

# UNITED FRIENDS RULES SEASON 6

## 1 INTRODUCTION

United is a soccer simulation game, played by mail or e-mail. The basic rules have been invented and developed by Alan Parr. In this game every player fulfils the tasks of a manager/trainer of a soccer team. The manager has to train his players, has to make the line-up for the matches and has to buy new players on the transfer market. In one season the managers struggle to win the championship or the United Friends Cup. United is an eternal game. When a season ends, the players will get older and a new season will start. At the moment, there exist a lot of variations of this game. These rules are valid for the UNITED FRIENDS-league.

Contact data of your GM are: Daniël Hogetoorn, email: [daniel@hogetoorn.com](mailto:daniel@hogetoorn.com)

## 2 THE TEAM AND THE PLAYERS

### 2.1 The players

United is played with five kinds of players. Goalkeepers (GK), Sweepers (SW), Defenders (DF), Midfielders (MF) and Forwards (FW). The quality of each player is given by a number between 0 and 10 (level). The best players are level 10 (or higher), the worst players are level 0. Due to coaching the players can get better, but at the end of the season their levels will decrease (aging). The age of a player varies and can be: SA (Super Apprentice), A (Apprentice), I, II, III, IV or V. When a player reaches age VI, he will retire and quits his career. In normal circumstances a player can't get a level above 10. Exceptions can be caused by rules 2.2 and 7.5

### 2.2 The coach

It's possible that a team hires a special coach. Coaches are available at the special auction in the close season session only. A coach stays with his team for exactly one season and can't be given for loan or sold during that season. A team can't have more than 1 special coach.

### 2.3 The team

A team's line-up must consist of at least 1 GK, 2 DFs, 2 MFs and 2 FWs and not more than 11 players. A SW is not obliged. You can't put more than one GK or more than one SW in your line-up. When the manager follows these instructions, he can make any line-up he wishes, for example 4-3-3, 4-4-2 or another line-up. A player can't voluntary put less than 11 players in his line-up when he is able to. A team has to consist at all times of at least 11 players (eventually by discovering new apprentices) and not more than 30 players.

### 2.4 The starting team

In order to create his starting team, a manager gets 70 points to make exactly 11 players. He has to give 25 points to age I players, 25 points to age II players and 20 points to age III players. A level of an age II player has to be 8 or less (GK/SW: 9 or less) and the level of an age III player 6 or less (GK/SW: 7 or less). If the manager has divided all the points between less than 11 players, the remaining places can be filled by apprentices. These apprentices count for the maximum amount of apprentices that can be discovered in a season. To create a DF, MF or FW the costs are 1 point per level, to create a GK or SW the costs are 2 points per level. The starting team of a manager should also consist of at least 1 GK, 2 Df, 2 Mf and 2 Fw. A team starts with 750 Kfl cash money.

### 3 THE GAMESYSTEM

#### 3.1 The session

United is played in sessions. One session (turn) consists of 2 league matches and sometimes a cup match. Besides the matches there are some other actions that the manager should perform. The order of activities in a turn is as follows:

1. Discovering of new apprentices.
2. Coaching of players.
3. Non-League Sales.
4. Scouting.
5. Line-up match 1.
6. Line-up match 2.
7. Line-up cup match.
8. Deals between managers.
9. GM-transfer market.
10. Session-income.

#### 3.2 The matchsystem

In order to show how matches are resolved I created two teams out of a random selection (the teams don't contain a SW, the role of the SW will be explained later).

<b><u>X:</u></b>		<b><u>Y:</u></b>	
GK:	5	GK:	10
SW:	-	SW:	-
DF:	3, 6, 5, 4	DF:	7, 7, 1, 2
MF:	7, 3	MF:	5, 8, 3
FW:	5, 5, 4, 8	FW:	4, 2, 1

The total of a line is found by adding up the levels of the players in that line. To resolve the result of the match, the lines will be compared with each other.

