

UNITED RULES

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0 PREFACE

UNITED is a PBEM soccer manager game. Each player is managing a club. This club participates in a league and a cup. The tasks of the manager:

- * Choose 11 players from the club for each match
- * Choose a formation for each game
- * Decide how rough the team will play
- * Coach players
- * Buy and sell players
- * Spy on the other teams

UNITED is made by Alan Parr. The version I am using was created for IBM-PC by Michael Schröpl and Lukas Kautzsch. I am now using version 1.97 of their UNITED/XY program.

This computer program is written in German and is dramatically reducing the time needed to process a turn of UNITED. The drawback is that you have to follow the exact rules of UNITED, which is hardcoded in the program. No possibility of own modifications.

Rules in Norwegian by Trond Botnen/Borger Borgersen. Translated to English by Erlend Janbu.

1. THE SOCCER TEAM

1.1 PLAYER TYPES

There are five types of players:

- * K (Keeper)
- * L (Sweeper)
- * F (Defender)
- * M (Midfielder)
- * A (Striker)

1.2 SKILL LEVELS

Each player has a skill level from 0 to 10 (exception for a few players, which can have up to 13). This level shows how good the player is. The higher the level, the better the player. A player with level 13 is the best player you can get (this happens very rarely).

The players level is made when the club is created. The level can be increased by coaching. The players' level decreases when they get older, a calculation made after every season.

1.3 AGE OF PLAYERS

Every player has an age from -1 to 10.

When the club is created, every player except talents get age 1. Talents get age 0 (more about talents later on).

Players with age -1 is displayed as Jr (for Junior). These players cannot participate in the league, but they can be trained and used next season. You cannot generate junior players yourself, but they can be bought.

Players with age 0 is displayed as nT (for new Talent). These players starts with skill level 0, but after 4 played games, the skill level rises to 2 automatically, without coaching.

Players with age 1-10 is displayed with the roman numbers corresponding (1=I, 2=II 10=X).

By using the rules 1.1 to 1.3, we can describe any player, e.g.:

A IV 8 Striker with age 4 and skill level 8

L VI 10 Sweeper with age 6 and skill level 10
M nT 0 Midfielder with age 0 and skill level 0

1.4 NEW AGE AT END OF SEASON

By the end of each season, all players gets older, and the players level decreases.

This table illustrates how players gets older:

<u>Former Age:</u>	<u>New age:</u>	Number of skill levels dropped:
Jr	nT	0
nT	I	0
I	II	2
II	III	4
III to VIII	IV to X	5
X	retires	

Note: A player who gets level 0 or less through this, retires.

1.5 PLAYER POSITIONS

Field players are placed in three groups:

- * F (defense)
- * M (midfield)
- * A (attack)

Note: A sweeper is counted towards the defense.

1.6 PLAYER FORMATIONS

When you play a match, players are lined up in a formation. You distribute players to defense, midfield and attack. Typical formations are 3-5-2, 4-3-3, 4-4-2, 4-2-4, 5-3-2 and so on.

To calculate the players skill in each position, you add the level of each player in the position. Then you get a total for each position. These total values is used to calculate the match result.

1.6.1 3:1 RULE

Note that the strongest position can be at maximum 3 times the weakest position. The strongest position will be reduced until this is satisfied, e.g: You send in a team with the following numbers: F:23 M:32 A:9. This will be reduced to F:23 M:27 A:9.

Note that the 3:1 rule must be satisfied before and after all modifications (like home advantage and rough play).

IMPORTANT: A sweeper doesn't count for the 3:1 rule.

1.6.2 LIMITATIONS IN PLAYER FORMATIONS

You must have at least 1 player and may have up to 6 players pr. position. Every team must have a keeper. You may choose whether or not to use a sweeper. If a sweeper is used, you still need at least one defender in addition.

