

# Einnek Football Rulebook

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## **Introduction**

Einnek Football was founded 1982 as a play-by-mail game which moved onto the Internet as a fully on-line game in 2001. The format of the game ensures every side is managed by a real person which makes the game a proper competition.

The game itself is fully computerised, using a software application written and developed exclusively for Einnek Football.

The game does not use real players or teams. This is to ensure each manager has total control over their side's fortunes rather than real life events and to enable everyone to play the game in the style they choose. Remember, this is the game that puts YOU in charge. The success or failure of your side is down to the decisions you make as manager.

## **Overview**

Einnek Football is a football management game. As a manager in the game you control a fictitious football team through a full season of league matches and the EFA Cup. There are no real teams and no real players; instead the players have various ratings to tell you their level of skill, how aggressive or fit they are. These ratings may alter from week to week depending upon the events of your last fixtures.

In addition to picking your side for each match you will need to negotiate transfers, take training and deal with your player's demands. You will be required to develop your stadium, set admission prices, and cope with whatever issues face your club, just like running a real football club.

You are free to run your side in whatever way you see fit; spending hours or minutes each week is entirely up to you. You will need to make sure you submit your team selection for each match via the website before the announced deadline date. These selections are then processed, games played and the results forwarded to the respective managers and published on the website.

There is a flat rate charge of £25 per season. This includes 22 league matches, all cup matches and any friendly challenges – a guaranteed 28 games per season at less than £1 per game. On top of this there are 59 international matches played each season where you players can develop their reputation and skill at the highest level. Unlike other football games "extras" such as opposition squad sheet, internationals and scouting reports are all included in the price.

## **The Online Game**

The Internet version of Einnek Football grew out of the old play-by-mail game originally created by Kennie J. Young.

Following the decision of Andy Parton to stop running the play-by-mail game in early 2002, Richard Balfre in discussion with Einnek founder Kennie Young turned to the Internet to keep the game alive.

Development of the Internet game was quick and Richard launched the game during the first week of June 2002.

Response from old PBM players was very positive and the first games in the new Internet version of Einnek One were played on 25th June 2002.

Einnek Two started on 7th April 2003, with Einnek Three kicking-off on 4th March 2005 and Einnek Four on 17th March 2006.

The first Einnek Monthly Six-A-Side competition on the Internet was played on 29th November 2003.

While the first revived EILCT was played over Christmas 2004 and is now an annual event over the festive period.

A major revamp of the game occurred in June 2007 when what is popularly called Next Generation Einnek (NGE) was started. The new version cleared up many rule anomalies that had developed over the years and also banned managers from having multiple sides which often gave a temptation to manipulate the game unfairly.

## **Help, Assistance & Questions**

Although in its basic form Einnek Football is an easy game to play, it is a real challenge to master. If you ever have any questions or suggestions regarding the game or just need some advice, you can use one of the following:

- ❖ Email Richard, your Games Master (GM) using richard@einnek.co.uk,
- ❖ Use the Einnek Football Web Forum to discuss your question or suggestion with other managers,
- ❖ You can contact another manager directly to try and gain some assistance. There are a number of experienced managers in the game who will be more than glad to help. Your GM can put you in touch with a couple of them if you wish.

## **Taking Over a Team**

When a manager takes over an existing side they are allowed to change various things. The full list of potential changes is as follows:

- ❖ Team Name (no real names please)
- ❖ Ground Name (no real grounds please)
- ❖ Trainer
- ❖ Home Shirt Colours
- ❖ Away Shirt Colours
- ❖ Team Captain

The previous history of the side will be retained on the website to provide a full history of the game.

## **Running Your Side**

For each fixture you will need to pick a starting team of eleven players and three substitutes to make up your team. You cannot play badly injured players or those who are suspended so it is imperative you have a squad able to cope with such issues.

You will need to decide a formation of defenders, midfielders and attackers from the pre-approved list. Your three substitutes must consist of two outfield players and a goalkeeper. Selecting fourteen players is a must.


In between matches you must decide if you want to develop your squad by signing or selling players. There are no real limits on this and it is entirely your decision how much or how little you do in the way of dealing. However, deals are encouraged and are seen by many as the most enjoyable part of the game as you are in direct communication with of managers making the friendly rivalry of the game stronger.

All deals are monitored for fairness by the Einnek FA. This ensures that there is no cheating in the game and that new managers are not "ripped-off".

## Understanding Your Squad Sheet

When logged into the website, every manager will see their current details and playing staff as in the following example.

### Grim Reapers

Welcome [Richard](#)  
 Location: [Hayes, Middlesex](#)  
 E-Mail: [richard@einnek.co.uk](mailto:richard@einnek.co.uk)  
 Telephone: 07712 633032  
 MSN: [rbalfre](#)  
 Yahoo!:  
 AOL:  
 Skype: [richard.balfre](#) 



Ground: [Hayes Hill Stadium](#) Capacity: 129,000  
 Youth Academy: [Large](#) WACS: 13  
 Bank Balance: [4,596,239](#)  
 Team Morale: 17  
 Available Players: 14  
 Deals Done: 37 Deals Left: 13

Trainer: [Levi Medina](#) Skill: 4 Wage: 4000  
 Youth Points: 36  
 Committed Spend: 0  
 Total Wage Bill: 134,380  
 Unavailable Players: 2  
 Recent Form: [WWWWW](#)


TEAM FOR NEXT FIXTURE NOT SUBMITTED			
Bid for Listed/Agent Player	-	Change Club Captain	-
Go On Holiday	Introduce Youth Player	Print Squad Sheet	Stadium Options
Submit Arranged Transfer	Submit Turn	Train Trainer	Update Personal Details
Update Team News	Youth Academy Options	-	-

