

Rugby Stats

Superleague, NRL, Premiership Rugby League & Rugby Union



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INTRODUCTION

Rugby Stats is a game of management. You play in a league of ten teams managing a squad of real-life stars, based on the Superleague (English Rugby League), NRL (Australian Rugby League) or Premiership (English Rugby Union). Your results are decided by their performances in real-life, and each player is only signed to one team. What a player is worth is decided by you, and no-one else, and if you're willing to pay him more than any other manager he'll play for you.

In Rugby Stats you have full control over all aspects of your club:- you have to select the team each week, sign new players and transfer out those you no longer want. You also have to manage the financial affairs of the club—decide when to improve the ground, increase merchandising income and so forth. Without looking after the finances you won't have the funds you need to pay player wages, nor pay for their transfer fees.

Rugby Stats is a complete management game which can be played via the Internet, or via the postal service ("snail mail"). Orders can be submitted by logging onto a dedicated website, or written on a pre-printed turnsheet and posted to us. Results can be sent to you via email or via the post.

Rugby Stats is a game you can play from anywhere in the world.

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1. THE GAME

1.1 LEAGUE & UNION There are two versions of Rugby Stats, as there are two codes of Rugby. The structures of the two games are similar, except that there are different rules for selection and scoring for League and Union. These aspects are dealt with in different sections of the rulebook (League in section 3, Union in section 4) but the financial aspects, setup rules and special actions are the same for both versions (sections 5 to 9).

1.2 THE LEAGUE There are ten teams in each league. Team names may be any EXCEPT the names of real teams, subject to the approval of the GM (who may object to names on the grounds of decency, taste or suitability). There is a restart turn at the beginning of each subsequent season.

1.3 THE GM The "GM" (jargon for Games Master, by obscure tradition) is the person responsible for running the game. In more normal terminology the GM would be called a referee, or an umpire. The game is processed by computer, but is supervised by the GM.

1.4 PRE-SEASON The league may play a number of pre-season games, which will either use a set of stats from the previous season or a set of random computer-generated (the main purpose of such games is to begin shuffling squads before the real action starts). There is no income from games, fans, merchandising and stadium facilities during pre-season and no expenditure on wages either.

1.5 REGULAR SEASON The league fixtures list will vary in length according to the number of full weekends of games remaining in the real life season when the league is ready to start. Whenever possible the fixtures list will provide an equal number of games against each opponent. Short seasons will normally be arranged by simply truncating longer "normal" fixture lists. This may mean a set of unbalanced fixtures. There is no home advantage in Rugby Stats.

1.6 PLAYOFFS & FINALS If in real-life there is some form of playoffs/finals competition at the end of the regular season then Rugby Stats will run a playoffs/finals competition (see section 6).

1.7 DEADLINES Your GM will set a deadline for each turn, usually the Friday of each week. This deadline is the last date on which your orders should be posted, and orders that arrive with a postmark later than the deadline date will not be accepted. Games are normally run on Tuesday, but the deadline is necessary to prevent people from writing orders after seeing early weekend results. If your orders arrive late they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there is no way to make it up.

If you submit orders via the Internet, then the deadline is normally 6pm on the day of the deadline.

1.8 TURNSHEETS The turnsheets in Rugby Stats (the last page of your game report) show the team selection you made for your last game as well as providing spaces for ordering free agent bids, special actions and so forth. For your team selection you only need to fill in those selections that you change. You do not need to fill in anything in this section when your team selection isn't changed. Please do not cross out the old team selections when you enter new ones in the boxes provided.

Where possible, we recommend players submit their orders via the Internet—it's the quickest and safest method, and most convenient for the GM as well. Just ask for a username and we'll set you up to use our dedicated website when you join.

1.9 TEAM REPORTS Each team has an individual report to show the results of orders from the previous turn. This includes a current squad listing, along with the individual player statistics for the current season (whilst he has been playing for your team - his stats aren't kept if he moves from one team to another), contract values, wage costs, management levels and financial balances.

1.10 GAME REPORTS The game results and scorers are listed along with the league standings, player movements, news of emerging players (players who scored in real-life but are unsigned in the game), news of unselected scorers (players who scored in real-life, but whose managers didn't select them to play), league news, messages and so on. Game results show the number of scores made by each player in each team's selection and the stats he produced in real-life (e.g. Con 2/4 means a player scored four conversions in real-life but only two counted in the game, presumably because his team only scored two tries).

1.11 MESSAGES The turnsheet also includes a section for player messages, which are published in the league report. All messages are identified by the computer according to who sent them, and our normal restrictions apply (i.e. keep it clean and fair).