1.7 MODIFICATIONS FOR EACH PLAYER POSITION

1.7.1 BONUS POINTS IN HOME GAMES

When a team is playing at their home ground, it has an advantage. This is recreated in UNITED by giving the home team extra points for the three player positions. The points given range from 6 to 9 points. Early in the season, the home advantage is 6 points. This increases gradually throughout the season, until the last games, where the home advantage is 9. The rate it increases by depends on the number of teams in the league. The GM will give details at league start.

Note: You can never give extra points to your keeper or sweeper. The points are given to the player *positions*, not individual players.

1.7.2 BONUS POINTS FOR ROUGH PLAY

A team can be given bonus points in a match by playing rough. You can get from 1 to 10 bonus points. You choose how many bonus points you wish to use, or not to use any at all. Note that the harder you play, the more severe penalties are given.

The bonus points for hard play may be distributed freely on any player positions (defense, midfield, attack, sweeper and keeper)

Note that bonus points for keeper or sweeper must be 2, 4, 6, 8, 10. Half of these points will be added to the level of the keeper and/or sweeper, up to a maximum level of 10.

After distributing the bonus points for rough play, a new check with the 3:1-rule will be performed.

1.7.3 PENALTY FOR ROUGH PLAY

By playing hard, your players can get yellow or red cards. In addition, the opponent may be rewarded one or more penalty kicks.

The penalty is calculated according to the table below. The computer will generate a random number between 1 and 10, to simulate referee strictness.

Referee strictness: Number of bonus points used!

	0	1	2	3	4	5	6	7	8	9	10
0	0	0	0	0	0	0	1	1	2	2	2
1	0	0	0	0	0	1	1	1	2	2	3
2	0	0	0	0	1	1	1	1	2	3	3
3	0	0	0	0	1	1	2	2	3	3	4
4	0	0	0	1	1	2	2	2	3	3	4
5	0	0	1	1	1	2	2	3	3	4	4
6	0	0	1	1	2	2	2	3	3	4	5
7	0	0	1	1	2	2	3	4	4	4	5
8	0	1	1	2	2	2	3	4	4	5	5
9	0	1	1	2	2	3	3	4	4	5	5

a) Penalty Kicks

For every bonus point you choose to use for rough play, there is a 10% chance for having the referee award a penalty kick to the opponent. The chance for the other team scoring on this penalty kick is $(100 - 5 * \text{level of keeper})\%$. Note that there can be awarded more than one penalty in the same match.

b) Yellow Cards

Every penalty the team gets because of rough play, awards a yellow card. The yellow cards are distributed on the individual players. A player that has played in a player position which got bonus points for rough play, have double probability to get a yellow card compared to one who did not.

A keeper will never get a yellow card unless you have given him bonus points. Note that there is a chance for your keeper to get sent off if you give him bonus points. The keeper will then be suspended. This can create large problems for your team unless you have a reserve keeper (if you don't have one, you will have to use an amateur keeper with level 0 in the matches your regular keeper is suspended). So: Be careful about giving bonus points to your keeper!

The players who get a yellow card is also booked for 4 DP (disciplinary points).

c) Red Cards

If a player is awarded two yellow cards in the same match, the player is given a red card and the player is sent off. A player who gets a red card is booked for 10 DP. The player's level for the match is reduced according to the following formula:

Player level * number of minutes played / 90 minutes = player's level for the match.

How many minutes the player has played will be randomly decided by the computer.

d) Suspension from one or more matches

Every player gets disciplinary points from yellow and red cards. Every time the player completes a multiple of 10 DPs, he will be suspended for a number of matches corresponding to the factor he just completed. A suspended player cannot be used. For example, a player with 4 DP getting a red card will be suspended for 1 match ($4+10=14$, he completed the first 10 DPs). A player with 18 DP that gets a yellow card in one game, and a red card in the next, will be suspended for 5 matches ($18+4+10=32$. He completed both 20 DP and 30 DP).

After every season, all DPs are reset to zero.

Note: Suspensions are *not* reset. They are carried over to the next season.