- a) When the FW of one team is higher than the DF of the other team, this one team receives an amount of shots, equal to the numeric difference. So in the example team X will get 5 shots out of his FW-line:  $(22-17) = 5$ , team Y doesn't get a shot out of his FW-line:  $(7-18) < 0$ .
- b) When the MF of one team is higher than the MF of the other team, this one team receives an amount of shots, equal to half of the numeric difference (eventually rounded up). In the example, Y gets 3 shots out of his MF-line:  $0.5 \times (16-10) = 3$ .
- c) When the DF of one team is higher than the FW of the other team, this one team receives an amount of shots, equal to a quarter of the numeric difference (eventually rounded up). In the example, X gets 3 shots:  $0.25 \times (18-7) = 2.75$ , rounded up to 3. When a team gets p.e. 0.25 shot, it will also be rounded up to 1 shot.

In the example X and Y get respectively 8 and 3 shots. In order to calculate how many shots will be promoted to a goal, for each shot the computer picks a random number from 1 to 14. If the number is higher than the level of the GK of the opposite side, a goal is scored. For every goal out of a line, the goal will be randomly accounted to one of the players out of that line. A stronger player will get relatively more chance to score a goal than a weaker player.

### **3.3 The teambalance rule (3:1 rule)**

Each line-up has to be made, following the 3:1 rule: none of the lines may have a total sum, higher than 3 times the lowest sum. There are 4 lines: GK/SW, DF, MF and FW. The levels of the GK and SW will be doubled for this purpose. The team is bounded to this restriction both BEFORE and AFTER adding GPP-points, Hard-points and Homeadvantage-points. When a team breaks this rule, he will be first warned by e-mail by the GM. When he doesn't react and change his team according to this rule, there will be NTB (No Team Balance). The GM will change the line-up till the line-up fits the 3:1 rule. Example: GK = 7, SW = 0, the GK/SW line is  $(7+0) \times 2 = 14$ . The highest line may not be higher than 42 levels!

### **3.4 The sweeper (SW)**

Besides the obliged two normal defenders (DF), the team is allowed to put a SW in the line-up. He has got a double function: he is part of the DF-line to calculate how many shots will be awarded to the FW of the opposite side (the level of the SW is added up to the DF-total). Besides that all the chances of the opposite side first have to pass the SW before they have a go at the goalkeeper. In this way:

- a) Chance against the SW: The computer picks a random number from 1 to 15. If the number is equal or lower than the level of the SW, the chance is lost. When the number is higher than this level, there will be a shot against the GK.
- b) Shot against the GK: The computer picks a random number from 1 to 14. If the number is equal or lower than the level of the GK, the shot is a miss. When the number is higher than this level, it's a goal.

The SW doesn't count to the DF-line when calculating the shots out of the DF-line. The SW belongs to the GK/SW line to prove the teambalance-rule (2x sum of the levels of the GK and SW). The level of a SW can never be higher than 10, not even by using extra points (exception: rule 7.5).

### **3.5 Off-side!**

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 orderform. Instead of the name of the SW he should write \*OFFSIDE\*. When this is not written, the team won't play Off-side!

### 3.6 Playing in an other position

When a player is put in an other position than his normal quality (p.e. a FW who plays in the DF-line), his level in this match will be decreased by 1. If a player plays 6 matches in one season in this position, he has been qualified for this position. In the example the FW will be a FW/DF, this player from now on is able to play at full level in the DF and the FW. A player who hasn't been fully qualified in one season will forget everything in the next season and has to start from the beginning. Players who play out of position in replays of the United Friends Cup may not count these matches for this purpose.

Exceptions:

GK: A GK can't play in other positions. A SW, DF, MF or FW can't play in the GK position.

