

# MSWL United

## Rules - Version 9.0 - January 2012

### Effective starting from Season 12 of the MSWL League and Season 2 of the MSWL-2 League

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## 1. Introduction

**MSWL United** is an online football management game. Each player takes the role of a football team manager, and has total control over coaching, team selection, tactics, the buying and selling of the team's players, and finances.

From here: **manager** means a player of this game, and **player** means a member of a team.

The season is divided into 10 regular sessions followed by the close season. Each regular session has a deadline, by which time managers must submit orders for their teams using the online order form on the web site. After the deadline, the GM runs the software to work out all events happening in the game, and he issues reports on the web site. Then the next session begins. See "[15.1 Season Format and Competition Structure](#)" (on page 16) for details about the season timetable.

**Chance:** Many events in the game have a percentage chance of happening. To work these out, the software generates a random number from 0.01 to 100.00. If the number is **less than or equal to the chance, the event happens**. Otherwise it does not happen. For example, if there is a 60% chance of a Goalkeeper making a save, a random number of up to 60.00 means success, and 60.01-100.00 is failure.

To learn the game, read the rules, concentrating on sections 1-7. Then, browse the web site and look at the league in progress. Send any questions to the GM, Allan Sellers: [allan.sellers@gmail.com](mailto:allan.sellers@gmail.com).

## 2. The Squad

Each squad has a minimum of 18 and a maximum of 30 players. Each player has the following characteristics: [name](#), [type](#), [age](#), [Skill Level](#), [Fitness Modifier](#), and [Total Level](#).

### Name

The software chooses each player's name at the start of a player's career. This avoids duplicate names. A player's name never changes.

### Type

Each player is one of the following: **Goalkeeper** (Gk), **Sweeper** (Sw), **Defender** (Df), **Midfielder** (Mf), or **Forward** (Fw). A player's type never changes.

### Age

A player's Age runs (from youngest): **Schoolboy** (SBY) to **Apprentice** (APP) to **Age I**, **Age II**, **Age III**, **Age IV**, **Age V**, and so on.

**Note:** SBY and APP players are collectively referred to as **youth** players.

**Aging:** At the end of each season, each player's age increases by 1. *For example, a SBY ages to APP. A player becoming age II and older, loses Skill Levels (see below) equal to his new age.*

### Skill Level

A player's Skill Level is a whole number from 2 to 17. A player's Skill Level rises through [coaching](#) and falls through [aging](#). A player with a Skill Level of less than 2 retires instantly, leaving the league.

**Example:** At the end of the season, a I/9 Mf (meaning an Age I Midfielder of Skill Level 9) becomes a II/7 Mf (meaning an Age II Midfielder of Skill Level 7).

## Fitness Modifier

A player's Fitness Modifier is a whole number of 2 or less; it may be negative and may rise or fall during a season.

**At the start of every season** each player's Fitness Modifier is reset to 0, except for youth players whose Fitness Modifier is reset to 2.

**If a player plays 3 or more matches in a session**, his Fitness Modifier reduces by 1 immediately after the third match. **Exception:** a Gk's Fitness Modifier reduces if he plays 4 or more matches in a session. [Injuries](#) may also affect a player's Fitness Modifier.

**A player playing no matches in a regular session increases his Fitness Modifier by 1**, unless it is already at the maximum of 2. A player's Fitness Modifier may also increase through [coaching](#).

A player with a **Fitness Modifier of -3 or lower** is **not fit**, and is unable to play in any match. A player with a **Fitness Modifier of -2 or higher** is **fit**, and is able to play in any match.

**Note:** In a session, if a non-Gk starts with a Fitness Modifier of -2, plays the first three matches, and plays in the 4th match, he plays in that 4th match with a Fitness Modifier of -3.

## Total Level

Each player's contribution to his team's performance is his **Total Level**, which is the total of his Skill Level and Fitness Modifier.

**Example:** A II/7 Mf with a Fitness Modifier of 2 has a Total Level of 9 (7+2). If his Fitness Modifier is -1, his Total Level is 6 (7-1).

## 3. Team Selection

### Note:

- The available areas (of play) are: Goalkeeper, Sweeper, Defense, Midfield, or Forward.
- An **Area Total** is the sum of the [Total Levels](#) of every player in that area, plus any extra levels from [adjustments](#).