1.12 JOINING A LEAGUE New managers normally join a league by taking over a "standby position". This is a team in a league which has been run by the computer for some time. Effectively it's just the same as taking over a real-life club—the last manager has gone and you take over the team lock, stock and barrel, warts and all.

When a new manager is appointed to a team with a bank balance lower than 100k, then their balance is increased to 100k.

1.13 SEASON RESTARTS At the start of a new season each teams' fans are reduced to 10000, Stadium levels decrease by two and the transfer list is cleared.

1.14 GAMES THAT QUALIFY Normally all games played by on Friday evening, Saturday, Sunday or Monday count towards games that week. In the unlikely event of a team playing more than once in a weekend then normally only the first game played by that team will count. Note that Cup games may qualify if your GM decides to use a weekend when Cup games are being played (in general the GM will use as many weekends as necessary to complete as full a schedule as possible).

2. PLAYERS AND TEAMS

2.1 THE PLAYER LIST The player list is all the real life players "signed" or waiting to be signed by the teams in the game. The list is NOT exclusive, and new players can be added on demand. The player list is in alphabetical order of name and shows the player number, real life team and position of each player, and whether he is already signed to a team in the league. The player list isn't a regular part of the game report but extra updates can be obtained during the game if necessary.

2.2 ELIGIBLE PLAYERS You are not restricted to signing players who are already on the player list, and you may acquire any player you choose, including players who can't contribute because they are not eligible to score in real life. You may consider a small bid worthwhile for an ineligible player if you think he may become eligible at a later date, but remember you'll have to pay his wages.

2.3 TRIMMING THE PLAYER LIST It is necessary to keep the player list to a sensible size, and occasionally "duff" players are removed from the list. Usually these players will be free agents, but occasionally they will be players signed to teams. In the latter case they are treated as having been "waived" - given a free transfer (see 6.3.3) but at full contract value rather than half.

2.4 PLAYER NUMBERS Each player is allocated a "player number" which is his unique identification. In your instructions all players should be identified by their player numbers (identifying players by name is liable to spelling and typing errors).

2.5 FREE AGENTS Players who are on the player list but not signed by any team in the game are "free agents". Players who qualify for inclusion in the game but aren't included on the player list are also free agents and will be added to the player list as soon as a request is made. If a real life player moves between teams then his status in the game is not affected, the player remains signed to his current Rugby Stats team.

2.6 YOUR SQUAD Each team has a squad of up to twenty-four players "signed". These are the players available for selection each game, and are signed in three setup turns at the start of the game - or by subsequent bids during the season. You cannot sign players above the limit, so it is wise to keep an eye on the size of your squad. If you attempt to sign a free agent or transfer in a player when your squad is already full then the player signs—but is waived immediately (see 6.3.3). This means you will lose money on the deal.

2.7 CONTRACT VALUES When a player is signed by a team then the amount bid is recorded and becomes the "value" of that player (for an exception, see 6.4.4—Fast Signing). Contract Values determine the wages paid to the player, and also the amount that is recovered if he is "waived".

The contract value of a player is increased by 2k for every try he scores and 1k for every penalty, conversion or drop-goal he kicks (whichever is the higher of his real-life and game scores).

2.8 PLAYER TYPES Each player is classified by the GM as one of various types according to whether the game is League or Union (see 3.1 and 4.1). The GM may change the classification of a player between seasons, but not normally during play. A player rated as an "unknown" may be reclassified by the GM at any time, and may not play until classified (so be prepared to provide extra information about any such players you sign). These classifications determine the positions in which a player may be selected.

3. RUGBY LEAGUE RULES

3.1 PLAYER TYPES There are six player classifications in Rugby League Stats. Backs (BAK), Halfbacks (HAF), Forwards (FWD), Utility Players (UTL), Utility Backs (UBA) and Unknowns (UNK) - players awaiting classification. These classifications determine the positions in which a player may be selected.

3.2 TEAM SELECTIONS A team selection for a game consists of THIRTEEN starting players and TWO substitutes, one forward sub and one back sub. The starters must be five backs (BAK), two halfbacks (HAF) and six forwards (FWD). Any of the halfback or back positions (including the back sub) may be filled by a utility back (UBA). Any position (including both subs) may be filled by a utility player (UTL). Your two substitutes always play, and their scores count in full.

No player may be played out of position according to his classification. Places in a selection may be left empty if a team has insufficient players, but you will be fined 2k each week for each unfilled selection (such selections are shown as "Academy Players"). If your selection doesn't arrive before the deadline then your previous selection will be used instead. Errors in selection will normally be corrected by the computer.