2. GAME MECHANISM

2.1 CALCULATION OF NUMBER OF SHOTS ON GOAL

The calculation is made for both teams.

a) Attack against defense.

If the teams total strength in attack is larger than the total strength of the opponents defense (including sweeper), the team will get a number of shots on goal corresponding to the difference between its attack and the oppositions defense. Goals scored from these shots will be credited a striker.

b) Midfield against midfield.

If the teams total strength in the midfield is larger than the total strength of the opponents midfield, the team will get a number of shots on goal corresponding to the half difference (rounded up) between its midfield and the opposing midfield. Goals scored from these shots will be credited a midfielder.

b) Defense against attack.

If the teams total strength in defense (exclusive sweeper) is larger than the total strength of the opposing attack, the team will get a number of shots on goal corresponding to the quarter of the difference (rounded up) between its defense and the opposing attack. Goals scored from these shots will be credited a defender.

Note that the sweeper is not counted for the defenders' shots on goal.

Example of a match:

	Team X		Team Y
K:	6		5
L:	4		
F:	8-6-4	+2	5-5
M:	8-7-0	+4	7-3-0

A: 5-2-0 10-10-6-4-0

Team X spends its home advantage with 2 in defense and 4 in the midfield.

Shots on goal:

Team X: $A:(7-10 < 0) + M:((19-10)/2 = 4.5 @ 5) + F:((20-30)/4 < 0) = 5$

Team Y: $A:(30-24 = 6) + M:((10-19)/2 < 0) + F:((10-7)/4 = 0.75 @ 1) = 7$

Team X gets 5 shots and team Y gets 7 shots. Estimated number of goals for team X: 3.21. Estimated number of goals for team Y: 2.93. As we can see, team X has a larger probability of winning. This is mainly due to the home advantage.

2.2 CALCULATION OF GOALS

a) Shots against the sweeper.

Every shot is checked against the sweeper. The computer will pick a random number between 1 and 15, and if the number is *less than or equal to* the level of the sweeper, the shot is stopped. The rest of the shots will go on towards the keeper.

b) Shots against the keeper.

Every shot that gets past the sweeper, is checked against the keeper. The computer will pick a random number between 1 and 14, and if the number is *less than or equal to* the level of the keeper, the shot is stopped. If the shot is not stopped, it is a *goal!*

Goals will be accredited a random player within the player position that caused the shot, but the probability is larger for a player with a high level than for a low level player.

2.3 MATCH REWARDS

After calculating the number of goals for each team, the number of goals scored will be compared, with the most scoring team as the winner. The other team lost. If the number of goals are equal, the result is a *draw*.

The teams get the following rewards after every league match:

Won game:	2 league points.	1 VP (coaching points)	40 KEcu
Drawn game:	1 league points	0.5 VP	20 KEcu
Lost game:	0 league points	0 VP	0 KEcu

The teams get the following rewards after every cup match:

Won game:	1 VP	40 KEcu
Lost game:	0 VP	0 KEcu

In addition, every team will get a reward for every phase (usually 2 matches), consisting of 2 VP and 100 KEcu.

2.4 COACHING OF PLAYERS

Before every phase, the manager can use VP (coaching points) to coach the teams players. You must spend 1 VP to have a player improve one level. This goes for defenders, midfielders and strikers. For keeper and sweeper, you must spend 2 VP to improve a player one level.

A player can only be coached to improve one level per phase.

A player cannot reach levels above 10 (exception for special players)

A player may only be coached to improve three levels per season (exception for juniors and new talents, who have no such limitation)

Talents with level 0 cannot be coached. You must wait until they automatically reach level 2 by playing 4 matches.

You can save maximum 0,5 VP each round. The rest must be used. If they are not (for example because you don't have enough players available for training), all unused points will be lost included the 0,5 VP that could otherwise have been saved.

3. SPECIAL RULES

3.1 TALENTS

Every team may “discover” up to three new talents every season. A team may have maximally 6 talents at the same time. Note: you may buy talents in addition to discovering them.