A manager's team selection for each match must comply with the following:

1. A manager may not select a player who is [suspended](#) or [not fit](#).
2. There must be **exactly** 11 players. (If a manager is unable to field 11 players for a match, he must field as many as possible. The GM, at his discretion, may fine the offending team.)
3. The manager must assign each player to an area.
  - a. The **Defense, Midfield** and **Forward** areas are the **outfield**.
  - b. Each player's natural area is the one corresponding to his type. (So, a Sweeper's natural position is in the Sweeper area.) A manager may play a player in a different area (out of position). See ["Playing Out of Position" \(on page 4\)](#) for more details.
4. There must be only one player in the Goalkeeper area.
5. There must be at least two players in each outfield area.
6. There may be one player in the Sweeper area.
7. The Area Total of any outfield area cannot be more than 3 times that of any other outfield area. (The

**Three Times Rule.**) This restriction applies after all [adjustments to levels](#), but before any effects of [injuries](#) and [discipline](#). If a team breaks this rule, surplus Area Totals are ignored.

**Example:** If the Forward Area Total is 20, neither the Defense nor Midfield Area Total may be more than 60 or less than 7.

**Note:** The online orders page ensures managers comply with the team selection rules.

### Playing Out of Position

A player may play in a different area from his normal one (out of position), but will not be as effective in it. The following table shows any temporary adjustment to a player's Total Level according to his area of play.

Player Type	Area				
	Goalkeeper	Sweeper	Defense	Midfield	Forward
<b>Gk</b>	No effect	Note 1	Note 1	Note 1	Note 1
<b>Sw</b>	Note 1	No effect	-2	-4	-5
<b>Df</b>	Note 1	-2	No effect	-2	-4
<b>Mf</b>	Note 1	-4	-2	No effect	-2
<b>Fw</b>	Note 1	-5	-4	-2	No effect

**Note 1:** A player to whom this applies, plays with a Total Level of 0.

**Example:** A II/7 Mf with a Fitness Modifier of 1 has a Total Level of 8. Because of the -2 modifier from the table above, if he plays in the Forward Area, his Total Level is 6.

## 4. Playing a Match

The software plays a match and calculates the result. It works out, in order:

- Each team's **Area Totals**.
- If any **players are booked or sent off**, making any appropriate adjustments to Area Totals.
- If any **players suffer an injury**, making any appropriate adjustments to Area Totals.
- If each **team concedes any penalties**, and works out the result of those conceded.
- The **attacks** each team generates.
- How many **shots** each team generates.
- How many shots are **on-target**.
- How many **goals** are scored in open play.

Where required, the software also works out the following:

- **Extra Time**
- **Penalty Shootout**

## Attacks

The software compares the Area Totals of the two teams in a match as follows:

### Forward Area

If a team's Forward Area Total is greater than the opposing team's Defense Area Total, the team earns a number of attacks equal to the difference.

**Example:** United's Forward Area Total is 40 and City's Defense Area Total is 33. United earn 7 attacks.

### Midfield Area

If a team's Midfield Area Total is greater than the opposing team's Midfield Area Total, the team earns a number of attacks equal to half the difference, rounding fractions up.

**Example:** United's Midfield Area Total is 30 and City's Midfield Area Total is 35. City earn 3 attacks.

### Defense Area

If a team's Defense Area Total is greater than the opposing team's Forward Area Total, the team earns a number of attacks:

- (if it **doesn't** have a player in the **Sweeper** area) equal to **one fifth** of the difference
- (if it **does** have a player in the **Sweeper** area) equal to **one third** of the difference

**Example:** United's Defense Area Total is 48 and City's Forward Area Total is 32. If United have a player in the Sweeper position, they earn 6 attacks. If they don't, they earn 4 attacks.

## Shots

If the opposing team do not have a player in the Sweeper area, all attacks become shots. If the opposing team does have a player in the Sweeper area, attacks must first beat him. The percentage chance of the player stopping each attack is equal to  $30 + (\text{player's Total Level} \times 2)\%$ . A stopped attack has no effect. An attack which is not stopped becomes a shot.

**Example:** a player with a Total Level of 10 has a 50% chance of stopping each attack.

## On and Off-Target

There is a 35% chance of each shot being off-target. If a side has already scored 2 goals (including penalty kicks) the chance increases to 40%, then by a further 5% after each goal scored to a maximum of 75%. (The intention, here, is to curb ridiculous scorelines.) An off-target shot has no effect. On-target shots test the opposing Goalkeeper.

## Goalkeeper and Goals

The percentage chance of the Goalkeeper saving a shot is equal to  $40 + (\text{player's Total Level} \times 2.25)\%$ . A saved shot has no effect. A shot which is not saved is a goal!

**Example:** a player with a Total Level of 13 has a 69.25% chance of saving each shot.

## Goalscorers and Times

Players in each area take the shots generated there. For example, if a team creates shots in Midfield, players in Midfield take those shots. Within each area, the software allocates the shots to players; the higher the player's Skill Level, the greater the player's chance of taking the shot.

The software randomly spreads goal times over the 90 minutes of a match, plus injury time.

## Extra Time

**Note:** In extra time, each player's Total Level reduces by their age; SBYs and APPs suffer no reduction. Also, each Goalkeeper is unaffected.