SW: A SW can play in the DF without loss of levels. When a SW plays in MF or FW his level will be decreased by 1. After 6 matches he can normally qualify for such a position. A DF may play in the SW, but his level will be divided by 3 (rounded). The level of a MF or FW who plays in the SW position, is first decreased by 1 before divided by 3. Example: a MF level 6 can play in the SW position at level  $(6-1)/3 = 2$ , a MF/5 plays at level  $(5-1)/3 = 1$ . A field player can NOT qualify for the SW position.

GK/SW: A GK/SW may play as GK or SW, but can't change his function during a session! An unqualified GK/SW apprentice must play his first 4 matches on the same position (all matches as GK or all matches as SW).

Apprentices: Apprentices who haven't been qualified for a position yet (i.e.: still level 0) may not play o.o.p.

### 3.7 Hard game

When a manager decides to play hard, he is allowed to award extra points to his team. This isn't without any risk, because players can receive yellow and red cards, which can lead to suspensions of these players. In each match the manager may award 0 to 10 hardness points to any line of his choice. To increase the level of a GK or SW the manager needs 2 hard points per level.

Each player of a team that uses hard points has got a chance of 4% per hard point to get a yellow card and 1% per hard point to get a red card. When playing with hardness 6 for example, each player has got a chance of 24% to get a yellow card and 6% to get a red one. The players of the opposite side have got a chance of 0.5% per hardness point to get injured, in the example also 3% per player. An injured player has to miss the first match of the next session, thereafter he is allowed to play again.

For any used hard point the team has got a 10% chance to cause an opposing penalty. Because this chance counts for each separate hard point, it's possible that a team receives more than 1 penalty in a match.

The basic chance to score a penalty is 100%, but this chance will be decreased by 5% for each level of the opposing GK. A GK level 9 has got a 45% chance to stop the penalty. The level of the player who takes the penalty is unimportant.

Remarks:

- a) A GK can never be injured and can only get a red or yellow card if hardness is used to increase his level.
- b) A GK or SW can't be increased above 10 with hard points.
- c) Hard points given to the DF, MF and FW, are given to the line, not to separate players.
- d) Yellow and red cards will be randomly awarded.
- e) A player who received a yellow card, gets 4 DPs (disciplinary points) and a player who is sent off (red card) gets 10 DPs. Players with 10 DPs will be suspended for 1 match. When a player reaches 20 DPs, he will get a 2 match suspension, 30 DPs cost 3 matches etc. When a player is suspended and injured at the same time, the injury will cure during the suspension.
- f) A player who is suspended, is not allowed to play from the first match of the next session (in a session the league matches are first to be played, thereafter the cup match). When a player gets 2 red cards in 1 session, he will be suspended for 3 matches! When a player crosses two "borders" in one session, he will be suspended for more matches too (p.e. from 8 DP to 22 DP will result in a 3 match suspension). Suspensions or injuries which have been given in the last session of the season or in the Super Cup will count for the first matches of the new season.
- g) When a player is traded he will take the already given DP with him to his new club.
- h) At the end of the season, the players will lose their DPs (just the DPs given in the Super Cup will count for the next season).

### **3.8 Good matches (GPP)**

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.

**ATTENTION:** It's not allowed to add an odd amount of GPP and/or hardness on Gk and/or SW.

### **3.9 Home-advantage**

A team that plays at home, gets 7 extra points. These points may be divided between the three lines DF, MF or FW (not to GK and/or SW). Cup matches are always played on neutral ground. Therefore both teams will receive 4 home-advantage.

### **3.10 The penaltykicker**

The manager has got the possibility to write down a player's name on the order form. This player will take the penalties if the team gets any. Penalties count for the topscorer list. If a manager doesn't write a name, the last written penalty kicker stays in charge. In all other cases the goalkeeper will take the penalty. A penalty kicker has to play the entire session (including cup match). If not, all penalties are taken by the GK as well.

### **3.11 League Points**

In the "United Friends"-league teams get 2 points for a win, 1 point for a draw and 0 points for a defeat.