3.3 SCORING Players make exactly the same scores in the game as they do in real life, subject to the restrictions below. Points are scored for the team as normal. Each try is worth four points, each drop goal is worth one point and each penalty and conversion is worth two points. In Rugby League Stats penalties and conversions are combined and simply reported as "goals".

3.4 DESIGNATED KICKERS Tries and drop-goals may be scored by any player in your team selection, but goals (penalties and conversions) may only be scored by a player selected as your "designated kicker" for that week. There are actually two boxes for you to select your designated kicker, referred to as DK1 and DK2. If your first designated kicker (DK1) does not kick any goals in real-life (even if he scores a try or drop-goal) then the second player becomes your designated kicker instead (effectively he is the backup kicker if your first kicker fails to produce any goals).

Designated kickers must be players in your starting lineup. If you select a player who is not in your starting lineup as a designated kicker the computer will select a new player to replace your selection.

4. RUGBY UNION RULES

4.1 PLAYER TYPES There are eleven player classifications in Rugby Union Stats. Props (PRO), Hookers (HKR), Locks (LCK), Flankers (FLK), Number Eights (NO8), Scrum Halves (SCR), Fly Halves (FLY), Centers (CEN), Wings (WNG), Fullbacks (FUL) and Unknowns (UNK) - players awaiting classification. These classifications determine the positions in which a player may be selected.

4.2 TEAM SELECTIONS A team selection for a game consists of fifteen players. Certain classifications of players are allowed to play out of position without penalty. A team selection consists of the following:

Two Props	- must be player classified as PRO.
One Hooker	- must be player classified as HKR.
Two Locks	- must be player classified as LCK or NO8.
Two Flankers	- must be player classified as FLK.
One Number Eight	- must be player classified as NO8 or FLK.
One Scrum Half	- must be player classified as SCR.
One Fly Half	- must be player classified as FLY.
Two Centres	- must be player classified as CEN or FLY.
Two Wingers	- must be player classified as WNG, CEN or FUL.
One Fullback	- must be player classified as FUL or FLY.

No player may otherwise be played out of position according to his classification. Places in a selection may be left empty if a team has insufficient players, but you will be fined 2k each week for each unfilled selection (such selections are shown as "Academy Players"). If your selection doesn't arrive before the deadline then your previous selection will be used instead. Errors in selection will normally be corrected by the computer.

4.3 SCORING Players make exactly the same scores in the game as they do in real life, subject to the restrictions below. Points are scored for the team as normal. Each try is worth five points, each drop goal three points, each penalty three points and each conversion two points.

4.4 DESIGNATED KICKERS Tries and drop-goals may be scored by any player in your team selection, but penalties and conversions may only be scored by a player selected as your "designated kicker" for that week. There are actually two boxes for you to select your designated kicker, referred to as DK1 and DK2. If your first designated kicker (DK1) does not kick any penalties or conversions in real-life (even if he scores a try or drop-goal) then the second player becomes your designated kicker instead (effectively he is the backup kicker if your first kicker fails to produce goals or conversions).

Designated kickers must be players in your lineup. If you select a player who is not in your lineup as a designated kicker the computer will select a new player to replace your selection.

4.5 CONVERSIONS AND TRIES Your team cannot score more conversions than tries. If your designated kicker produces more conversions than your team produced tries then any conversions above the number of tries are lost.

5. FINANCE RULES

5.1 CURRENCY The "currency" for transactions in the game (primarily signing players) is thousands of pounds (or dollars in Australia) usually referred to as k's. You cannot spend a fraction of a k. Thus, £1000 or \$1000 is referred to as 1k.

5.2 BASIC INCOME Each week both teams receive income according to the result. The winning team receives 30k and the losing team receives 50k. In the event of a draw both teams receive 40k. Additional income may be gained according to gate receipts (fans), merchandising and stadium facilities (development). There is no income in pre-season and playoff/finals weeks.

5.3 PLAYER WAGES For each player each turn your team pays out wages equal to one tenth of his current contract value, rounding down (with a minimum of 1k).

Notes: the reason for these rules is to balance the game as evenly as possible, so that losing teams get the resources to help catch up, while winning teams are forced to fight harder to retain their positions. A successful team with a lot of high value players will have less money available with which to bid for new players (but a successful team should have plenty of money available for rebuilding once a few veterans are released, as these players' values will have increased along with the scores they made).