Player		Nat	Wage	Sk	Ag	Fit	Wacs	Dips	Yel	Age	Int	Pld	Avgc	Gls	Sign	IR	Opt
<a href="#">Cherif Wooter</a>	2.		4250	7	5	10	21	6	2	26-0	18/0	8	7.00			2289	
<a href="#">Jacob Sobek</a>			3630	4	3	10	21	2	1	18-2		7	6.57		1 Y	400	
<a href="#">Ruben Krupps</a>	17.		8000	6	2	10	3	4	1	22-9	8/1	8	7.13	1		3284	
<a href="#">German Calabozo</a>	1.		7500	6	1	10	2			21-0	4/0	Suspended : 1 match				1667	
<a href="#">Constardo Gordanho</a>	1.		4500	5	3	10	23			23-1	12/0	7	7.00			1323	
<a href="#">Dominic Burns</a>	11.		4350	5	4	10	16	8		22-11	10/1	8	7.75	7	Y	2235	
<a href="#">Emilio Zazquetta</a>			4000	5	4	10	21	2	1	18-2	2/0	7	6.57		1 C	1038	
<a href="#">Luke People</a>			2000	1	1	10	18			20-10						100	
<a href="#">Bartrand Figgle</a>	6.		11500	6	1	10	1	4		22-5	14/0	8	7.38			2322	
<a href="#">Jan Dybsjord</a>	9.		12000	6	3	10	25	2		24-3	11/0	8	7.75		I	2553	
<a href="#">Quiipo Vallejo</a>			4250	5	3	10	25	6		24-1	5/0	1	6.00			1101	
<a href="#">Johnny Whitecap</a>	4.		40000	10	5	10	12			23-4	50/28	8	7.00	3	B	3780	
<a href="#">Pueblo Sortes (C)</a>	3.		10500	6	3	6	7	8		27-2	12/1	8	7.63	3	1	2001	
<a href="#">Chavezz</a>			6350	5	2	10	22	*16	6	27-10	9/0	2	5.50		2	1185	
<a href="#">Randolf Cherry</a>			4250	5	2	10	7			26-1	2/0	7	6.00		2	1038	
<a href="#">Jazy Osbourne</a>			3300	4	4	3	18			17-7		Injured : 3 fitness				400	

## Breaking Down The Squadsheet

The top section shows the main team information, including team name, manager contact details, club colours, ground details and bank balance. Much of this information is not available on the public side of the site.

### Grim Reapers

Welcome [Richard](#)  
 Location: [Hayes, Middlesex](#)  
 E-Mail: [richard@einnek.co.uk](mailto:richard@einnek.co.uk)  
 Telephone: [07712 633032](tel:07712633032)  
 MSN: [rbalfre](#)  
 Yahoo!:  
 AOL:  
 Skype: [richard.balfre](#) 



Ground: [Hayes Hill Stadium](#) Capacity: [129,000](#)  
 Youth Academy: [Large](#) WACS: [13](#)  
 Bank Balance: [4,596,239](#)  
 Team Morale: [17](#)  
 Available Players: [14](#)  
 Deals Done: [37](#) Deals Left: [13](#)

Trainer: [Levi Medina](#) Skill: [4](#) Wage: [4000](#)  
 Youth Points: [36](#)  
 Committed Spend: [0](#)  
 Total Wage Bill: [134,380](#)  
 Unavailable Players: [2](#)  
 Recent Form: [WWWWW](#)

The next section will show any messages you as the manager of the side should pay attention to. In this example you see that grim Reapers have not yet submitted a side for their next game.

Also you will see the various managerial options available to you as manager. Each valid option is displayed, but those which are not, maybe because you do not have enough money or Youth Points will not be displayed. The options themselves are covered elsewhere in the Einnek Rule Book.

TEAM FOR NEXT FIXTURE NOT SUBMITTED			
Bid for Listed/Agent Player	-	Change Club Captain	-
Go On Holiday	Introduce Youth Player	Print Squad Sheet	Stadium Options
Submit Arranged Transfer	Submit Turn	Train Trainer	Update Personal Details
Update Team News	Youth Academy Options	-	-

The final section shows your current playing squad and their most important statistics. Players are listed in position order with goalkeepers at the top, followed by defenders, midfielders and attackers at the bottom.

Reading from left to right, the headings and what they display are as follows:

1. **Player** : The player's name.
2. **Unlabelled** : His current form rating.
3. **Nat** : Nationality. This is indicated by their national flag.
4. **Wage** : the player's weekly Wages.
5. **Sk** : Their current Skill level (1-10).
6. **Ag** : The Aggression of the player (1-5).
7. **Fit** : Current Fitness (1-10).

8. **Wacs** : Current number of WACS (Weeks At Current Skill). The figure shows in blue when less than 10 and in red when less than 5 weeks before the player will drop a skill point.
9. **Dips** : Career disciplinary points total. Each 24 point threshold is indicated by an \* (see Chavez on the example squadsheet).
10. **Yel** : Number of cautions this season.
12. **Age** : How old the player is in years and months.
13. **Int** : International record. International Points (IPs) / International Goals
14. **Pld** : Club games played this season.
15. **Avge** : Average Performance rating this season.
16. **Gls** : Goals scored this season.
17. **Sign** : If the player was signed during the current season, the week number he was signed is shown. The letters indicate the source of the player. Full list of these abbreviations can be found below.
18. **IR** : Current International Rating. This is the measure of how a player is playing overall in relation to other players from the same country.
19. **Opt** : You can click here to see what options you may have with relation to this player In this section some of the options available to you are to train lower skill players using Youth Points, transfer list players or retire them.

You will see in the example squad that columns 14-17 may be replaced by a single piece of information when a player is either suspended (see German Calabozo below) or injured (Jazzy Osbourne).

Player		Nat	Wage	Sk	Ag	Fit	Wacs	Dips	Yel	Age	Int	Pld	Avge	Gls	Sign	IR	Opt
Cherif Wooter	2.		4250	7	5	10	21	6	2	26-0	18/0	8	7.00			2289	
Jacob Sobek			3630	4	3	10	21	2	1	18-2		7	6.57		1 Y	400	
Ruben Krupps	17.		8000	6	2	10	3	4	1	22-9	8/1	8	7.13	1		3284	
German Calabozo	1.		7500	6	1	10	2			21-0	4/0	Suspended : 1 match			1667		
Constardo Gordanho	1.		4500	5	3	10	23			23-1	12/0	7	7.00			1323	
Dominic Burns	11.		4350	5	4	10	16	8		22-11	10/1	8	7.75	7	Y	2235	
Emilio Zazquetta			4000	5	4	10	21	2	1	18-2	2/0	7	6.57		1 C	1038	
Luke People			2000	1	1	10	18			20-10						100	
Bartrand Figgie	6.		11500	6	1	10	1	4		22-5	14/0	8	7.38			2322	
Jan Dybsjord	9.		12000	6	3	10	25	2		24-3	11/0	8	7.75		I	2553	
Quipo Vallejo			4250	5	3	10	25	6		24-1	5/0	1	6.00			1101	
Johnny Whitecap	4.		40000	10	5	10	12			23-4	50/28	8	7.00	3	B	3780	
Pueblo Sortes (C)	3.		10500	6	3	6	7	8		27-2	12/1	8	7.63	3	1	2001	
Chavezz			6350	5	2	10	22	*16	6	27-10	9/0	2	5.50		2	1185	
Randolf Cherry			4250	5	2	10	7			26-1	2/0	7	6.00		2	1038	
Jazzy Osbourne			3300	4	4	3	18			17-7		Injured : 3 fitness			400		

## Player Source Abbreviations

Code	Source	Code	Source
<b>B</b>	Sammy Bull agent player	<b>I</b>	Allessandro Ivanoff agent player
<b>C</b>	Nito Cruso agent player	<b>N</b>	Signed from non-league
<b>E</b>	Introduced from Einnek Youth League	<b>Y</b>	Introduced from youth ranks
<b>H</b>	Rob Heron agent player		

## Competitions & Prizes

Each Einnek League has the following competitions and prizes. The prizes are the same for each division be it the Premier or Division Three.

