup
10	19.Match (Own group)	20.Match (Own group)	3.Match VF	6 / 6 Cup
11	21.Match (Other group)	22.Match (Other group)	4.Match VF	7 / 6 Cup
12	23.Match (Other group)	24.Match (Other group)	5.Match VF	7 / 6 Cup
13	25.Match (Other group)	26.Match (Other group)	6.Match VF	7 / 6 Cup
14	27.Match (Other group)	28.Match (Other group)	7.Match VF	7 / 6 Cup
15	29.Match (Own group)	30.Match (Own group)	1.Match HF	6 / 6 Cup
16	31.Match (Own group)	32.Match (Own group)	2.Match HF	6 / 6 Cup
17	33.Match (Own group)	34.Match (Own group)	3.Match HF	6 / 6 Cup
18	35.Match (Other group)	36.Match (Other group)	4.Match HF	7 / 6 Cup
19	37.Match (Other group)	38.Match (Other group)	5.Match HF	7 / 6 Cup
20	39.Match (Other group)	40.Match (Other group)	6.Match HF	7 / 6 Cup
21	41.Match (Other group)	42.Match (Other group)	7.Match HF	7 / 6 Cup

Red marked Matches could be played

			Homeadvantages
Cup	1.Match	2.Match	8
First round	3.Match	4.Match	8
	5. Match (Perhaps)	6.Match (Evtl.	8
	7. Match (Perhaps)		8
Cup	1.Match	2.Match	8
Second round	3.Match	4.Match	8
	5. Match (Perhaps)	6.Match (Evtl.	8
	7. Match (Perhaps)		8
Cup	1.Match	2.Match	8
Third round	3.Match	4.Match	8
	5. Match (Perhaps)	6.Match (Evtl.	8
	7. Match (Perhaps)		8

Cupfinal	1.Match	2.Match	8
	3.Match	4.Match	8
	5. Match (Perhaps)	6.Match (Evtl.	8
	7. Match (Perhaps)		8

49) How to join?:

New teams have 16.000 kkj money to buy players as the prices from the list as the same as round 1. If you only need 15.000 kkj, you get 1.000 for the first round to yout account.

Every player must select 10 players higher than level 0 and older or exactly the age of 0. Only 4 players can have the same age..

50) deadline is every two weeks. During the play-offs we will try a deadline of one week. Perhaps during a holiday in summer, we must look. On deadline the orders must reach me until 20.00 Uhr (8.a.m.). Maybe you have luck to send me the orders later, but do not even think about it. Normally I start with the issue at 20.00! If not i send you a mail.

#### THERE ARE NO COSTS IN PARTICIPATE TO THE NBA GOES UNITED LEAGUE