5.4 FANS Each team receives extra income each week according to the number of fans (gate receipts). For every thousand fans your team has, you receive 1k in extra income per week. At the start of each new season each team begins with 10000 fans. For every win a team achieves the number of fans increases by 1%. For every three tries scored in a game the number of fans increases that week by 1% (if a team scores less than three tries then there is no increase in fans). You may also spend money on attracting more fans (see 6.7.1). The maximum number of fans a team can have is 20000.

5.5 MERCHANDISING Each team when it wins a game may receive extra income according to the amount previously spent on merchandising (see 6.7.2). Each time a team wins the merchandising total is reduced by 10% but double this amount is received as income (the merchandising total represents stock in hand and available: this stock is reduced whenever sales are made, but the sale price is double the cost price). The full balance spent on merchandising is carried over into subsequent seasons. The maximum level of merchandising total is 100k.

Example: A team has invested 40k in merchandising and win that week. 10% of the merchandising total (4k) is sold but twice this amount (8k) is received as income.

5.6 STADIUM FACILITIES Facilities in the form of stadium development, services and executive boxes allow you to invest to increase your income. The cost of developing your Stadium is the square of the new Stadium level, less the square of the current Stadium level (see 6.7.3). The additional income (in k's) received in any week is the level of your Stadium. The Stadium level is reduced by two at the start of each season. The maximum Stadium Level is 10.

5.7 END OF SEASON BALANCES If at the end of the season, a team has more than 250k in its balance, then half of this balance is lost.

Notes: this rule is included to prevent managers from giving up on one season to build up a huge bank balance, and then go on a major spending spree at the start of the next season.

6. SPECIAL ACTIONS

Each team has five special actions available each turn, plus two free agent bids.

Each action is identified by a one word code. The list of actions that are available are explained in the sections that follow, along with examples. A full table of actions can be found at the back of the rule-book. Some actions require an amount and/or player number which should be given in the relevant boxes. You must use the correct codes for these special actions or they will not be accepted.

6.1 TRANSFER DEADLINE At the end of the regular season (including any playoffs/finals) a transfer deadline is imposed. After this deadline no further fast-signings, free agent bids or waivers may be made. There is one exception, however, the week after the transfer deadline is imposed free agent bids may be made for players who were already free agents under offer the previous turn (i.e. overbids). This is to prevent teams "swapping" players the week of the trading deadline without other teams having the opportunity to make higher, fairer bids.

6.2 PLAYER MOVEMENTS All player movements occur after the games for that week have been played. A player may play in the same week as he is waived. A newly acquired player may not be selected until the turn after his arrival. There are no direct transfers in Rugby Stats, but the system of waivers and free agents provides a method of making indirect transfers (see waivers and bids, paragraph 6.4.5 and transfers, section 6.5). Unwanted players can be waived, and may then be signed as free agents by other teams. When a player is signed off waivers (i.e. after being waived by someone else) then his previous team receives "compensation" (see 6.4.3).

6.3 PLAYER CONTRACTS AND WAIVERS

The following actions are used for players who are already signed to your squad.

6.3.1 CONTRACT You may increase the contract value (see 2.7) of one of your own players with a CONTRACT action, in order to protect him against poaching or in order to place him on the transfer list at a higher price. Enter the number of the player in the number box and his NEW VALUE in the amount box. You pay the difference between his current value and his new value.

You cannot make a contract action if you cannot cover the cost NOR if your balance is below 0k, even if there would be no cost for the contract (rarely a player might be on the transfer list for a value lower than his contract value, usually because his team is financially overdrawn).

ACTION [CONTRACT] AMOUNT [25k] PLR NUM [122]

6.3.2 PAYALL & NOPAYALL The PAYALL action sets the "Pay All" option. In this case any time one of your players appears on the Transfer List then a contract action is made automatically, subject to the above restrictions (see 6.3.1). The NOPAYALL action clears the Pay All option if it's previously been set. The Pay All option is clear at the start of the game.

ACTION [PAYALL] AMOUNT [] PLR NUM []

6.3.3 WAIVERS Any player in your squad may be waived (given a free transfer). Half of his Contract Value is recovered (rounding down), and the player becomes a free agent.

ACTION [WAIVE] AMOUNT [] PLR NUM [127]

waives player number 127.

6.4 SIGNING FREE AGENTS

*The following actions/free agent bids are used to sign players who are currently "free agents", not those signed to another team. They **cannot** be used to sign players who are on the transfer list. Free agent bids may only be made using the free agent bid spaces, whereas fast-signings are made via special actions.*

6.4.1 FREE AGENT BIDS A free agent is any player in real life who is not signed by a team in the game. Teams may bid for free agents (two per turn) using the free agent bid section of turnsheet. Free agent bids are published in the league report, and a bid is successful if it stands for a turn without a higher bid being made (this is different to the procedure for initial bids, where opponents get no chance to make counter bids).