The software works out the extra time result as a normal match, using these adjusted Total Levels. However, the number of attacks is reduced by two-thirds, as is the chance of injuries, penalties or red or yellow cards occurring.

## Penalty Shootout

Each side takes 5 penalties, each with a different player. (See "[Penalties](#)" (on page 7) for details about how penalties are resolved.) If the score is tied after 5 penalties, each side takes 1 more penalty at a time (with different penalty takers), until the score is no longer tied. In the unlikely event of a tie after 11 penalties, the shootout continues with each team's players alternating, taking their second penalty, until the tie is broken.

See "[15.3 Match Example](#)" (on page 18) for a look at the main match mechanics in action.

## 5. Adjustments to Levels

The following may affect **Area Totals** (not individual player Levels): [Home Advantage](#), [Great Performance Points](#), [Playing for a Draw](#), [Offside Trap](#), and [Hardness](#).

A manager may add no more than **5** levels (from any mix of sources) to each of the **Goalkeeper** and **Sweeper** areas in a match. A manager may only add levels to the Sweeper area if there is a player playing there.

### Home Advantage

Unless a match is being played at a neutral venue (for example, a cup final) the first named side is the home team. The home side receives 7 extra levels to split between the three outfield areas. **Exception:** a team with a [Groundsman](#) receives 9 extra levels.

### Great Performance Points (GPPs)

Occasionally in a season, a team plays above itself. To mirror this, during each close season it receives 30 GPPs (possibly adjusted as detailed below) to use as follows:

- A manager may use a maximum of 10 GPPs in any match.
- A manager may not assign more than 9 GPPs to any one area.
- A manager may not buy or sell or transfer GPPs.
- GPPs unused at the end of the season are lost.

When awarding GPPs, the GM subtracts 1 from the standard allowance of 30 for each NMR (failure to submit orders) in the preceding season.

### Playing for a Draw (PFD)

A manager ordering his team to PFD, receives 7 extra levels in total to assign between the Sweeper, Defense and Midfield areas. However, the number of attacks the team generates in each area is halved. (Fractions of an attack are rounded up.)

**Example:** Villa's Manager orders them to PFD. He assigns 1 extra level to the Sweeper area, 0 to Defense and 6 to Midfield. Villa create 0 attacks in Defense, 3 in Midfield, and 2 in the Forward area. Because they are PFD, this becomes 2 in Midfield and 1 in the Forward area.

### Offside Trap (OST)

A manager may order his team to play the OST in a match, only if they do not have a player in the Sweeper area. Using the OST:

- **halves** the number of attacks the opposition creates from its Forward Area (rounded up)
- **doubles** the number of attacks the opposition creates from its Midfield Area

### Hardness

In each match a manager orders his team to use a level of hardness from 0 (weeds) to 10 (assassins), receiving extra levels equal to the hardness level chosen. The manager assigns these levels to the various areas as he desires, but no more than 9 to one area. See "[Discipline](#)" (on page 7) and "[Injuries](#)" (on page 8) for more details about the effects of hardness.

**Example:** Choosing a hardness level of 6 gives a manager 6 extra levels to assign to their Area Totals. However, he may only assign levels to the Sweeper area if a player is playing there.

## 6. Discipline

### Red and Yellow Cards

In every match there is a chance of each player in a team being booked or sent off, based on the level of hardness (**H** in the formula) the player's team is using:

- **Booking Chance** =  $1.5 \times (3 + (1.5 \times \mathbf{H}))\%$
- **Sending Off Chance** =  $0.25 \times (3 + (1.5 \times \mathbf{H}))\%$

**Exception:** when applying the formula to the Goalkeeper, **H** means the amount of hardness Levels assigned to the Goalkeeper area only.

**Example:** United's manager orders a hardness level of 7. He assigns the 7 extra levels, using none in the Goalkeeper area. The Booking Chance for the Goalkeeper is 4.5% and the Sending Off Chance is 0.75%. The other players have a Booking Chance of 20.25% and a Sending Off Chance of 3.375%.

### Penalties

In every match there is a 10% chance of each team conceding a penalty for every hardness level it ordered. Each 10% chance is separate, so a team may concede as many penalties as the hardness level ordered. A team using a hardness level of 0, however, has a 5% chance of conceding a penalty.

A team's top (highest Skill Level) Df, Mf or Fw takes any penalty awarded. (If a tie, the penalty taker is randomly selected from the tied players.) The chance of a penalty being scored is:

- $50 + (4 \times \text{penalty taker's Skill Level}) - (2 \times \text{Goalkeeper's Skill Level})\%$ , to a maximum of 95%

**Note:** the penalty scoring chance formula uses Skill Level (not Total Level) and disregards hardness and GPPs.

## Discipline Effects

A booking has no effect on match calculations. A player who is sent off, however, operates at half his Skill Level (rounded up) in the match.