If a manager wishes to discover one or more talents, he will tell the GM how many he wishes to discover, and what position the player plays (keeper, midfield, attack and so on). This talent may be used immediately, simply by placing him with name and position in the match squad. He starts his career with level 0.

After playing 4 matches in his position, the talent automatically achieves level 2 without coaching. From this point, he must be coached to improve, up to a maximum of 10 the first season.

If the talent doesn't get to play 4 matches during his first season, he will retire.

3.2 CHANGE OF POSITION

A field player (F, M or A), may play outside his own position, but then with a strength one point below his real level. Note: No player may play as sweeper or keeper unless this is their main position. Keepers may not play at other positions, while sweepers may play in other positions (except keeper).

After playing 6 matches in a position outside his own, the player will have adapted to the new position. From that point he may play this position without playing below his level. The player will be abbreviated with the initials of both position, for example FM I 8 for a player of age 1 and level 8, playing both defense and midfield. Note that a player may play all three positions plus sweeper.

3.3 PLAYERS WITH SPECIAL ABILITIES

It is possible to buy players with special abilities.

a) Junior players

Some players offered may be junior players (age Jr). These players have already adapted a position and may be coached immediately. They may *not* be used before they reach the age nT *next* season.

b) Exceptionally strong players

Some players may have a level over 10 (11, 12 or 13). These players may also be coached to a level greater than 10. Which limit is specified for each player. However, such a player cannot be coached to a higher level than he reaches in his first season. It is therefore important to coach such a special player to his maximum in the same season as he is bought in the auction.

c) Players which have other training costs

Some player may have a higher or lower cost for coaching. For example, you can have a keeper which needs 1.5 VP to gain a level. This is specified for each player.

d) Players playing more than one position

Some players may have adapted to more than one position. They will play to their full ability (level) in all adapted positions.

Note that a player can have any combination of the special abilities.

4. ECONOMY

4.1 INCOME

a) League matches played:

Won	40 KEcu
Drawn	20 KEcu
Lost	0 KEcu

b) Cup matches played:

Won	40 KEcu
Lost	0 KEcu

c) Income for each phase (independent from matches):

Income 100 KEcu

4.2 BUYING AND SELLING PLAYERS

You may buy and sell players from phase 1 until the last trade phase, which is phase 7. After this phase, the only ways of trading allowed are private trades and sale to the conference league.

4.2.1 PLAYER OFFERS FROM THE GM

Every round until last trade phase, the GM will offer several players which can be bought by the teams. The players offered may be of any category.

If you are interested in a player, you may bid KEcu's on him. The team with the highest bid will get the player. The players are numbered from A towards Z.

To bid on a player, you write how much you offer, and what name you want the player to have.

Note: You must bid higher than the conference league value for the player, or he will be sold to the conference league.

Note: You may make a bid for a player dependent on whether you have got a player higher up on the list or not. The opposite is not possible, because the players are sold in the order they appear on the list.

4.2.2 THE TRANSFER LIST

If you wish to sell a player, you may put him on the transfer list. You may also list what is the minimum price you will accept for the player. The minimum price cannot be set higher than the trade value of the player.

This player will be published with all information on the transfer list for the next phase. All teams may then bid for this player. The team with the highest bid will get the player. All bids must be greater than or equal to the amateur value. If you manage more than one team, it is not allowed to bid more than the trade value for a player which has been put on the transfer list by one of your own teams.

If there is no bid higher than the non-league value for the player, then he will be sold to the non-league. If you wish to avoid this, you have to place a bid for your own player which is higher than or equal to the non-league value. He will then be returned to your team.

This means that if you want to keep him on the transfer list for another round, you must at the same time:

- a) Place a bid for him higher than or equal to the non-league value; and
- b) Put him on the transfer list again

Note: You may make a bid for a player dependent on whether you have got a player higher up on the list or not. The opposite is not possible, because the players are sold in the order they appear on the list.