If you make a new bid for the same player as the previous turn then your old bid is cancelled (even if it would still be the highest bid). You cannot make a bid for a player who is already signed to another team **unless** he is on the transfer list (see 6.5.3).

Note: If a player you want isn't already on the player list then you can still bid for him by giving his full name and team. It is important that you spell the player's name correctly and give the correct team. The computer will then allocate a new player number. You may bid for anyone who is not already signed, but no check is made that a given player actually exists or is eligible.

example, to bid 5k for player number 292:

Plr Num [292] **Bid Val** [5k] **Name** [] **Forename** [] **Team** []

example, to bid 1k for a player not already on the player list:

Plr Num [] **Bid Val** [] **Name** [Nonsense] **Forename** [Norman] **Team** [UNK]

6.4.2 OVERBIDS When a team makes a bid for a free agent then that offer is published in the league report. The following turn other teams may make higher bids for the same player, but any such "overbid" must be at least half as high again (50% higher) as the previous highest bid (so the minimum overbid of a 20k bid is 30k). Fast-signs cannot be used for overbids.

6.4.3 COMPENSATION When a free agent is signed then his previous team (if any) receives half the amount bid (fractions rounded down).

Note: it is possible to make a profit on a waiver if the player is signed by someone else at a higher value, and there is nothing to stop you placing bids to force the price up for a better profit (at the risk of getting the player back again). It is legal to waive a player and then re-sign him at a lower value (you recover half the difference) but you should be aware that other players are able to make rival bids and steal the player away.

6.4.4 FAST SIGN It is also possible to sign free agents by using the special actions section of the turnsheet, using a FASTSIGN action. In this case it is essential to know the player number of the player to be signed (if you don't know it, you can't make a FASTSIGN action). It is not possible to fastsign a player who is not already on the player list.

The fast-sign compete normally with other free agent bids (i.e. the highest bid signs the player) but if successful the player is signed immediately (with no opportunity for overbids). Any player signed this way has a Contract Value of 1k, irrespective of the amount actually spent signing him. Players who were not free agents at the start of the turn, or players who were free-agents under offer from the previous turn, may not be signed with FASTSIGN actions (fastsigns cannot be used for overbids).

Fastsigns for 1k (and **only** 1k) are allowed even if a team is overdrawn (balance below 0k). This gives teams a chance to pick up cheap, low quality players to fill their squad while they fix their finances.

ACTION [FASTSIGN] **AMOUNT** [2k] **PLR NUM** [113]

fast signs player 113

Notes: You are advised to restrict fast-signs to low value players. If you spend a lot of money on a fast-sign of a high value player, then expect other coaches to immediately poach him to force you to increase his value—effectively you'll end up paying double for him.

The restrictions on fast signing players are to prevent teams using this action to make trades without other teams having the opportunity to make counter bids, and to prevent teams reducing contract values by waiving and fast signing their own players.

6.4.5 WAIVERS & BIDS You may make a free agent bid (but not a fast-sign) for a player the same turn as he is waived by a team (including your team). You can arrange a transfer with another so that they make a free agent offer then same turn that you waive the player, when no-one else will know that the player is available (though other teams may make bids anticipating that this will happen and these have been known to succeed). You can only make such transfers at sensible values, as a bid that is too low will be overbid by other teams. If a team waives a player and makes a bid for him the same turn this is shown in league reports as a "rebid", rather than reporting the waiver and bid separately.

6.5 PLAYER TRANSFERS

These actions apply only to players who are currently signed to a team squad. They do not apply to players who are currently free agents.

6.5.1 TRANSFER LISTING Any player current signed to your squad may be transfer listed, by using the TRANSFER action. Simply specify the number of the player concerned, and an asking price (which is the minimum you will accept for that player). The maximum price at which a player may be transfer listed is twice his current value (if you attempt to transfer list a player at more than the price allowed the price will be reduced automatically).

Players available for transfer are listed in the league report each week. Once a player has been transfer listed he remains on the transfer list until he is signed off the transfer list by another team (see 6.5.3), or you waive him (see 6.3.3) or you remove him from the transfer list by a CONTRACT action (see 6.3.1). If a player remains on the transfer list for four weeks he is automatically removed.

ACTION [TRANSFER] AMOUNT [40k] PLR NUM [28]

offers player 28 for transfer.