A player incurs Disciplinary Points (DPs) for each booking (4 DPs) and dismissal (10 DPs). DPs are cumulative during the regular season. Reaching 10 DPs brings a 1 match suspension, 20 DPs a 2 match suspension, and so on. Suspensions normally start in the first match of the next session. However, suspensions occurring in session 10, start in the first match of session 1 of the next season.

## 7. Injuries

In every match there is a chance of each player in a team being injured, based on the level of hardness (**H** in the formula) the player's team is using, and the level of hardness (**O** in the formula) the opposing team is using:

**Injury Chance** =  $((H \times 0.25) + (O \times 0.75) + 2.5)\%$ .

Note: the Injury Chance for the Goalkeeper is halved.

**Example:** if United use a hardness level of 8 and City use a hardness level of 4, the chance of injury for each United player, other than the Goalkeeper, is  $((8 \times 0.25) + (4 \times 0.75) + 2.5)\% = 2 + 3 + 2.5$  or 7.5%. The Injury Chance for the Goalkeeper is 3.75%

### Injury Effects

A player who is injured in a match, operates at half his Skill Level (rounded up). A player's Fitness Modifier (FM) may also be reduced by the injury, depending on a software generated random number (from 1-100):

RN	1-30	31-45	46-60	61-70	71-80	81-90	91-100
Effect	None	FM -1	FM -2	FM -3	FM -4	FM -5	FM -6

Any change in a player's Fitness Modifier takes place at the end of the session, for reasons of simplicity. If a player is injured more than once in a session, only the most severe injury applies.

## 8. Backroom Boys

A backroom boy (BRB) is one of the following off-field staff, using their experience as ex-players to aid their team: [Coach](#), [Groundsman](#), [Physio](#), or [Youth Coach](#).

A manager may change any age V (or older) player in the team into an age I BRB at any time before the player retires. **Exception:** after the session 10 deadline. In this case, the manager must wait until aging occurs to start the following season. Therefore, a Manager wanting to convert a player to a BRB before end of season aging, must do so before creating his session 10 orders. A backroom boy is no longer a player, and is unable to play in matches. Backroom boys age to age II at the end of their first season, then retire at the end of their age II season.

**Important:** A team may have any number of BRBs, however only one Physio, one Coach, one Groundsman, and two Youth Coaches are effective.

Backroom boys have a nominal value of 160k (Age I) or 80k (Age II). It's nominal, because a BRB may not be sold to the non-league. However, managers may trade BRBs.

### Coach

A Coach lowers each player's [coaching](#) cost by 1 CP. This applies to every player coached; not just one per session.

### Groundsman

If a team is playing at home and has a Groundsman, it receives 9 levels for [home advantage](#) (instead of 7).

### Physio

A Physio lowers the Fitness Modifier lost by any injury by 1, and negates the effect of an injury which causes no Fitness Modifier loss.

### Youth Coach

A Youth Coach can train one youth player once per regular session. Each training is equivalent to playing in one match. No youth player may be trained more than once per session. Youth Coaches do not train in the close season.

**Example:** If a Youth Coach trains an APP, the player can only play 1 match in the same session.

## 9. Coaching

### Coaching Points (CPs)

At the start of each regular session, a team receives CPs as follows:

- **1 CP** for each non youth, [fit](#) player.
- **10 CPs** for each game it won in the preceding regular session.
- **5 CPs** for each game it drew in the preceding regular session. (**Note:** For CP purposes, a penalty shootout win in any cup competition counts as a draw, not a win.)
- The number of CPs carried over from the preceding regular session, to a **maximum of 15**; any excess are lost

**Example:** In session 1, each team receives CPs for games won and drawn in the preceding regular session, namely session 10 of the preceding season.

### Coaching Players For Skill

To raise a player by **1 Skill Level** costs his **new Level in CPs**. (See "[Coach](#)" ([on page 9](#)) for an important exception.) The following restrictions apply to coaching for Skill Level:

- Coaching is always to the next Skill Level; partial coaching is not allowed.
- A player may only be raised 1 Skill Level in a session.
- Youth players may not be coached.
- An age I player may be raised a maximum of 5 Skill Levels in a season.
- Older players may be raised a maximum of 3 Skill Levels in a season.

**Note for experienced players:** The costs for coaching Gk and Sw are not doubled.

### Coaching Players For Fitness

To raise a player's **Fitness Modifier by 1** costs his **age in CPs**. For youth players, the cost is 1 CP.

A player's Fitness Modifier may only be raised by 1 through coaching in a session. However, a player can also rest in the same session, and so increase his Fitness Modifier by 2.

**Note:** Although a player's maximum Fitness Modifier is 2, it is still possible to coach such a player for fitness. So, if the player loses fitness in the session (from injury, or by playing too many matches), the coaching for fitness reduces the fitness loss.