League Position	Game Prize	Personal Prize
<b>1st</b>	£3.5m Game Money + Promotion	Exclusive Winners Banner
<b>2nd</b>	£2.0m Game Money + Promotion	Exclusive Runners-Up Banner
<b>3rd</b>	£1.5m Game Money + Promotion	
<b>4th</b>	£1.3m Game Money	
<b>5th</b>	£1.2m Game Money	
<b>6th</b>	£1.1m Game Money	
<b>7th</b>	£1.0m Game Money	
<b>8th</b>	£900k Game Money	
<b>9th</b>	£800k Game Money	
<b>10th</b>	£700k Game Money + Relegation	
<b>11th</b>	£600k Game Money + Relegation	
<b>12th</b>	£600k Game Money + Relegation	

The Einnek Football Association Cup carries prizes based on the round a team reaches as they progress through the competition. These prizes are awarded at the end of the season.

Round Reached	Prize Awarded
<b>Second Round</b>	£250,000
<b>Third Round</b>	£500,000
<b>Quarter Finals</b>	£750,000
<b>Semi Finals</b>	£1,000,000
<b>Final</b>	£1,500,000
<b>Winners</b>	£2,000,000

## **Player Wages**

Each player in Einnek Football is paid a weekly wage; the minimum wage for each player is based on their skill level and international reputation.

Automatic pay rises are awarded to every player selected to play in an international fixture. The value of the pay rise depends on the player's skill at the time the game is played and the level of the international fixture.

<b>Skill</b>	<b>Minimum Basic Wage</b>	<b>Full International</b>	<b>B International</b>
<b>1</b>	£500	+ £50 per week	+ £20 per week
<b>2</b>	£1,000	+ £50 per week	+ £20 per week
<b>3</b>	£1,500	+ £100 per week	+ £40 per week
<b>4</b>	£2,000	+ £100 per week	+ £40 per week
<b>5</b>	£3,000	+ £250 per week	+ £100 per week
<b>6</b>	£7,500	+ £500 per week	+ £200 per week
<b>7</b>	£12,000	+ £500 per week	+ £200 per week
<b>8</b>	£20,000	+ £750 per week	+ £300 per week
<b>9</b>	£30,000	+ £750 per week	+ £300 per week
<b>10</b>	£40,000	+ £1,000 per week	+ £400 per week

A player's wages can never decrease, even if a player drops a skill point.

When a player is transferred from one club to another, he automatically receives a pay rise of £500. Thus players who change clubs a number of times can find their wages becoming very high relative to their skill level.

You can decide to give any player in your side a pay rise at any time. This rise is an automatic 10% and means the player will not be allowed to be retired, transfer listed for 3 weeks. The award of a pay rise has a potential chance of increasing the side's morale factor. Be warned, continually increasing wages will not cause morale to increase, in fact it may decrease.

## **Staff Wages**

Each club has a trainer, who is in charge of all work with players to maintain their fitness levels. The higher the trainer's skill the better he is at his job and as a result is paid more in wages.

Every club has a Youth Academy. Part of the maintenance fee paid covers the wages for the training staff who work to develop the skills of any young stars a club may have.

The upkeep of your stadium paid each week also pays the wages of all the staff who work for your club either on match days or generally running your club. The larger your stadium the more employees needed and hence a larger portion of the fees paid are staff wages.

## **Players Agents**

The Einnek Football Association has licensed a number of official player's agents. The agents have massive scouting networks and thus unearth only the best prospects. After training at various state-of-the-arts training centres the very best of these players will be made available for purchase.

The main player's agents are Sammy Bull, Alessandro Ivanoff, Rob Heron and Nito Cruso. Players in Einnek Football who were discovered by one of these agents are regarded at the best prospects around and as such command high transfer fees.

When an agent player auction closes the winning side must have cleared funds in their bank account in order to secure the player's services. All bids will be withdrawn if a side cannot purchase the player without going into debt.

Similarly, sides bidding for multiple players from the same agent must have funds to cover all purchases at the time an auction or sale finishes. If they do not, all their bids will be withdrawn regardless of any players they may potentially have signed.

**Sammy Bull** sets a fixed price for his players and they are sold on a first come, first served basis by telephone at the time Mr Bull announces in the weekly turn.

**Alessandro Ivanoff** sells his players on a blind auction basis. He sets a minimum bid value and managers submit their bids before the auction closes at the time the next turn is due. Successful teams are notified following completion of the weekly turn.

**Rob Heron** sells his players in a open auction. The highest valid bid is always visible and it is up to managers to bid as they see fit. The closing date of the auction will be announced in advance but the actual time will not be known. This means that managers with full time Internet access cannot sit around waiting until the last seconds before submitting a bid. Mr Heron uses this method in the hope of having a fair auction rather than a last minute stampede.

**Nito Cruso** is now semi-retired and does not make many players available, but when he does they are the real deal. Usually active at special times, such as Einnek Meetings these players command the highest fees.

## **Non League Football**

Sides outside the four divisions of an Einnek league are considered non league clubs. These teams are based all over the world and send their scouts to most Einnek fixtures looking for suitable players to join their clubs.

They will often purchase players from the Transfer List; in fact virtually no player will be left unsold as non league clubs pay rock bottom prices for unwanted Einnek players.

A number of these players may well develop their skills in non league and be made available by their respective clubs for a return to the full Einnek game. These players are usually available at lower prices than similar talent already in the game and a shrewd manager can pick up a potential star for very little outlay.

On occasions, in the event of a shortage of suitable players, international selectors may approach non league clubs to complete their squads for a fixture. This is especially true at B international level where it will be rare for skill 3 or below players to receive international recognition.

## **League Matches**

The outcome of each league fixture has the usual three possible results; home win, away win or draw. As well as League points being awarded, there is the potential for player skill changes, injuries and suspensions.