6.5.2 POACHING It is possible to "poach" players already signed for other teams (by letting him know how much more money he'd get if he played for you). If a poach succeeds then the player is forced onto the Transfer List demanding a higher contract (it is still not possible to sign him without other teams having the chance to make offers, and his current team may pay the higher contract).

Normally, poaching only succeeds when a player is under valued, and when the team for which he is signed is seriously short of money. Effectively you force his current team to pay him more, or put him on the transfer list.

To approach a player, use the action "POACH", with the amount of your offer in the "amount" box and the number of the player to be poached in the "number" box. Your offer must be at least half as much again, rounding up (i.e. 50% higher) as the current value for that player (so a player valued at 24k must be poached for 36k or more) and you pay 20% of your offer immediately (this goes to the player's agent, and he keeps it). Note that if a player scores that week (see 2.7) his value increases BEFORE poaches are processed. The player and his new Contract demand then appear on the "Transfer List" section of the league report and also in the team report of his current team.

If a poached player goes onto the transfer list (or becomes a free agent) the team responsible for the initial poach has no special status—to sign such a player they must compete with any other team that's interested, as normal. Note that a player who is on the transfer list may be poached again, as long as the second poach is valid and lower than the previous poach (e.g. a player value 10k is demanding 40k, but may be poached again for 16k, in which case his contract demand drops to only 16k). This prevents teams from "hiding" players from poaching by putting them on the transfer list at high prices.

ACTION [POACH] AMOUNT [45k] PLR NUM [100]

6.5.3 TRANSFER LISTED PLAYERS If one of your players is on the transfer list demanding a new contract then you are not obliged to take any notice. You may make a contract action (see 6.3.1) to increase the contract value of the player to the value he is demanding (in which case the demand is cancelled and he comes off the transfer list). You may decide to waive the player, but this is generally considered to be a bad idea because someone could then sign him for next to nothing, whereas if he remains on the transfer list he won't sign for anything less than his demand value.

If you do not take action over a transfer-listed player then he is open to offers from other teams. As soon as ANY team (the team who originally poached the player have no special rights to him, and must make a free agent bid if they still want him) make a **free agent bid** for a player on the transfer list (fast-signings are not allowed) of at least the demand value then the player is waived immediately and the bid is processed normally.

Players on the "Transfer List" will still play if selected (they're only threatening to leave). The player is available for selection next turn whether you pay up, waive him, or do nothing, because no movements occur until after the games have been played.

6.5.4 POACHING OVERDRAWN TEAMS If a team's balance is less than 0k then the requirement that poaches must be 50% higher does not apply, and a poach need only be higher than the player's current contract value. If a team's balance is less than -50k then a poach may be made at ANY value (including lower than the player's current contract value).

However, for such poaches to be successful the team whose player is being poached must have the required balance BOTH at the start of a turn AND when the poach is processed (which occurs after waivers, so the team concerned have an opportunity to waive other players to fix their finances).

Notes: These rules are intended to prevent managers abusing the system by signing a bunch of decent players, whose wages they cannot afford, not bothering to fix their finances and dropping into debt. As long as you balance the books (don't go overdrawn) you won't find yourselves subject to these draconian restrictions.

6.6 SCOUTING The special action SCOUT provides up-to-date information on a player (which team he is signed to, if anyone, his current contract value, and so forth). You may scout a particular player (by giving his player number) or you may scout for a given player position.

If you don't give a player number then the computer will try to find a free agent at random (a player who isn't signed with anyone else). The position of the player scouted will be controlled by your current scouting type. The special actions ANY, BAK, HAF, UTL, UBA, FWD (Rugby League positions) and PRO, HKR, LCK, FLK, NO8, SCR, FLY, CEN, WNG, FUL (Rugby Union positions) allow you to change the current scouting type and will also scout a player of that type. The special action SCOUT will scout for any player position.

Any special actions you do not use will be treated as un-numbered SCOUT actions.

ACTION [SCOUT] AMOUNT [] PLR NUM [100]

scouts player number 100.

ACTION [SCOUT] AMOUNT [] PLR NUM []

scouts for a free agent regardless of playing position.

ACTION [FWD] AMOUNT [] PLR NUM []

searches for a free agent forward.

6.7 MANAGING FINANCES

The following actions enable you to manage the finances of your club, spending money in the short-term to increase longer-term income.

6.7.1 FANS Teams may spend money on recruiting new fans to increase their income. For every 1k spent 50 new fans are recruited (see 5.4). You cannot spend more than 25k on fans in a single turn and you cannot have more than 20000 fans.

ACTION [FANS] **AMOUNT** [10k] **PLR NUM** []

spends 10k on recruiting fans.

