

## WORLD CUP RULES

- The competition will run after every two seasons. Our first competition will run after season 48 (abbreviated as WC 48), the second after season 50, and so on.
- The Cup will be comprised of seven, one-match sessions:
  - Session 1-3: Group stage (top two teams from each group advance)
  - Session 4: Round 2
  - Session 5: Quarterfinals
  - Session 6: Semifinals
  - Session 7: Third place and Championship matches
- The available players for each nation will be all existing, active players from U1 at the close of that season. Players Skill Levels will match their end of season values (the World Cup will run prior to close season aging).
- There are two squad requirements for each nation:
  - Each team must have a minimum of three (3) goalkeepers.
  - Each team must have exactly 22 players (no more or less).
    - If a nation has more than 22 players available, the manager will receive a list of players and will need to identify which 22 they will use during the competition and communicate that to the World Cup Commissioner, Brian Beerman ([bbeerman@gmail.com](mailto:bbeerman@gmail.com)).
    - If a nation has less than 22 players, the manager will pick Non-League (NL) players to fill out the roster per the two squad requirements noted above. All NL players will start at II/9. For example, if Italy needs one goalkeeper and an outfield player, the team will get ITA GK 1 and another NL player of choice (e.g. ITA MF1). The manager will communicate their decisions to the World Cup Commissioner, Brian Beerman ([bbeerman@gmail.com](mailto:bbeerman@gmail.com)).
- Managers must select their team Captain before match/session one. After match/session one, managers will not have the opportunity to select a Captain.
- Each nation will start the competition with 20 GPP.

- If a nation advances out of group play, any unused GPP will carry over. For example, Belgium finished second in group play and used only eight GPP over three matches. The remaining 12 GPP will be available in the knockout round.
- Each nation will start the tournament with 15 CP. Each team starts a new match with exactly 15 CP. Unused CP will not carry over between matches, so managers are encouraged to use all 15 CP each session.
- Youth players will start the competition with a FIT value of two (2). Aged players (age 1+) will start the competition with a FIT value of zero (0). Fitness will work as follows:
  - No player will have a FIT level of more than two (2)
  - If a player plays in a match, he will lose one (1) FIT point (this is the last step applied to players, so regardless of the FIT at the end of the session, each player who played in that match will lose one (1) FIT point).
  - If a player does not appear in a match, he will gain one (1) FIT point
  - In the scenario where a player starts a match at a FIT level of two (2) and the manager uses one CP for FIT on the player:
    - The simulator will first put the player at FIT +2 to end the session (FIT can never be more than a value of two).
    - With the WC rule of -1 FIT for playing in a match, that player will lose one (1) FIT point and start the next matchday at +1 FIT (the -1 FIT for players who appear in the match is the final step applied to the players, so a -1 FIT will ALWAYS be applied to these players).
    - This is not functionality that will be changed in the simulator, so it is important that managers understand how this feature works:
      - *If a manager uses CP on a player who starts the session with +2 FIT, those CP will in effect be unused/wasted since all players will lose -1 FIT point at the end of the session, regardless of their FIT level before the match.*
- Managers will not have access to national rosters until all teams have been assigned.
- Nation selection will work as follows:

- Managers will provide their national preferences to the World Cup Commissioner via email
- Managers with a preference will note their top five choices
- Teams will be assigned based on preference order. If two or more managers have the same country listed at the same preference, a coin toss will determine who gets that nation
- Managers with no national preference will note that in their email and will receive a team at random once all other managers have received a preferred team.
- Each manager will send an email to the World Cup Commissioner ([bbeerman@gmail.com](mailto:bbeerman@gmail.com)) indicating which of the following options they prefer for team assignments:
  - A. No, random assignment is ok
  - B. Yes, I want a specific country; no preference after that
    - If you answer B, please list that country in your response.
    - If a manager wants only one nation, but loses a coin toss to another team, the manager will receive a random nation once all other preferences have been filled.
  - C. I have national preferences and a specific order
    - If you answer C, please list your top five nations in order of preference. For example:
      - (1) Sweden (2) USA (3) Portugal (4) Brazil (5) Poland
  - D. I have national preferences but no specific order
    - If you answer D, please list your five nations. For example:
      - Brazil, Portugal, Poland, USA and Sweden
- The group draw will be held live over Zoom or Google Meet. The draw will be random; no seeding will take place.