League points are gained as follows:

<b>Result</b>	<b>Goals Scored</b>	<b>Points Awarded</b>
<b>WIN</b>	3 or more	4
<b>WIN</b>	1 or 2	3
<b>DRAW</b>	3 or more	2
<b>DRAW</b>	0, 1 or 2	1
<b>LOSS</b>	3 or more	1
<b>LOSS</b>	0, 1 or 2	0

The skill levels of your players can also change as a result of a League fixture. These changes are dependent on the result of the match, the skill levels of your players and your individual players' performances.

<b>Result</b>	<b>Side Composition</b>	<b>Youth Points</b>	<b>Potential Skill Changes</b>
<b>WIN</b>	14 Skill 5s or above (including sub Goalkeeper)	10	None
<b>WIN</b>	13 Skill 5s or above with lesser skilled Sub Goalkeeper	2	Sub Goalkeeper Up
<b>WIN</b>	Any Skill 4 or below outfield players (starting side or substitutes)	2	Lowest Skill Outfield Player Up
<b>DRAW</b>	14 Skill 5s or above (including sub Goalkeeper)	1	None
<b>DRAW</b>	Any Skill 4 or below players (starting side or substitutes)	1	Possible One Player Down & One Player Up
<b>LOSS</b>	Any Combination	0	Possible One Player Down If Less Than 3 Goals Scored

In addition to these awards there are two special weekly awards which are given to the overall Player of the Week (POTW) and the best prospect (player under skill 4). The Player of the Week sees his skill level rise by one point or to skill 6 if the player was not already a skill 5. While the Prospect of the Week rises to skill 5 regardless of what skill he played at. Both these awards see the respective players receive a new complement of WACS.

Players can get injured during the course of a game. Any player starting the game not fully fit is more prone to further injury and therefore a manager has to weigh up the risk of playing a player when he is not fully fit.

Suspensions resulting from yellow and red cards can also occur during a league fixture. Again a manager will need to pay close attention to the potential suspension a player may reach based on his overall career disciplinary record and the number of cautions received this season.

### **Einnek Football Association Cup**

The outcome of each EFA Cup fixture must be decided in one game. If scores are level after the completion of the regulation 90 minutes, sudden death extra time is played until one side scores. As well as progressing to the next round, there is the potential for player skill changes, injuries and suspensions.

Players do not rise or fall in skill based on performances and results as they do in League games, although there is a Player of the Round selected and this player rises in skill. Note: Both sides reaching the EFA Cup Final will receive a skill point.

To improve the kudos for progressing in the EFA Cup, the prizes have been made more attractive to encourage a true competition without tactically contrived team selections.

The winning side receives two Youth Points, while a side losing in extra time will receive one Youth Point.

In the first round of the cup, some sides may receive a bye into the second round. These sides will be the teams who progressed furthest in last season's tournament.

### **Friendly Challenge Matches**

Every side not competing in the EFA Cup prior to the Quarter Finals will take part in a friendly challenge fixture which is played in the same turn as the cup. These matches provide match practice, gate receipts and are treated as full club fixtures by the EFA.

As with EFA Cup matches, players do not rise or fall in skill based on performances and results as they do in League games, although there is a Player of the Week selected and this player rises in skill.

### **International Football**

During a season players will have the opportunity to play at International level in the Einnek World Cup. Players who are not quite at the level to play full internationals are able to gain experience in 'B' fixtures.

The Einnek World Cup is contested by 20 countries. These sides will be drawn into five groups of 4 teams playing each other once. The winners of each group, plus the three best second placed sides then proceed to a knock-out phase which eventually culminates in the end of season World Cup Final.

International fixtures are played following a League Turn. Players who play internationals will not miss any cup games as direct result of this, but could be injured when they return to their club after the game.

All international selections are made using the International Rating (IR) system, with the highest rated players earning selection. There are some criteria which would see a player deemed illegible for international selection:

- ❖ Players with negative form. This includes the captain, who will not be selected, but will retain the captaincy for the next game if that next game is in the current season.
- ❖ Players who were not selected in the starting eleven for their club's last fixture.
- ❖ Any player serving a current domestic suspension.
- ❖ Players injured below fitness level 5.
- ❖ Any player who was sin binned twice in the previous international will not be selected.

### **International Points and Skill Increases**

Each player in the starting eleven for an international side will be awarded 2 international points (IPS). All substitutes receive 1 international point. When a player reaches a total of 20 international points they will automatically rise in skill level and receive a new complement of WACS. They will receive the same reward for reaching 40 international points. Any player reaching 50 IPS will rise by 2 skill levels and retire from international football.

All players who play in any international fixture at whatever level receive an automatic pay rise relative to their skill level.

### **Form and International Ratings**

After the teams for an international fixture have been selected, all players eligible for that country will have their current form level adjusted. While any player with negative form will see their form dots reset to zero. These changes will result in every player's International rating changing.

Players are awarded form dots following an international. A 10 rating, earns 3 form dots, while 9 and 8 ratings receive 2 and 1 form dots respectively. This number is added after the reset process.

### **B Internationals**

Each of the 20 international teams also has a 'B' side. As with the full international sides, these sides will be drawn into five groups of 4 teams playing each other once. The four best group winners will then proceed to the semi-finals.

Players below skill 6 who were not selected in the starting eleven of their sides last 'A' fixture will be eligible for selection in a 'B' game as long as they played in their club sides last fixture.

Each player selected for a 'B' international fixture will be awarded 1 international point.

### **End of Season**

At the end of each season, teams are promoted or relegated according to their positions in the league table. The bottom 3 sides are relegated to the division below, being replaced by the top 3 from the lower division.

If two sides finish with identical records, there will be a play-off match to determine promotion or relegation.

Based on performances over the entire season, the Team of the Year is chosen - these players do not drop a skill point. These players are rewarded with an additional 15 WACS to their current total. These WACS are added regardless of age. A player must have played a minimum of 17 league, cup and friendly games to be eligible for the Team of the Year.

The overall Player of the Year and the Top Goalscorer(s) receive a skill point at the end of the season.

All trainers also drop by one skill point but stay at their current weekly salary.

All teams are subject to Einnek Football Corporation Tax. The final bank account of each side is taxed as follows:

- ❖ First £2m is free of tax.
- ❖ All funds over £2m are subject to 30% tax.
- ❖ Any funds over £10m are subject to 50% tax.