6.7.2 MERCHANDISING Teams may spend money on merchandising to increase their potential income. The amount spent is simply added to the tally of spending (see 5.5). You cannot spend more than 25k on merchandising in a single turn and you cannot have more than 100k invested in merchandising at any given time.

ACTION [MERC] **AMOUNT** [20k] **PLR NUM** []

spends 20k on merchandising

6.7.3 STADIUM Teams may spend money on Stadium facilities to increase their income (see 5.6). Give the new Stadium Level required in the "amount" box. The cost is the square of the new Stadium Level less the square of the current Stadium Level (so the cost of developing from level six to level eight is $8 \times 8 - 6 \times 6 = 28k$). The maximum level of stadium facilities is ten.

ACTION [STADIUM] **AMOUNT** [2] **PLR NUM** []

increases stadium to level 2.

6.8 EXTRA LISTINGS There are three special actions to produce extra listings: SCHEDULE, ROUNDUP and PLAYERS. These actions produce up to date copies of the schedule, league roundup and player list respectively. The cost is one turn credit, but the extra report is sent to every player in the league. If more than one player calls for the same extra listing in a given turn then only one is charged (which one is random).

Note: you don't need extra listings very often, if at all, and we think it's important to send the same listings to everyone, rather than allowing some players to gain an advantage (from having more up to date listings) through spending extra money. You probably won't need to use any of these actions, but they're available if you do.

ACTION [PLAYERS] **AMOUNT** [] **PLR NUM**[]

requests a player list

6.9 ORDER OF SPECIAL ACTIONS The order in which special actions are processed may be very important, as you must have sufficient funds to cover them when they are processed.

Financial actions are processed in the following order:-

1. Increase of player values for scoring, basic income, income from fans, merchandising & facilities.
2. Payment of wages, ordered waivers (not auto-waivers caused by other teams bidding for your players on the transfer list) and contract actions (including PAYALL and NOPAYALL actions).
3. Checking fast-signs and free agent bids are valid (making sure their teams have sufficient funds).
4. Poaching and transfer actions, processing free agent bids and fast-signings.
5. Allocation of compensation for free agents previously signed to the team and income from "auto-waivers (waivers caused by other teams bidding for players on the transfer list).
6. Expenditure on increasing fans, merchandising and stadium facilities. Scouting. of players.

7. PLAYOFF/FINALS RULES

7.1 INTRODUCTION If the real-life league concerned has some sort of playoff/finals competition at the conclusion of the regular season then Rugby Stats will also have a playoff/finals series (two rounds of games), using special "post-season" rules to compensate for the lack of actual stats.

If the real-life playoffs/finals are longer than the Rugby Stats Finals then the extra playoff/finals weeks are used as regular season weeks, but using playoff/finals rules and scores.

7.2 QUALIFICATION At the end of the regular season the top **four** teams go forward into the playoffs/finals. In the first round the teams are drawn together according to their positions in the final league tables: 1 vs 4, 2 vs 3. The winners play in the Grand Final.

If two teams are tied on win-loss record then the following tiebreakers are applied: most points scored over the season and the flip of a coin. Teams outside the top four at the end of the regular season don't go forward into post-season play.

There are no special actions available during the playoffs/finals (except for free agent overbids in the first week, see 6.1) and all financial aspects (income and wages) of the game are suspended.

7.3 PLAYOFF SCORES Each player involved in a game played under postseason rules makes scores as usual, assuming he is playing in real life.

In addition, a team will score bonus scores based on their performances during the season. Bonus tries may be allocated to any player at random. Bonus conversions, penalties and drop goals are allocated to whichever designated kicker actually counted in the game.

Bonus scores are allocated in three (four in Rugby Union) categories: Tries, Goals (Penalties and Conversions in Rugby Union) and Drop Goals.

For each category, the team makes bonus scores equal to half of their weekly average during the season. Fractions may be rounded up, with a percentage chance equal to that fraction.

Example: a team has scored 126 tries over 20 games (6.3 per game). The number of bonus tries allocated will be three, with a 15% chance of a fourth.

In addition, for every five wins made by a team during the season, a converted try is added (again, fractions may be rounded up).

When the computer makes the calculation to see if fractions are rounded up, the same "random number" is used to determine all fractions for both teams within the game concerned (thus is the random number is 80—all fractional scores over 80% are rounded up, etc).

Notes: The bonus scores are intended to generate scores for the players who are inactive. Team totals are used instead of player totals, as the latter would discourage teams from transferring their best players during the season, not sensible in a stats game.

The same "random number" is used for both teams to ensure that the team with the better record and/or stats during the regular season can't be disadvantaged by bonus scores.