## 4 COACHING AND AGEING

### 4.1 Coaching

Every session the manager has to coach some of his players with his given coaching points (VP's). Each team receives 1.5 VP per session, for each win 1 VP and for each draw 0.5 VP. 1 VP can be used to increase the level of a DF, MF or a FW with 1 point (to a maximum of level 10). To increase the level of a GK or SW (to a maximum of level 10), the manager needs 2 VP's. A manager must use all of his whole VP's in a session. A half VP will be saved for the next session. No player may be coached in a way that:

- a) his level increases with more than 1 point per session.
- b) his level increases with more than 3 points in one season (exception: Apprentices and Super Apprentices, these players may be coached without this limit).
- c) his level exceeds level 10.

### 4.2 Ageing

Each player has got an age. At the end of the season each player gets older and will lose levels according to the following table:

<b>Old age:</b>	<b>SA</b>	<b>A</b>	<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>
<b>DF/MF/FW</b>	0	0	2	4	5	5
<b>GK/SW</b>	0	0	1	3	4	5
<b>New age:</b>	<b>A</b>	<b>I</b>	<b>II</b>	<b>III</b>	<b>IV</b>	<b>V</b>

The Arabian numbers give the loss of levels. F.E.: A DF-I-10 will be a DF-II-8 after ageing, a GK-III-7 will be a GK-IV-3 after ageing. When a player reaches age VI, his career will end. The career of a player is also over when his level decreases to 0 or lower. Apprentice who haven't been qualified yet or Super Apprentices who haven't been coached will also quit their career.

### 4.3 Apprentices

Managers can discover new apprentices at any moment during the season. An apprentice plays his first 4 matches at level 0. When the apprentice has played 4 matches on a position, his level will increase to 2 (VP are not needed!). Just like all players an apprentice may be coached after these 4 matches (see rule 4.1b). A manager is allowed to discover a maximum of 7 apprentices in one season.

### 4.4 Super Apprentices

Super Apprentices (SA) are Apprentices who are not allowed to play this season, but they can be coached. After ageing they become normal apprentices. Super Apprentices are only available on the transfermarket.

## 5 INCOME AND TRANSFERS

### 5.1 Income from league matches

At the end of each session each team gets 100 Kfl plus a bonus of 40 Kfl for each victory and 20 Kfl for each draw in this session. This money may just be used in the next session.

## **5.2 Income from cup matches**

The team gets 1 VP and 40 Kfl for a victory. For a draw both teams receive 0.5 VP and 20 Kfl, no matter which team gets on in the cup. All income from cup matches will be counted to the other income for the session.

## **5.3 Income at the end of the season**

At the end of the season the league champions receive a bonus of 250 Kfl, the runners-up get 150 Kfl and the third place gets 50 Kfl.

The cup winner gets 200 Kfl, the losing finalist 100 Kfl and the losing semi-finalists both receive 50 Kfl.

### **5.3.1 Fair Play Award**

At the end of the season a Fair Play Award will be given to the team with the least DP per league. DP which has been given in the cup matches don't count for the Fair Play Award. A winner of the Fair Play Award receives 100 Kfl. If more teams are equal for this award, they all get 100 Kfl.

## **5.4 Income from transfers**

There are 3 kinds of transfers, which will be explained below. For all transfers: each player is allowed to change his club just once per season. The transfer market will be opened in session 1 and will be closed after session 6. A player which has been bought on the transfer market may be sold to the NL, but may not be sold to another club.

### **5.4.1 NL-sales**

Managers are allowed to sell players to a Non-League Club (a fictive club abroad) with a maximum of 2 players per session and 10 players per season. After session 7 players can't be sold to the NL anymore. To sell a player to the NL, just write the name of the player with his line(s), level, age and transfer sum on the order form. This transfer sum is calculated in this way:

<b>Age</b>	<b>Income per level</b>
A	100 Kfl
I	80 Kfl
II	60 Kfl
III	40 Kfl
IV	20 Kfl
V	10 Kfl

A GK and a SW can be sold for the double sum. The worth of players who can play in two lines without loss of levels, will be increased with 25%. The worth of players who can play in three lines without loss of levels, will be increased by 50%. For each DP 2 Kfl will be subtracted from the transfer sum. Players who are bought from another club, may not be sold to the NL in the same season.