#### Examples:

End of Season Bank Balance	Amount Exempt from Taxation	30% Tax Deduction	50% Tax Deduction	Start of Season Bank Balance
£1,760,000	£1,760,000	£0	£0	£1,760,000
£3,450,000	£2,000,000	£435,000	£0	£3,015,000
£7,500,000	£2,000,000	£1,650,000	£0	£5,850,000
£14,200,000	£2,000,000	£2,400,000	£2,100,000	£9,700,000

Following taxation, teams are awarded their prize money for the season just finished and they also receive the start of season Youth Points.

**Season One Exception Rule:** At the end of Season One of any Einnek League, the standard promotion and relegation rules are not used. The higher a side finishes in its division will determine which division they are in for Season Two. For example, the Winners, Runners-Up and third placed sides in each division will make up the Premier Division with the sides finishing in the next three places with form Division One and so on.

### **Performance Ratings**

Every time a player sets foot on the pitch in a competitive match, their performance is rated by a panel of football experts representing the Einnek Football Association. All players are given a performance rating mark out of 10.

The Player of the Week, Prospect of the Week and International Man of the Match are all selected using these performance ratings.

The skill points awarded or lost for winning and losing matches are also determined using the performance ratings. Form Dots are awarded for good performances and can be deducted for poor performances.

The table below gives a general outline of what each performance rating means.

Rating	General Description	Form Dots
10	World Class Performance	+3
9	Excellent performance. Do this again and they could rise a skill level.	+2
8	Good Performance. This is what should be expected of high skill players every week. Lower skilled players who maintain this level of performance are worth their weight in gold.	+1
7	Above Average Performance. Cannot complain about this player!	0
6	Average Performance .The median level.	0
5	Poor Performance. A one-off or is the player struggling?	-1
4	Dreadful Performance. Automatic loss of skill point.	-2

## **Grounds & Capacities**

The larger your club's ground capacity, the more money you can potentially earn with fans paying to watch your team. However the larger the game the more money required each week to maintain the stadium and keep it to a level where its safety certificate will be valid.

Your Ground Capacity can be increased at any time. The cost is £100 per seat. Therefore a 1,000 seat increase will cost £100,000

Each week you must pay maintenance costs for the upkeep of your ground. The cost is £5 per seat per week.

**Example:** A 50,000 capacity stadium will incur a £250,000 maintenance fee each week.

## **Trainers**

The club trainer is responsible for the team that work to maintain the fitness of players and when required treating their injuries.

Trainer skill ranges from skill 2 to skill 5. The higher the skill of your club trainer, the more they will be able to do in order to aid speedy recovery for any injured players.

In order to proceed to a higher skill level trainers have to sit a skill certificate examination. The cost of sitting this exam is £200,000. There is no guarantee that taking the certification exam will result in a pass. It is advisable not to submit a trainer to re-take the exam on the same day if they fail as they will almost certainly fail again.

As any trainer is unable to keep fully up-to-date with all the latest medical advances at the end of a season, all trainers will drop a skill level to the lowest allowed level of skill 2

## Youth Academies

Every side in Einnek Football has a Youth Academy. These academies are used to generate Youth Points which enables a manager to develop new young players for their side.

There are 4 grades of Youth Academy; Basic, Small, Medium & Large. The higher the grade of Youth Academy, the more higher the standard of coaching staff and facilities and therefore more Youth Points will be generated. Every side starts with a Basic Youth Academy.

Academy Grade	Youth Points Generated
Basic	20 per season (awarded in Week 1)
Small	20 per season (awarded in Week 1) + 1 additional YP each league game
Medium	20 per season (awarded in Week 1) + 2 additional YPs each league game
Large	20 per season (awarded in Week 1) + 3 additional YPs each league game

Youth Academies can be upgraded at the discretion of each manager for a set cash value. These upgrades require a maintenance fee to be paid to keep the facilities up to standard. Failure to pay the maintenance fees will see the level of academy drop 2 levels after a period of 22 weeks.

Upgrade	Cost
Basic to Small	£4,000,000
Small to Medium	£5,000,000
Medium to Large	£6,000,000

The maintenance fees can be paid at any time. This payment will return your Youth Academy to the same standard as it was when the upgrade was purchased and a new period of 22 weeks at that standard begins. Costs for maintenance are calculated based on a set fee per level and the number of weeks since the last upgrade or maintenance fee was paid.

Academy Grade	Cost per Week
Basic	N/A
Small	£190,000
Medium	£355,000
Large	£425,000

**Example:** The maintenance fee for a Medium Youth Academy with 4 weeks remaining will cost  $18 * £355,000 = £6,390,000$ . Failure to pay this fee will see the Youth Academy drop to Basic in 4 weeks time.

## Youth Points

Youth Points are used to develop and introduce young new talent into the game in conjunction with each club's Youth Academy.

These can be gained in the following ways:

- ❖ Each side generates youth points at the start of each season from its Youth Academy.
- ❖ Youth Academies can also generate further Youth Points each league turn.
- ❖ If your team is awarded the team of the week you receive 5 youth points.
- ❖ Each time your team wins a league or cup match, you will receive 2 youth points.
- ❖ A drawn league or cup game earns both sides 1 youth point.
- ❖ If you field a team (ALL 14 players) of skill 5's or above, and win the game, you receive 8 bonus youth points.
- ❖ If you retire a player and elect to receive youth points, you will receive one youth point for each of his skill points.

Youth Points cannot be sold or traded with other sides.

Youth points can be used to in two ways; to introduce new players into your squad or to train existing members of squad.

### **Introducing New Players**

Every side utilises their Youth Academy to generate Youth Points and these YPs can be used to introduce new players into your squad.

The costs for these introductions are as follows:

<b>Skill</b>	<b>Youth Point Cost</b>
<b>4</b>	10
<b>3</b>	7
<b>2</b>	5
<b>1</b>	3

All players introduced using Youth Points will enter the game at random age between 17 and 21 years. They start their careers with a clean disciplinary and injury history.

Managers can introduce players from any nation. It is worth considering the potential chances of the player gaining international honours when deciding on nationality. Any names which are deemed inappropriate will be changed by the Einnek FA.

### **Training Players**

Youth Points can also be used to train the skill of players in your squad to the next level.

The costs for these introductions are as follows:

<b>Current Skill</b>	<b>Youth Point Cost</b>
<b>2</b>	5
<b>3</b>	7
<b>4</b>	16

## **Retiring Players**

Any player deemed surplus to requirements in your squad can be retired by following the on-line retiral process.

Players may become surplus to requirements due to many reasons. Older players (32+), those with high disciplinary points, lack of international prospects or if they are injury prone. Consider these options carefully, but remember holding on to players for the sake of it is not a good move long term.