Note that you are not allowed to transfer list anyone if you have 11 or fewer players on your team.

Note that a player on the transfer list cannot be used by the team that owns the player. The player must either be sold, or taken away from the list before he can play.

4.2.2 SALE TO THE CONFERENCE LEAGUE

You may sell a player directly to the conference league. You will receive:

Age of player:

nT:	100 KEcu per level
I:	80 KEcu per level
II:	60 KEcu per level
III:	40 KEcu per level
IV:	20 KEcu per level
V-X:	0 KEcu

Note that a keeper or a libero will be worth two times the usual value. Players with special abilities are also worth more. Player with disciplinary points are worth less (1 KEcu pr. DP). The actual value will be written on your team report as NL value.

To sell a player to the conference league, you simply write what player you are selling.

Note that you may only sell players if you have *more than 11* players in the team.

4.2.4 PRIVATE TRADE

Two teams may do a private trade, by selling or exchanging players. It is also permitted to give one team money in between on a player exchange, or you can change one player for multiple.

To make the trade valid, both teams must write an identical trade order, specifying all details. If this is not done, the trade will not carry through.

Example: Team X want to trade with team Y: F I 8 Keegan + 500 KEcu for L II Bratseth
Both teams must write out what will be traded.

A player who are traded privately may not be traded for the following 4 rounds.

To prevent “dumping” of players, the GM will judge whether a private trade is “fair” or not. To do this, the GM uses the NL value, trade value and his own judgement. A trade in which the players are valued “between” their NL and trade values will always be accepted. If one side sells players to a price way above trade value or below NL value, the GM will cancel the deal. He may also give a warning or a penalty in order to punish attempts at dumping.

Private trade between clubs managed by the same player is not allowed.

4.3 DEBT

You may spend more money than you have. You are automatically allowed a loan of up to 1000 KEcu. That means you may have –1000 KEcu. The loans have an interest of 10% per phase. If you try to buy a player which would make you go into larger debt than 1000 KEcu, your bid will be reduced to match the 1000 KEcu maximal debt.

5. ESPIONAGE

You may send spies to the grounds where matches are played. The spies can find the following info:

- Player formation for the team
- The strength on each player position (including home advantage and rough play)
- How rough the team played (not specified on positions)

The price for each spy is the following:

* Your opponent:	50 KEcu
* A different team:	120 KEcu
* Both teams in a match:	200 KEcu
* All teams in a division:	900 KEcu

You specify what team you want to spy on and in which match you want to spy. The result of the espionage will be sent privately to the manager who hired the spy.

Note that all prices are for one espionage only. You must pay again if you want to use a spy again later.

6. SEQUENCE OF ADJUDICATION

The UNITED adjudication is done in the following sequence:

1. Discovering new talents.
2. Coaching players.
3. League matches.
4. Cup matches.
5. Buying players offered by the GM
6. Buying, selling and adding players to the transfer list.
7. Sale to the conference league
8. Private trade
9. Calculation of interest, updating tables and so on

It is important to notice in which sequence things are done. For example: players are coached before you play the games. That means that the player will play with his new level in all the matches in the current phase. You may also use a player the same round that you sell him or put him on the transfer list. Make sure to make use of this!

7. CHANGE OF SEASON

7.1 PROPERTY TAX

Property tax should be paid at the end of each season according to the following formula:

$$\text{Property tax} = (\text{Cash} - 1500) * ((\text{Cash} - 1500)/100\%)$$

This means that any cash up to 1500 kECU is tax free. Over this limit, tax is progressive in the way that the cash exceeding 1500 kECU is multiplied with 1/100 % of itself. This would give a 100% marginal tax rate when you reach 11.500 kECU.

As an intelligent organisation, the Nightmare FA will evade this tax regime as much as it can, meaning that the end of season prizes will be paid to the clubs after property tax has been paid...