### **5.4.2 Transfers between managers**

When managers want to trade players with each other, they have to inform each other completely about the age, line(s), level, DP- and coaching history of this player. Therefore, it's obliged to write these details down when the managers will inform the GM about the transfer. A transfer can't take place when the GM doesn't receive identical transfer orders from both managers. The GM has got the right to forbid a transfer when he thinks that the transfer isn't fair and one of the teams will be cheated. The level of a player, which has been sold to a lower league will be increased by 1 level. The level of a player who moves to a higher league will be decreased by 1 level. This rule doesn't apply to apprentices or Superapprentices! There are no limits to the amount of transfers between managers per session or season. After session 6 it's not possible to make transfers anymore.

### **5.4.3 GM transfer market**

During the first 6 sessions of the season the GM will offer an amount of players. Managers may bid on each player they want. The players on the transfer list have got a number. The players will be sold in this order. A bid may depend on the result of the selling of an earlier player. Bids like: "I bid 2 Kfl more than Peter" are not allowed. A bid must be given in whole Kfl. It's obliged to give a name to each player, who has been given a bid. Bids without a name will be ignored. Players which have been bought from the transfer market are allowed to play in the next session. If there are two equal highest bids, the player will be offered again in the next session (even when this means that it will be offered in session 7 or later).

### **5.6 Transfer stop**

The last transfer market will be offered in session 6. In this session the managers have got the last possibility to trade between each other. The last NL-sales may be done in session 7.

## **6 UNITED FRIENDS CUP AND SUPER CUP**

### **6.1 The Cup Tournament**

The Cup Tournament will start in session 5. This tournament will be played in knock-out form. In the first round the 56 lowest teams (based on the league tables of session 4) will struggle to reach the next round. In the 2<sup>nd</sup> round (session 6) the 4 highest teams will be added to the participants. In session 7 the 8<sup>th</sup> finals take place. In session 8 the quarter finals will follow, in session 9 the semi finals and in session 10 the final. If a match ends up in a draw, a replay will be played without HA, GPP or HN. When it's still equal, penalties have to decide the match. The winner will go through to the next round. The winner of the final will receive the "United Friends" Cup.

### **6.2 Super Cup**

The champion and the cup winner will play a match AFTER AGEING on neutral ground to win the Super Cup. Suspensions and injuries won't count, apprentices can't be discovered. Players can play in another line, but this match doesn't count for his total. The manager can use hardness, but no GPP. DP will count for the next season. When a team hasn't got a GK anymore, he has to put in an amateur GK of level 0 (this is no apprentice!). A replay will be played like in the normal cup. The winner of the Super Cup gets 100 Kfl and 1 VP. Besides that, he may put an enormous changing trophy on his television!

### **6.3 European Cup**

Your GM is also responsible for the European Cup competitions in which the best teams of the 50 United leagues in Europe struggle for honour. Every league may deliver a few teams



based on a 3-year ranking. Unfortunately United Friends has got a quite low position and may only send three teams. The champion of the first league plays in the Champions League, the runner-up of the first league qualifies for the UEFA Cup and the winner of the United Friends Cup joins the Cup Winners Cup.

## **7 EXTRAS**

### **7.1 Scouting**

For 1 VP or 100 Kfl a manager can send a scout to a match to get some information about these two teams. This can be written on the orderform. It's only possible to scout a match in the same session as the task is given. Scouting-information will consist of the line-up totals of both teams (lines: GK/SW, DF, MF, FW). The amount and destination of used extra points like HA, GPP and HN will be given too. When a player plays Offside! it will also be written. A manager can't scout more than 1 match per session.