## 10. Youth Players

In every season, a team can discover up to 6 schoolboys (**SBY**). In addition, in every season a team can discover up to 6 apprentices (**APP**), less 1 for every SBY discovered in the preceding season. All youth players begin their careers at Skill Level 2 and Fitness Modifier 2, and are discovered by managers using the **Roster Moves** tab on the **Transactions** page on the web site.

**Example:** In season 1, City discovered 5 SBY. In season 2, they may discover up to 6 SBY. However, they may only discover 1 APP.

### Schoolboy

A SBY increases his Skill Level by **1 for every 3** matches played. However, a SBY may only play **1 match per session**. At the end of the season, the SBY becomes an APP; he carries forward any matches accumulated towards his next Skill Level.

**Example:** A SBY plays 10 matches in a season. He increases his Skill level by 3, and therefore carries forward 1 match towards his next Skill Level as an APP.

### Apprentice

An APP increases his Skill Level by **1 for every 4** matches played. However, an APP may only play a **maximum of 2 matches per session**. At the end of the season, the APP becomes an Age 1 player (and any matches accumulated towards his next Skill Level have no effect) if he has reached at least Skill Level 5. Otherwise, the APP fails to make the grade and leaves the game.

## 11. Deals

### Trades

Managers may exchange any combination of players, cash and backroom boys, provided both managers give the GM details of the deal using the **Trade** part of the web site. The GM may, in extreme cases, veto deals he considers unfair to a manager. All trades must be made 48 hours or more in advance of the next regular session deadline, and are subject to the [transfer deadline](#). Loans and delayed-payment style deals are not allowed.

### Auction

At the end of each session 1-6, there is an auction with 8 players available. During the close season, there are two auctions, each with 10 players available.

The software determines the type of player by generating a random number (from 1-100) and applying the result as follows: **1-10: Gk, 11-16: Sw, 17-44: Df, 45-72: Mf, 73-100: Fw**. The software then determines the age and Skill Level of players in the auction by generating two random numbers (from 1-100) and applying the results to the following table. The first number determines the player's age. The second number, cross referenced to the row for the player's age, determines his Skill Level.

Random No.	Age	Random Number for Skill level			
		1-20	21-55	56-85	86-100
1-10	APP	4	5	6	7
11-35	Age I	8	9	10	11
36-60	Age II	11	12	13	14
61-80	Age III	10	11	12	13
81-100	Age IV	9	10	11	12

**Example:** The first random number is 18, so the player is a Df. The next random number is 63, so the player is Age III. The final random number is 41, so the player has a Skill Level of 11.

### Auction Procedure

Auctions are resolved as follows:

- Each lot has a reserve price equal to the player's non-league value. (See [Non-League Sales](#), below.) To be valid, a bid must match or exceed the reserve price.
- Lots are auctioned strictly in the order shown (based on the player's value).
- A manager may submit one bid for each lot, with the highest bid winning. Tied bids go in favor of the team in the lowest division, then lowest league points, then lowest top 11 player average Skill Level.
- If there is only one valid bid, the amount paid is equal to the reserve price. If there is more than one valid bid, the amount paid by the winning bidder is set at 1k more than the next highest valid bid.

**Exception:** if the winning bid is a tied bid, the amount paid is the amount bid.

**Example:** There are two bids for one auction item. City bid 123k and United bid 456k. United's bid succeeds and is set at 124k.

- Bids putting teams into debt are reduced to whatever level is required for their bank balance not to be overdrawn.

### Non-League Sales

A manager may bypass the auction and sell players to a nominal non-league; such players are out of the game for good. The non-league value (and price received) for a player is: (7-age) x (Skill Level-2) x 10k, plus 15k per match towards next level for youth players. For this calculation, youth players count as age 0.

## Transfer Deadline

No transfers between players or sales to the non-league are allowed in the last 3 sessions of the season: 8, 9, and 10. After the transfer deadline, the next opportunity for deals and sales is after close season aging.

### Note:

1. A manager wanting to sell a player after session 7, must do so before session 8 matches start, and must not include the player in session 8 match orders.
2. A manager may still discover a SBY or APP after the transfer deadline, if he has not used his full season's quota.
3. A manager may still change an eligible player into a BRB after the transfer deadline. (*Although such a BRB is only available for the remaining sessions as an Age I BRB, and becomes an Age II BRB in the close season, for some players it may be better than the alternative of aging and retiral - and never becoming a BRB.*)

## 12. Finance

Money is measured in k, or thousands of pounds. It is exchanged in obvious ways (selling players and so forth) and can be also gained or lost in other ways as follows:

### Income - Cups & Leading Scorer

Prize Money	Event
400k	FA Cup Winner
250k	FA Cup Runner-up & AP Cup Winner
200k	FA Cup Semifinalist; FA Shield Winner
150k	AP Cup Runner-up; Youth Cup Winner
75k	FA Shield Runner-up; AP Cup semifinalist; Youth Cup Runner-up
25k	Leading Scorer in each division

### Income - League

Division	Per Session	Winners	2nd	3rd
1	95k	500k	300k	150k
2	80k	300k	200k	100k
3	65k	200k	100k	50k

### Bank Account

A club cannot overdraw its bank account for any reason.