You have the choice of receiving cash or youth points for players of skill 5 and under. While skill 5 and above players can be retired for skill points, placed onto another player to increase their skill.

<b>Skill</b>	<b>Youth Points</b>	<b>Game Money</b>	<b>Skill Points</b>
<b>1</b>	1	£125,000	-
<b>2</b>	2	£250,000	-
<b>3</b>	3	£500,000	-
<b>4</b>	4	£1,000,000	-
<b>5</b>	5	£2,000,000	1 x low skill
<b>6</b>	-	-	1 x high skill
<b>7</b>	-	-	1 x high skill
<b>8</b>	-	-	2 x high skill
<b>9</b>	-	-	3 x high skill
<b>10</b>	-	-	4 x high skill

Strict rules for retiring skill points on other players exist, please be ensure you have players eligible for the skill points in your squad before retiring a player as errors cannot be rectified.

- ❖ High skill players can only be retired if they are over 27 years of age or have reached the plateau of 24 Disciplinary points in their career. This is to ensure good young players are not needlessly retired
- ❖ Player receiving skill point must be lower skill than player retiring.
- ❖ No more than 2 skill points can be retired on to a player in any one retiral.
- ❖ Players cannot rise above the skill level of the retiring player.
- ❖ A goalkeeper can only receive skill points from another goalkeeper.
- ❖ Players who are retired onto will receive the lower of their current WACS or the WACS of the player being retired.
- ❖ Each player will now only be allowed to be retired onto 3 times in their career. Once they have their third retiral point added they can receive no more.

### Examples of High Skill Retiral Options:

Retired Player	Option Details
Skill 5	1. Retire onto a Skill 4 to become a Skill 5
Skill 6	1. Retire onto a Skill 5 to become a Skill 6
Skill 7	1. Retire onto a Skill 5 to become a Skill 6 2. Retire onto a Skill 6 to become a Skill 7
Skill 8	1. Retire onto two Skill 5s to become two Skill 6s 2. Retire onto two Skill 6s to become two Skill 7s 3. Retire onto two Skill 7s to become two Skill 8s 4. Retire onto a Skill 5 to become a Skill 7 5. Retire onto a Skill 6 to become a Skill 8 6. Retire onto a Skill 5 to become a Skill 6 & retire onto a Skill 6 to become a Skill 7 7. Retire onto a Skill 5 to become a Skill 6 & retire onto a Skill 7 to become a Skill 8 8. Retire onto a Skill 6 to become a Skill 7 & retire onto a Skill 7 to become a Skill 8

### **Buying & Selling Players**

There are various ways for a manager to buy and sell players to develop and maintain their squad. It is up to each manager to decide how they use these options and it must be stated there is no need for any manager to use any particular method if they decide not to.

#### **Transfer List:**

Clubs wishing to sell players they no longer need may choose to put them on the transfer list. They announce their valuation and this becomes the minimum fee that they will accept from another league side. Clubs then place their bids and the winning side secures the player's services following the weekly review of the transfer list.

However, if the valuation of a player is set too high then there may not be any bids. If this is the case they will automatically sign for a non-league side at a set fee.

The set fees for players who sign for non-league sides are:

Skill	Non-League Transfer Fee
5	£2,500,000
4	£1,200,000
3	£600,000
2	£300,000
1	£150,000

### **Player Agents:**

Most weeks, one or more of the games official player agents will offer a selection of promising players. These players are sold in differing ways but can get a good investment for many sides and these players regularly go on to become top players. *See the Player Agents section for detailed information.*

### **Outside Transfers:**

The most common way for a side to buy and sell players is by way of negotiation with another team. Once a deal is agreed the two managers confirm the details and this is passed to the Einnek Football Association for verification by its nominated Transfer Panel.

The verification process is in place to ensure there is no cheating or to stop newer managers making mistakes because of a lack of understanding of the game.

Constantly trying to pass unfair deals or constantly dealing with the same manager to improve one side to the detriment of another will cast suspicion on you and your club. In extreme circumstances managers will be asked to leave the game by the GM in order to maintain the credibility of the game.

The Einnek FA Transfer Panel reviews deals most week days at approximately 10am local time. In exceptional circumstances the panel may sit in an emergency session if requested to do so and all parties involved are available to respond to the panel's assessment.

### **Team Morale**

The morale figure for each side shows the current mood around the club as a whole. A high morale shows a positive and upbeat atmosphere and will help when your side takes the field for a fixture. While a low morale will be detrimental as both players and backroom staff may have their minds on other things.

Morale ranges from 1 to 20; 1 being the lowest and 20 the highest. Maintaining a high morale will assist your side compete in matches. Even the best players in the world will not perform in a side with low morale.

Factors that have an effect on Morale are:

- ❖ Match results - winning, losing and drawing. Losing to a top side by a small margin can even help your morale!
- ❖ Transfer dealing - excessive dealing or non dealing can be a hindering factor for your side's morale.
- ❖ Player's wages - giving players pay rises may help morale, but not regularly or by large amounts.

## **Substitute Goalkeepers**

For each club fixture there must be a goalkeeper selected both in the starting eleven and on the substitute's bench. Any side unable to fulfil this will be forced to introduce a skill 1 goalkeeper and players may be retired to ensure youth points are available to do this.

The substitute goalkeeper will only be used if;

- ❖ The starting goalkeeper is injured and unable to continue,
- ❖ The starting goalkeeper is sent-off,
- ❖ The starting goalkeeper is having a very poor game and it would be in the best interests of the side for him to be replaced.

When a side wins a match and earns a skill point on a player of skill 1-4, the substitute goalkeeper will not be eligible unless he plays some part in the game. However if a side wins and does not have a skill 1-4 player other than the goalkeeper to receive the bonus skill point, then the substitute goalkeeper will be awarded the skill point rise even if he does not participate in the game.

## **Skill**

Each player in Einnek Football has a Skill Rating. This determines their general level as a player within the game. Players can rise and fall in skill level depending on both their own personal performance and that of their club or international team.

Skill 6 and above are hard for players to obtain and as such a player at this skill level should be treated as extremely valuable commodities.

If your team wins, one of your players' skill level will increase by one, unless all 14 named players are already skill 5 or above, in which case you will receive 10 youth points. If you draw there is usually no change, but occasionally one player's skill factor will increase by one, while another's will decrease by one at the same time - this depends on individual player performances. If you lose, a player who performed poorly may lose a skill point. This applies to all players. A player who receives a performance rating of 4 or below will automatically lose a skill point regardless of skill level and the result of the fixture. A higher skill player can also be affected in this way, but will lose staying up status before losing a skill point.