7.4 PLAYOFF ELIMINATION During the postseason you are only charged for turns in which you have a game. All players will receive full reports of all the postseason rounds, regardless of when they are actually eliminated.

8. TIPPING COMPETITION

8.1 INTRODUCTION The tipping competition is an extra game in which players compete to score points by predicting the results of real life games. At the end of the season the top tipster gains 100k and the second best tipster gains 50k.

8.2 ORDERS On your turnsheet you will find a section devoted to the tipping competition. This section shows the games to be tipped for the next week, and provides a box in which to enter your prediction for the result of that game. Your prediction will be W for WIN, D for DRAW or L for LOSE, relating to the team listed first.

8.3 RESULTS Two points are scored for each correct prediction. The actual results, scores and accumulated scores are listed in the tipsters table in your reports each turn.

8.4 GAMBLE The special action GAMBLE alters the scoring system for your tips that week. You score 3 points for each prediction that is correct, but lose 2 points for each prediction that is incorrect.

9. SETUP RULES

This section only applies when a new league is started up. Most new managers will not join via a new league, but will take over a standby position in an existing league (see 1.12).

9.1 NEW STARTS Each team in a new league starting up begins with a balance of 500k and no players signed. There are three setup turns, in each of which all teams may bid for up to twelve players. Bidding is competitive and all bids in a round are counted before a player signs for the team with the highest bid. At the conclusion of each bidding round 25k is added to each team's balance, which ensures that you cannot run out of money during the setup period.

9.2 INITIAL BIDS Bids must be in whole numbers of k's, and the highest bid gets the player. The amount bid is paid out immediately, and losing bids are ignored. Where equal highest bids are made by different teams then the winning bid is decided at random. During the initial bidding rounds if one or more bids are made for a player then he will sign immediately for the highest bidder.

9.3 NO BIDS If you fail to submit a set of initial bids then the computer will make up random bids instead. It selects players that no-one has bid for (at random) and signs them for a modest bid. Note that you'll normally only get rubbish this way, but you may get lucky. Note that this only applies if you submit no bids at all: you may choose to submit fewer than twelve bids in a round (common in later rounds if you were successful in early rounds and have few spaces left on your squad).

9.4 FINAL ROUND After the third round of bids has been processed the computer attempts to fill up any empty places in the team selection by making further minimum bids (1k) at random (this is to minimise the damage done to the team if the coach fails to submit orders for a bidding round and also ensures you can put out a full team selection for the first week, any player signed at 1k is better value than being fined for a blank selection, which costs 2k).

9.5 CASH LIMITS If you attempt to spend more than you have available then some of your bids are reduced to 1k (starting with the last bid made and working backwards until you can afford to sign all the players you bid for).

9.6 ROSTER LIMITS If you attempt to sign more players than will fit on your roster then the new players are signed and waived immediately. Note that it is possible for someone else to sign a player that you bid for, and then exceed their roster limit and be forced to waive him again. In this case the player concerned will still appear as a free agent on the player list, even though your bid was rejected.

10. TABLE 1: SPECIAL ACTIONS

Full details of these actions can be found in section x

ACTION	RULE	AMOUNT	PLR NUM	NOTES
ANY	6.6	not used	not used	
BAK	6.6	not used	not used	League only
CEN	6.6	not used	not used	Union only
CONTRACT	6.3.1	new value	player number	
FANS	6.7.1	amount spent	not used	
FASTSIGN	6.4.4	amount offered	player number	
FLK	6.6	not used	not used	Union only
FLY	6.6	not used	not used	Union only
FUL	6.6	not used	not used	Union only
FWD	6.6	not used	not used	League only
HAF	6.6	not used	not used	League only
HKR	6.6	not used	not used	Union only
LCK	6.6	not used	not used	Union only
MERC	6.7.2	amount spent	not used	
NO8	6.6	not used	not used	Union only
NOPAYALL	6.3.2	not used	not used	
PAYALL	6.3.2	not used	not used	
PLAYERS	6.8	not used	not used	
POACH	6.5.2	amount offered	player number	
PRO	6.6	not used	not used	Union only
ROUNDUP	6.8	not used	not used	
SCHEDULE	6.8	not used	not used	
SCOUT	6.6	not used	player number	
SCR	6.6	not used	not used	Union only
STADIUM	6.7.3	new level	not used	
TRANSFER	6.5.3	amount wanted	player number	
UBA	6.6	not used	not used	League only
UTL	6.6	not used	not used	League only
WAIVE	6.3.3	not used	player number	
WNG	6.6	not used	not used	Union only