## Taxation

Once a season, immediately after the session 8 auction has been completed, a team with a bank balance of 3,500k or more is taxed as follows:

- **3,500k to 4,499k** pays tax at **10%** of its bank balance
- **4,500k - 5,499k** pays tax at **20%** of its bank balance
- **5,500k+** pays tax at **30%** of its bank balance

**Note:** The timing of taxation means it applies if a team's bank balance, after session 8 income, is 3,500k or more.

## 13. Miscellaneous Rules

### No Moves Received (NMR)

A manager unable to submit orders for matches and coaching should tell the GM as soon as possible. (NMR only applies to match orders and coaching; managers never have to submit orders for auctions, for example.)

If the manager does not notify the GM in good time (at least 48 hours before the deadline), the software automatically creates lineups for the team- with no use of CP or youth coaching - and marks the team as NMR. If the GM receives notice in good time, he, or someone he nominates, submits complete orders for the team and the team is not marked NMR.

One NMR is acceptable, but two in a season may result in a manager's dismissal.

If a team suffers an NMR (for whatever reason), the following apply:

1. The manager receives one set of **5 Youth Coach slots** for use **immediately** after session 10.
2. Each SBY may receive a maximum of 1 of the available slots. **Exception:** a SBY at Skill Level 5 who has played 1 game towards qualifying at the next level, may not receive a slot.
3. Each APP may receive a maximum of 2 of the available slots. **Exception:** an APP at Skill Level 10 may not receive a slot.
4. The manager must email the GM with details for using the Youth Coach slots after the session 9 deadline and before the session 10 deadline. Failure to do so means the slots are lost.
5. Regardless of how many NMRs occur, the manager only receives one set of Youth Coach slots.
6. These NMR arrangements apply to the manager whether or not he was in charge when the NMR occurred.

### Order of Sessions

Within each session, events take place in the following order:

1. Matches (League, FA Cup, FA Shield, AP Cup, and Youth Cup; in that order)
2. Receive income
3. Coach players
4. Auction

### Close Season

At the end of each season, and before the next one, the close season takes place in this order:

1. Aging (players and backroom boys)
2. GPPs awarded
3. Prize money awarded

4. The transfer deadline ends
5. Managers may trade or sell players to the non-league
6. Fitness Modifier is reset
7. Any new rules take effect
8. First auction (a session with a deadline, but no income)
9. Second auction (a session with a deadline, but no income)

The next session is session 1 of the new season.

**Note:** There is no coaching in the close season.

### Participation Bonus

Each team is eligible for a participation bonus, to a maximum of 10k per session, as follows:

- 5k for every blog post
- 5k for every forum post
- 3k for every match comment post
- 3k for every auction comment post
- 3k for every comment wall post
- 3k for every trade review comment post

The bonus is only totaled during regular sessions. However, close season activity counts towards session 1. Accordingly, the maximum participation bonus is 100k in a season.

### Coach Of The Season Award

This managerial award is meant to recognize exceptional achievement in coaching for the current season. Managers vote through a GM initiated forum poll at the end of the regular season. The poll closes before close season aging occurs. The manager with the greatest number of votes is awarded the prize of 25k; if there is a tie, the prize is split as evenly as possible.

### Prediction League

The details for this are on the **Prediction League** part of the web site.

### Costs

There is no cost to play the game. However, the GM may set up a donations link for those willing to help with various costs such as hard-drive replacements, backup drives, and keeping a fast internet connection to the web server.

### Managerial Conduct

All managers must follow these principles:

1. **Have fun, and remember: it's just a game.**
2. **Never use foul, bad, or inappropriate language on the web site.** If unsure whether a certain word is inappropriate, simply don't use it. Breaches will incur fines.

This approach is for two reasons:

- a. The site should be family friendly.
  - b. The GM may use the web site on his resume when he is searching for a job, and the right impression matters.
3. **Avoid political discussions.**
  4. **Never flame managers online, or start personal attacks.** If someone has offended you, contact the GM. If you are good friends with someone, and want to write a scathing piece or joking

article, that is fine so long as you make sure you have some smilies in there.

5. **You may lose games due to software issues.** If anything of this type happens, contact the GM with full details, so he can try to correct it and prevent it from repeating. Moping or complaining is not welcomed.