The maximum skill a player can attain by winning matches is 5. A player can increase his skill higher than this by one of the following means:

- ❖ Gaining 20, 40 & 50 International Points,
- ❖ Being overall player of the week,
- ❖ Being man of the match in an international,
- ❖ By scoring a total of 8 goals in two consecutive club matches,
- ❖ Attaining a series of consistently high performance ratings, as follows:

<b>Current Skill</b>	<b>Consecutive 9 Ratings to Rise in Skill</b>
<b>1</b>	2
<b>2</b>	2
<b>3</b>	2

4	2
5	2
6	3
7	3
8	4
9	4
10	6 (does not result in skill increase but wacs reset to 25)

Additionally, a goalkeeper can gain a skill point if he attains an 8 rating the same number of consecutive club matches in a row as his current skill point. 9 ratings count double (9 rating = 2 x 8 ratings).

**Example:** If your keeper attains an 8 rating 5 games in a row and he is currently a skill 5 player, then he will gain a skill point.

Please note, once a skill point has been awarded, the run of consecutive run of ratings is reset to 0. Also, any player who is transferred to another club will not be eligible to rise in skill by including performances for his previous club

### **Aggression**

A player's aggression factor outlines their general style of play and can range from 1 to 5. Higher aggression players are more physical during the normal events of a game. They are tougher in the tackle and win more of the 50/50 challenges than lower aggression players, but the run the risk of entering the referee's notebook for foul play.

Lower aggression players are more creative ball players but less effective tacklers.

A side's combined aggression factor is important; a side with a very high aggression factor runs the risk of more cautions or players sent-off and thus suspensions as a result of their robust style of play. While a side with a very low aggression factor is likely to gain more injuries at the hands of the more physical players.

It is, therefore very important to get a balance of aggression levels throughout your side in order to select a side that will not be at a disadvantage compared to your opponents.

### **Fitness**

All players start their Einnek careers free from any sort of injury or fatigue. This is represented by a fitness rating of 10.

When a player sustains an injury they will lose fitness points. The more serious the injury, the higher the number of fitness points they will lose.

Players will recover from injury over time by receiving treatment from your trainer and his backroom staff. The higher the skill rating of your trainer, the better treatment given and thus the better the chance a player has of making a quick recovery to full fitness.

When a player's fitness level is below 5, he will appear on the injured list and is not able to play any part in a match for either club or country.

A player whose fitness is 5 or above is considered fit enough to play, but perhaps not ready for a full 90 minutes. If you decide to play a player who is not fully fit then they run the risk of further aggravating the injury during the course of the game.

A player who picks up a series of injuries throughout their career may find themselves potentially becoming more susceptible to injury as they grow older. Managers will need to pay careful attention to this to ensure they are not left with a player who is injury prone and will therefore miss games more often.

If an international captain is unable to play in any particular international fixture (due to injury, club suspension or negative form) then a substitute skipper will be named. So long as the regular captain is able to retake his place in the following match he will retain the international captaincy. If not a new captain may be announced prior to that fixture.

If an international captain loses his club captaincy (following a change or transfer) then that nation's selection panel will meet before the next turn is played to select a successor.

## **Ages**

Every player in Einnek Football has an age with each game turn being a month in a player's life. On squad sheets ages are indicated as years-months. For example; a player who is 26 years and 4 months old will be shown as 26-4. This may also be shown as 26y4m to ensure clarity when discussing a player specifically.

Some player options in the game are available or not depending on the age of that player.

- ❖ Youth players and Agent players will enter the game at a randomly generated age between 17 and 21 years old.
- ❖ Goalkeepers cannot increase in skill through runs of 9 and/or 10 ratings once they have reached 32 years old.
- ❖ High skill players cannot retire until they are over the age of 27 years unless they have passed the 24 Disciplinary Points threshold.

From the age of 32, players WACS total will be affected by their age. Every 2 years a player will drop in skill and their WACS total will be automatically adjusted to meet this criteria.

## **Form Dots**

Form dots are an indicative measure of a player's recent form. Form dots are awarded based on performances in both club and international games. Form dots are a key component of a player's International Rating (IR). Form dots are awarded as follows:

Rating	Form Dots Awarded	Notes
10	3	Player of the Week
9	2	
8	1	
7	0	
6	0	
5	-1	Potential to lose a skill point
4	-2	Guaranteed to lose a skill point

Each time an international side plays a fixture all the players from that nation will have their form dots adjusted. This applies to all players regardless of whether they played in the international match or not.

### **International Ratings**

Each player in Einnek Football has an International Rating (IR). This figure is used to determine which players are selected for International Football. The basis of a player's IR is arrived at by a calculation based on a player's skill, current form and international record.

	Skill	Form	Int. Points
<b>Skill 6 and above</b>	x 215	x 95	x 19
<b>Skill 5</b>	x 200	x 95	x 19
<b>Skill 4 and below</b>	x 100	x 75	x 15

Also, players who are close to reaching the next 10 cap landmark receive a bonus;

International Points	IR Bonus
<b>9, 19, 29 IPs</b>	25
<b>8, 18, 28 IPs</b>	15
<b>7, 17, 27 IPs</b>	5

There are other factors which affect a player's IR which are not formally disclosed by the Einnek FA. These include:

- ❖ Age
- ❖ Career Disciplinary Record
- ❖ Injury Record
- ❖ Games Played

## **Weeks At Current Skill (WACS)**

Weeks at Current Skill (WACS) indicate how many game weeks a player will remain at their current skill level before dropping a skill point. This basic principle is very simple, but there are many variables and permutations which need to be considered.

When a player's skill changes (up or down) for whatever reason with the exception of being retired onto, they will stay at that skill level for a set period of game weeks. On completion of this period they will drop one skill point and their WACS will be reset once more.

A skill 1 one player who reaches 0 WACS will automatically retire from Einnek Football.

<b>How Skill Changed</b>	<b>WACS</b>
<b>Player of the Week</b>	25
<b>Skill Increase after team wins or draws</b>	25
<b>Skill Decrease after team loses or draws</b>	25
<b>Consecutive Run of 9s (or 8s/9s for GKs)</b>	15
<b>International Man of the Match</b>	25
<b>Reaching International Cap Milestones</b>	25
<b>Player of the Season</b>	25
<b>Top Goalscorer in a Season</b>	25

When retiring a high skill player, the WACS from the retiring player will be transferred to the lesser skill player or players. This will not override the age restrictions, so care must be taken when retiring onto older players.