7.2 PRIZES

The GM hates the tax authorities, so prizes to the best teams are awarded AFTER property tax is paid. The following prizes are awarded:

Premier League:	Gold – 1600 kECU	Silver – 800 kECU	Bronze: 400 kECU
Division One:	Gold – 800 kECU	Silver – 400 kECU	Bronze: 200 kECU
Division Two:	Gold – 400 kECU	Silver – 200 kECU	Bronze: 100 kECU
Division Three:	Gold – 200 kECU	Silver – 100 kECU	Bronze: 50 kECU
Nightmare Cup:	Winner – 1000 kECU	Finalist – 500 kECU	Semi-finalists: 250 kECU

7.2 AGEING AND TEAM DELETION

At the end of a season, each player ages according to the rules set up in chapter 1.4.

If the total VP of the 11 best players in a club is lower than 60 after ageing (i.e. weaker than new teams), the club will be deleted from the Nightmare League and the manager offered to start a new team in the lowest division.

If a club has been relegated to the lowest division, the manager may also choose to start a new team instead of continuing with the club that was relegated.

Otherwise, clubs that are abandoned by their manager will not be deleted, but taken over by another manager.

7.3 PROMOTION AND RELEGATION

The Nightmare League consists of several divisions. The three worst teams in each division are relegated, the three best ones are promoted. The last team in the lowest division will be relegated to the conference league. New teams start in the lowest division, or in a new division if the league is extended.

If a team is deleted due to the <60 VP rule, the third last team in its division will play against the fourth best in the division below to determine who shall gain the spot of the deleted team. The match is played after aging. If two teams in the same division are deleted, there is no need for a play-off match because both the teams will get one vacant spot each.

7.4 ALLOCATION OF TEAMS TO EXISTING AND NEW MANAGERS

The rules for continuing and discontinuing teams are:

- 1) If you have ended up with two teams in the same division, you must leave one of them.
- 2) If you have two or more teams you can continue with all/both, or with some/one of them.
- 3) If you have a team in Division Three, you can continue with it or start a new one.
- 4) If your team has less than 60 VP, it will be deleted
- 5) If you took over a team during last season, you may continue with it, replace it with a new team, or both.
- 6) Players who want to start new teams will be awarded free spots in Division Three according to the following order of priority.
 - a) The manager whose team finished last in Division Three and managers who lost their team due to the 60 VP rule
 - b) Managers who wish to replace their team in Division Three with a new one

- c) Managers who have had to leave one of their teams because they ended in the same division
- d) Managers who took over a team during last season and would now like to start a new team instead of continuing with the one they took over
- e) New players
- f) Managers who took over a team during last season and would now like to start another one in addition to it
- g) Managers who already have another team they want to continue with

8. THE NIGHTMARE LEAGUE & CUP AND CHAMPIONS LEAGUE

In addition to the Nightmare League, all teams will participate in the Nightmare Cup. All matches in the cup will be played on a neutral field, thus no home advantage will be awarded.

In between seasons there may also be a Champions League, where the best teams from the Nightmare League play against teams in "Diplomatligaen", which is run by Borger Borgersen.

8.1 SIGNING UP A TEAM FOR THE NIGHTMARE LEAGUE

You sign up by sending an email to GM through email: trondbotnen@chello.no.

It isn't necessary to send in your team when you sign up, but the GM will be happy if you do so. If you don't, the GM will set a deadline for you to send in a correct team.

Every manager is allocated the following at the start of the Nightmare League:

60 VP (coaching points) which will be used to construct the team.
2000 KEcu

You will pay 1 VP per level for defenders, midfielders and strikers. You must spend 2 VP per level for keeper and sweeper. Talents are free.
Note: You must use all the 60 VP allocated to the team. Remember that having a sweeper is voluntary.

The following must be included:

- * Team name, max 15 chars
- * Manager name (your name), max 15 chars
- * Name(max 30 chars), position and level of each player

The following limitations are for all teams:

- * The team must own at least 11 players.
- * The team must have a keeper
- * You may not construct players over level 10
- * You may discover at most three talents throughout a season, but others can be bought.
- * A team cannot have more than 6 talents
- * A team can never own more than 20 players.