In summary, this is intended to be a fun game and an entertaining diversion. If you must talk about politics, then find a political site and talk about them there. For the United leagues, have some fun and treat everyone with respect.

### **Suggestions**

Constructive suggestions as to how to improve the rules and the game are always welcome.

## **14. Credits**

**MSWL United's** core mechanics come from **United**, a game, invented by Alan Parr, to whom many people are eternally grateful.

Martin Burroughs wrote the rules document which was the key source for these rules. Martin credited the following with helping him: Martin Draper, Ian Le Brocq, Keith Morton, Arthur Owen, Alan Parr, Richard Ramsden, and Peter Stanton. Thanks to all of them for helping out Martin.

Thanks also to Martin for developing the rules on an anti-copyright basis, allowing Allan Sellers the opportunity to create his own version and set up the **MSWL United** leagues.

Ellis Simpson created this version, reformatting and reorganizing Allan Sellers' text, and - with Allan's blessing and participation, and Kevin Martin's feedback - made editorial improvements.

## 15. Appendix

This appendix has the following parts:

- [Season Format and Competition Structure](#)
- [League Differences](#)
- [Match Example](#)
- [Possible Future Additions](#)
- [Changes from Previous Versions](#)

### 15.1 Season Format and Competition Structure

The Season Format table shows the matches played in each session. After the table, there are details about each of the competitions.

#### Season Format

Session	League	FA Cup	FA Shield	Alan Parr Cup	Youth Cup
1		R1		G1, G2	
2	1, 2	R1 - Replay		G3	
3	3, 4	R2	R1		
4	5, 6	R2 -Replay		R2	
5	7, 8	Q		Q	
6	9, 10	Q - Replay	Q		R1
7	11, 12			S	R2
8	13, 14	S	S		Q
9	15, 16			F	S
10	17, 18	F	F		F

After session 10, the close season takes place.

#### League

There are 3 divisions of 10 teams each, with 3 points awarded for a win, and 1 for a draw.

The top 3 teams of divisions 2 and 3 are promoted, and the bottom 3 teams in divisions 1 and 2 are relegated.

If teams are level on points, league positions are decided by best goal difference, then most goals scored, then away goals scored, then by the league results between the tied teams. If teams are still tied, and the positions are important, play-off matches are held in the close season.

#### FA Cup

This is the main cup competition, stretching throughout the season. The format is one leg knockout, with a random draw to determine the home team for rounds 1, 2 and the quarter-final. Draws are replayed at the opposing team's ground. If there is no result after 90 minutes of a replay, [extra time](#) is played. If the score is still tied after extra time, there is a [penalty shootout](#). The semifinals and final do not have replays for tied scorelines, with matches going straight to extra time, and then a penalty shootout if required.

### FA Shield

The 16 losing teams in Round 1 of the FA Cup enter this competition. The format is one leg knockout, with a random draw to determine the home team. There are no replays for tied scorelines, with matches going straight to [extra time](#), and then a [penalty shootout](#) if required.

### Alan Parr Cup

This starts with a group format: 8 groups of 4 teams, each playing one game at a neutral venue against the other teams in the group. The top two advance from each group, with ties resolved in favor of the team with the better goal differential, then the number of goals scored, then a coin toss.

Home field for round 2, the quarterfinals, semifinals, and final is based on the group round results: best finish, then points, then goal differential, then goals scored, then coin toss. The format for round 2 matches and later is one leg knockout. There are no replays for tied scorelines in the knockout stages, with matches going straight to [extra time](#), and then a [penalty shootout](#) if required.

### Youth Cup

In Youth Cup matches, each team must have a minimum of 8 youth players in the lineup. The format is one leg knockout, with all matches at a neutral venue. There are no replays for tied scorelines, with matches going straight to a [penalty shootout](#) if required.

**Note:** If a team does not have enough (8) fit or non suspended youth players for the Youth Cup matches, the following occurs for **each** player short:

1. The team pays a 40k fine.
2. The GM adds a 0/0 SBY to their team.

If a manager needs to make space on his roster to accommodate any such additional SBY, he must do so, or the GM may intervene. If the transfer deadline is in force, the manager must - in cooperation with the GM - sell sufficient players of his choice to make space on the roster. Each such player is sold for his non-league value.

### Non-League Teams

Two non-league teams take part in the cup tournaments. The GM is responsible for these teams, preparing them before the start of each season. However, the game software selects their lineups for matches. Non-league teams remain unchanged during the season. For example, they receive no CPs, and do not coach their players.

## 15.2 League Differences

All the rules apply to both the **MSWL United League** and the **MSWL United 2 League**. This part exists as a placeholder for differences that may apply in the future.

### 15.3 Match Example

The following match example shows the main match mechanics.