An example of a scouting report:

	<b>Total</b>	<b>Sub.</b>	<b>GPP</b>	<b>HN</b>	<b>HA</b>
<b>GK/SW</b>	14	14	-	-	-
<b>DF</b>	20	18	-	-	+2
<b>MF</b>	20	18	-	+2	-
<b>FW</b>	25	18	+2	-	+5

Such a scheme will be made for both teams.

### **7.2 The deadline**

The deadline is the date and time that the GM needs to have received all orders from the managers. The GM will regularly remind the managers of the deadline. When a manager sends his orders too late or doesn't send orders at all, he will receive a NMR (No Moves Received). The GM will make the team's orders based on standard rules to be announced yet. If a manager fails to send orders in time twice in a row or three times in a season, he will be fired and replaced by a manager from the waiting list. The GM will place an NMR status overview in the zine. The GM starts calculating the results after the deadline has passed.

### **7.3 League system and promotion/relegation**

The United Friends league consists of 5 leagues of 12 teams (league 1, 2, 3, 4, 5). In each league the places 1, 2 and 3 will be celebrated and win the prize money as written earlier in these rules. The places 9, 10 and 11 of the 1<sup>st</sup> league will relegate to the 2<sup>nd</sup> league, number 12 to the 3<sup>rd</sup> league. The places 1, 2 and 3 of the 2<sup>nd</sup> league will promote to the 1<sup>st</sup> league, the places 9, 10 and 11 will relegate to the 3<sup>rd</sup> league and number 12 to the 4<sup>th</sup> league. The champion of the 3<sup>rd</sup> league will promote to the 1<sup>st</sup> division, the places 2, 3 and 4 will promote to the 2<sup>nd</sup> league, the places 9, 10 and 11 will relegate to the 4<sup>th</sup> league and number 12 to the 5<sup>th</sup> league. The champion of the 4<sup>th</sup> league will promote to the 2<sup>nd</sup> division, the places 2, 3 and 4 will promote to the 3<sup>rd</sup> league and the places 10, 11 and 12 will relegate to the 5<sup>th</sup> league. The champion of the 5<sup>th</sup> league will promote to the 3<sup>rd</sup> division and the places 2,3 and 4 promote to the 4<sup>th</sup> division.

When teams end up equally, the GM will use the next order: goal difference, most scored goals, results against each other, randomly chosen. It's possible that the GM will award some relegated teams with support VP's when the team has become too weak. These VP's may be given to the players of the team in the ageing session without following rule 4.1a.

#### **7.4 Use of order form**

To prevent mistakes, I will ask everybody to use the United Friends order form, provided by the GM. Please, fill the order form completely. When a player plays out of position, please write this behind the player in this way (o.o.p, 3x (when p.e. the 3<sup>rd</sup> time out of position)). Behind an apprentice level 0 please write down: (2e x (when p.e. the 2<sup>nd</sup> match that he plays)).

#### **7.5 Topscorers**

The level of the topscorer of each league will be increased by 1 level at the end of the season. If there are more topscorers, they all receive 1 level. When there are more topscorers out of 1 team, the manager has to choose one of them. The topscorer receives the level before coaching and ageing of the team. It's possible that the level of a player exceeds level 10. In rare cases it's even possible that a GK or SW will be topscorer and get a level (even above 10). Only when players change clubs in the same league they will keep their scored goals.

#### **7.6 Changing team and player names**

I don't support changing names at all. It's absolutely forbidden to change names of players or names of teams that are present in the Hall of Fame or achieved another historical important event (like qualifying for a European Cup tournament or a high eternal ranking). Only in case of a take over by a new manager I can allow a manager to change his team name (but this has to be seen as an exception, not as a rule).

#### **7.7 In general**

When the GM thinks it's better for the league if he changes the rules or makes exceptions, he will have the right to do this.