Note: The number of players on a team may go below 11 by players retiring after a season. You must as soon as possible increase the number of players to at least 11.

TIP: You should discover three talents when making the team, and use only 11 players.

Example of correct sign up form:

Team Name: Vålerenga Bohemians
Manager Name: Trond K. Botnen

Position:	Player name:	Age:	Level:
K	Øyvind Bolthof	I	7
L	Erik Hagen	I	3
F	Freddy dos Santos	I	7
	Tom Henning Hovi	I	5
	Andreas Augustsson	nT	0
M	Pah Modou-Kah	I	7
	Kjetil Rekdal	I	4
	Stian Ohr	nT	0
	David Hanssen	nT	0
A	Kristen Viikmae	I	10
	Tobias Grahn	I	7

Formation: 4-4-2 K: 7 L: 3 F: 12 M: 11 A: 17

8.2 FIXTURES

Fixtures for the entire season will be published before the first phase along with which teams (with manager) are in each division.

8.3 SUBMITTING ORDERS

In every Nightmare League publication, the status of your team (players, level, goals, suspensions etc) will be included. Players must sort out for themselves whether they play at home or away, and what teams they are up against. Check the fixtures published before the first round, and the two next rounds written out in the bulletin.

Deadlines will be included in the publications, and will be normally be around every third week.

When selling players, you must specify whether he is transfer listed, or to be sold directly to the conference league.

If you wish to discover new talents, specify this at the beginning of your orders.

How to set up a team is probably self-explanatory, but if you have questions, contact the GM.

You may also send messages in the NIGHTMARE LEAGUE bulletin.

There are many ways to submit orders, but the following setup is preferred by the GM:

1. New talents: Name and position
2. Training: Name
3. Match 1: a) Name of players and position they play in; b) Distribution of rough play (if any); c) Distribution of home advantage (if any). Remember to write the position for each player in that particular match, not their usual position. Use the order K-L-F-M-A for easy reading!
4. Match 2: As match 1
5. Cup (if any): As match 1&2, except no home advantage.
6. Bids for players sold by GM: Write how much you want to give for each no. in the list, and the name you will give the player. Write also if a bid is contingent upon the outcome of earlier bids.
7. Bids for players on transfer list. As above.
8. Putting players on the transfer list: Write name of player, and minimum price (if any).
9. Sale to the conference league: Name of player(s) to be sold.
10. Private trade: Name of the team you trade with, what you give (players/money), what you receive (players/money).
11. Espionage: Name of team(s) you spy on, and which match(es) you spy on them in.
12. Messages: Write the message you want to publish in the bulletin.

8.4 DISTRIBUTION OF RESULTS

The results of the matches played will be distributed together with match comments in the Nightmare League bulletin. Goal scorers and who got yellow and red cards will also be included. Suspended players, league tables, top scorer lists, the transfer list, players offered by the GM and other reports will be published in the distribution for every phase. Espionage reports and team status will be sent out privately.

9. “NOR” – NO ORDERS RECEIVED

The GM will play for the teams where the manager haven't sent in orders. The following limitations apply:

- * Coaching of players are done according to a formula decided by the computer.
- * The team set-up will also be done according to a formula decided by the computer, but the best players will be used.
- * No rough play is used.
- * Home advantage points will be distributed as evenly as possible.
- * The team may not buy or sell players.
- The team may not order espionage.

If several players NOR for the same round, the round will be postponed until at least 80% the players managing at least 80% of the teams have submitted orders.

If a manager NORs 3 times in a row or 4 times during a season, a stand-in will take over. This rule is there to keep players from dropping out if they are not doing well. If you only want to play UNITED if you do well, I recommend you not to sign up. Remember that someone will have to come in last, and that can just as well be you than someone else.