#### Teams

First, the two teams:

**UNITED UNITED**

**VS**

**CITRUS CITY**

POS'N	NAME	SKILL	FIT
<b>Goal</b>	WASSALL	2	2
<b>Def.</b>	DRAPER	6	1
	TYLER	4	2
	PARR	6	-1
<b>Midf.</b>	LEWIS	11	2
	DICKSON	8	0
<b>Forw.</b>	STRETCH	9	-1
	HUBY	10	1
	CARTER	7	-1
	BASS	4	-2
	BURROUGHS	15	-1

POS'N	NAME	SKILL	FIT
<b>Goal</b>	Orange	5	-2
<b>Sweep</b>	Lemon	12	0
<b>Def.</b>	Lime	4	0
	Grapefruit	5	2
<b>Midf.</b>	Ortaline	3	0
	Tangerine	14	1
	Seville	11	1
	Minneola	10	2
<b>Forw.</b>	Jaffa	3	2
	Valencia	8	2
	Outspan	3	0

This match is at a neutral venue, so there is no home advantage.

#### Area Totals

The following table shows the Area Totals:

Area	United	City	Notes
<b>Goalkeeper</b>	4	3	City's Midfield Area Total of 47 breaks the Three Times Rule. It may be no higher than 33 ( three times the lowest outfield area) and is therefore reduced to that.
<b>Sweeper</b>	None	12	
<b>Defense</b>	18	11	
<b>Midfield</b>	21	47 33	
<b>Forward</b>	41	13	

**Note:** Total Levels are subject to adjustment for injuries, dismissal, home advantage, hardness and so on. For ease of explanation, this example assumes (unrealistically) there are no adjustments.

## Attacks

The following table shows the attacks each team earns:

	United	City
<b>Defense</b>	18-13=5, divided by 5 = <b>1</b>	11-41=0
<b>Midfield</b>	21-33=0	33-21=12, halved to <b>6</b>
<b>Forward</b>	41-11= <b>30</b>	13-18=0

## Resolution

The software works through United's 31 attacks by determining how many City's Sweeper stops - he has a 54% chance of stopping each one. Then, the software works out how many shots go off-target. Finally, City's Goalkeeper has a 46.75% chance of saving the on-target shots.

Similarly, the software goes through City's 6 attacks. However, as United have no player in the Sweeper position, all attacks become shots. Then, the software works out how many shots go off-target. And finally, United's Goalkeeper has a 49% chance of saving the on-target shots.

City's Sweeper and Goalkeeper combination is likely to be more effective than United's Goalkeeper. But United have the better chance of winning with so many more attacks.

## 15.4 Possible Future Additions

The following are some additions to the game that for possible future implementation. In all cases, details are being worked out.

### Rivals

At the start of each season each team is assigned 3 or 4 rivals. In matches against rivals:

- Each team must use at least 3 levels of hardness
- The winning team receives 3 GPPs
- Each team receives 1 GPP for a draw

### Acclimation

Players are able to acquire the ability to play out of position with no, or reduced, ill effects. The target is to determine the right level of usage to avoid teams full of acclimated players.

### Special Players

Players with special characteristics. For example, lower aging effects or coaching costs.

### Own Goals

The chance for an own goal is based on the number of players in Defense and Midfield, and the number of opposition Attacks.

### Marketing Manager

A new type of backroom boy.

### Team Auction of Players

Managers may create their own auction using one or more of the team's players.

### Clarification of 4 Game Sessions

The addition of code to the order entry program, to prevent a non Gk who starts the session with a Fitness Modifier of -2, playing in all 4 matches.

## 15.5 Changes from Previous Versions

This part of the rules tracks changes made. References to changes in a particular season are to the original United league. From this time on, changes relate to rules versions and not seasons.

### Current Version

This is version 9.0 of the MSWL United rules and replaces version 8.1. Although the text is different, there are no rule changes from version 8.1.

### Season 8 Changes

Added [Taxation](#).

Added [Coach of the Season Award](#).

Changed the penalty taker rule, allowing the top Fw, Mf, or Df to take a penalty. Previously, the penalty taker was the Fw with the highest Skill Level.

Added the prediction league.

Added one more player to each auction.

Added the capture of Area Totals. (This idea from Rob Peterson.)

Added the capture and display of before and after league standings. (This idea from C-Ball.)

Added a roll of honor to show who won what, and in which season. (This idea from Simon, and perhaps Andy)

### Discarded Rules

Manager of the Month.

### Season 7 Changes

Per Season 6 voting, BRBs are removed from all auctions. In addition, the "generic value" of BRBs has been revised such that:

- An Age I BRB is valued at 160k (down from 275k)
- An Age II BRB is valued at 80k (down from 225k)

These are not actual non league sale values, as Backroom Boys may not be sold to the non-league. However, the idea here is to bring the value of the BRB more in line with the actual market.

### Season 6 Change

Added [NMR](#) rule.