As players age past 32 their standard WACS value will change to force a skill point drop in line with their age. Players will in effect lose a skill point at the age of 32, 34, 36, etc. This will ensure older players are not able to stay in the game by artificial means - if they are good enough then they will be around longer.

There is an exception to this rule. When a player rises or falls in skill as a result in playing in a game then they will be given the full allocation of WACS thus by-passing the next age drop.

**Example:** A skill 5 player who is 31y7m and is awarded Player of the Week becomes a skill 6. His new WACS total is set to 25. When he drops back to skill 5 after that 25 week period he will be 33y6m and his new WACS total will be 6 in line with his next scheduled drop at 34y0m.

## **Recent Form**

When looking at each player's detailed profile, their last 5 club performances are shown. This provides a good guide as to how well they are currently playing.

If a player does not play in one of their club side's league fixtures their form will show an 'X' to indicate they missed the game.

## **Cautions, Discipline & Fines**

All players start their Einnek careers with a clean disciplinary record. Throughout their career their disciplinary record will have a major effect on the length of any suspensions they may have to serve due to poor on-field behaviour. A player's disciplinary record is commonly referred to as DIPS.

Each season a player will also have a personal caution count. Every yellow card counts as one caution, while a straight red card counts as three cautions. When this season long total reaches 5, 10 or 15 cautions then that player will have to serve a suspension.

When a player is cautioned during a game or reaches a season long caution threshold, the following fines and/or suspensions apply:

<b>Caution Type</b>	<b>Fine</b>	<b>Disciplinary Points</b>	<b>Basic Suspension</b>
<b>Yellow Card</b>	£10,000	2	None
<b>2 Yellow Cards</b>	£30,000	6	1 match
<b>Red Card</b>	£50,000	10	2 matches
<b>5, 10 or 15 cautions</b>	-	-	1 match

The basic suspension length will be increased for every 24 (\*) DIPS a player has accumulated during their career. For each \* DIPS the suspension length will be doubled.

### **Examples:**

1. A player who reaches 5 cautions in a season and has \*10 DIPS will serve a 2 match ban.
2. Another player on \*8 DIPS following sent-off following 2 yellow cards. He will serve also 2 match ban.
3. A straight red card is shown to a player which move his DIPS to \*\*6. His suspension will be 8 games.

Suspensions come into force immediately with no review or appeal. League, cup and friendly challenge fixtures are affected by suspensions.

Players serving a domestic suspension are not eligible for international selection.

While serving a suspension a player cannot be retired or transfer listed, they however can be sold in an outside transfer deal.

## **Substitutes**

As well as naming a starting eleven players for each fixture, the manager has to name three substitutes. One of the 3 substitutes named must be a goalkeeper while the other 2 players can be from any outfield position.

The use of substitutes will be determined as a game is played based on the state of the game. Players performing badly, carrying injuries or in risk of a sending-off may be replaced if required.

If the result is looking negative then a more attacking formation may be selected by use of a substitution. Transversely, a more defensive look may be adopted if a team is hanging on for a positive result.

Goalkeepers will only be used if the starting keeper is injured, sent-off or performing very poorly.

Substitutes will usually receive lower than normal performance ratings in line with the time they spend on the pitch. On the occasions when a substitute does get rewarded with a high rating it is worth considering that the player may be ready for a starting place pretty soon, especially if you have players regularly not performing.

## **Hidden Player Attributes**

Each player in Einnek Football has a number of hidden attributes. These will never be publically declared, but are important and will play a part in shaping a player's career. Here you can get an outline as to some of these attributes and maybe an insight into player development.

In a player's early days their potential to be a top star is analysed. This is probably the most important hidden attribute. But a poor debut does not condemn a player to be a long term flop, so do not discard players too quickly.

One example of a hidden attribute is where a player's injuries are recorded long term. As their lifetime injury level increases the possibility that they will get injured more often increases. This could mean a player takes slight knocks more often or possibly becomes prone to serious injuries which could limit their long term effectiveness in the game.

Consistency is also recorded. A player who gets good ratings every week would be more consistent than one who gets great ratings one game and poor ones the next.

## **Captains**

When you take over a team you must name your captain because he is an extremely important part of your side.

If injuries or suspensions leave you short in any outfield position (not goalkeeper) of the team, he can play in that position without penalty. You cannot play your captain out of position if your side is lacking in players in a certain part of the field.

### **Examples:**

1. You have three skill 4 or above attackers in your squad and one is injured (below fitness 5), you may play your captain as an attacker in a 3 man front-line, without the loss of a skill point.
2. You have three skill 4 or above attackers in your squad. You cannot play your captain in a 4 man attack without suffering the penalty for playing out of position. This is because your selection is not affected by injuries or suspensions just poor squad management.

A captain's absence from the team has an effect on team morale. If your captain is absent from your team for whatever reason; suspended, injured or just dropped, your team will be penalised 5 morale points for that fixture.

No team can sell their captain. You must nominate a new captain before your current captain can leave your club - this change will result in a permanent loss of 5 morale points. You cannot change your captain unless your morale rating stands above five.

## **International Captains**

International captains are even more valuable. These players are guaranteed to be selected every time their international side plays, so long as they are fit, free from suspension and not carrying negative form. All nations select their captains for the season in Week 1 following the opening games of the season and only current club captains are considered.

## **Einnek Youth League**

The Einnek Youth League is seen as a testing ground for new young talent. It is a fully independent league in which every Einnek side plays for free. It has its own rule book which explains more.

## **Web Forum**

The Einnek Web Forum is a free resource provided ONLY for use by Einnek Football managers. The web form address is <http://forum.einnek.co.uk>.

You can do all the following and more on the forum:

- ❖ Read the latest official announcements,
- ❖ Chat about Einnek Football with other managers and your Games Master,
- ❖ Make suggestions to develop the game,
- ❖ Provide information about your club,
- ❖ Inform other managers of players who you are selling,
- ❖ Let others know what you are looking for in the shape of new players,
- ❖ Chat about Football in general, music, television, films or anything else. You will be amazed at the knowledge of the Einnek Managers,
- ❖ Plus, play some games in the Einnek Arcade!

The Einnek Web Forum requires approved registration. If you are a current manager, just sign up and you will be approved without any problems.

## **Web Blog**

The Einnek Web Blog – “Ramblings from an Einnek Mind” is a free resource provided for use by Einnek managers and football watchers. Regular postings by your GM will give you hints, tips and observations about the world of Einnek Football as well as general football related observations and opinion. The web blog address is <http://blog.einnek.co.uk>.