

PLAY ON

AUSTRALIAN RULES FOOTBALL

Play-By-Mail Stats Game

ADVANCED

RULEBOOK

Edition 5

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TABLE OF SPECIAL ACTIONS

ACTION	RULE	PAGE	LPs AMOUNT	PLAYER NUMBER
ACTIVE	3.9	7	blank	YES
MARK	3.2	6	YES	blank
MERC	3.3	6	YES	blank
NOPAYALL	2.3	5	blank	blank
PAYALL	2.3	5	blank	blank
POACH	3.7	8	YES	YES
PLAYERS	1.5	4	blank	blank
PRICE	2.7	6	blank	YES
RESERVE	3.9	7	blank	YES
ROUNDUP	1.5	4	blank	blank
SCHEDULE	1.5	4	blank	blank
SWAP	3.9	7	YES	YES
TRANSFER	2.5	5	blank	YES

1 THE LEAGUE

1.1 RESTARTS. The game is inactive outside the football season, and is restarted by the GM at the beginning of the new season. A new league round up, fixture list, player list, team report and turnsheet is issued to each player that has one or more turn credits. Other teams will be made available to new players as standby places.

Note: If you want to return the next season then leave one turn credit behind (or more if you prefer to, as a hedge against price changes). Otherwise it's best to aim to run out of credits the final week of the season, but you can have leftover credits transferred to our other games (see www.pbmsports.com for details on other games available). If you pay via Online Membership then we'll ask you to renew that at the start of the season .

1.2 FIXTURES. Prior to the first game each coach is sent the season's fixtures.

1.3 GAMES THAT COUNT. All games played on the Thursday, Friday, Saturday, Sunday, Monday, Tuesday and Wednesday qualify for scores that week.

Note: If a team has a bye, then players from that team cannot score.

1.4 WEEKLY REPORTS. After each round coaches receive a report of all the action. All inclusive in your weekly Play On fee.

PAGE 1 is the Team Report, which lists your current squad, each player's value, individual scores this week and running totals for the season, plus the results of bids and special actions from your last turn.

PAGE 2 is the Players Available list, which lists all the players currently free agents and available to be signed in your league. It includes new players added in other leagues who are also available in your league. The LP values next to some players are needed by coaches playing under the "freemailer" rules and everyone else can ignore them (they're the same values that are reported by the PRICE action - see 2.7).

PAGES 3 and 4 are the Game Reports, bringing you scores of all matches, including individual player scores.

PAGE 5 is the League Report, with the league ladder and messages from the GM and other coaches.

PAGE 6 is the Actions Report, which lists players signed, players waived (dumped), new bids and scorers unsigned.

PAGE 7 is your turnsheet.

1.5 EXTRA LISTINGS. If during the season you want an up-to-date copy of the player list (a full list of all the players in the league, including who is signed and who is a free agent), a roundup of all the players and their values signed to all teams in the league or the fixtures list there are three special actions to produce these. The actions are PLAYERS, ROUNDUP and SCHEDULE respectively.

The extra report is sent to everyone in the league (rather than allowing one player to gain an advantage) and the cost in each case is one turn credit. If more than one player calls for the same extra report in a given turn then only one is charged (which one is random).

Use the Special Actions section of your turnsheet.

eg. ACTION [PLAYERS] AMOUNT [-] PLR NUM [-]
 ACTION [ROUNDUP] AMOUNT [-] PLR NUM [-]
 ACTION [SCHEDULE] AMOUNT [-] PLR NUM [-]

1.6 EMAIL & INTERNET. You can receive your weekly game results by email, which is quicker and gives you more time to plan your next turn. You can also input your orders directly, using our website. This checks for many of the simpler mistakes and helps you to correct them. Email your GM for all details.

2 PLAYERS

2.1 FREE AGENTS. Players who are on the player list, but not signed by any PBM team, are free agents.

2.2 PLAYER VALUES. When a player is signed by a team the number of LPs bid becomes his value. This value increases by 1 LP for every real life goal he scores and for every bonus goal achieved according to his other stats (see 5.2 in basic rules).

2.3 PAYALL/NOPAYALL. The PAYALL action allows you to decide that anytime someone tries to poach one of your players then his contract is paid up automatically. The NOPAYALL action clears the PAYALL option if it has previously been set.

eg. ACTION (PAYALL) AMOUNT (-) PLR NUM (-)
ACTION (NOPAYALL) AMOUNT (-) PLR NUM (-)

Note: If you're going on holiday be sure to set PAYALL. This covers for players being poached while you're away, provided you have enough LPs to cover the cost of the increased contracts. Use the Special Actions section of your turnsheet.

2.4 PLAYER MOVEMENTS. All player movements in "Play On" take place via the process of waivers, free agent and fast signings and take place 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.

2.5 TRANSFERS. It is also possible to place your own players in the "Trades & Poaching" section of the game report, by using the TRANSFER action. This works the same as a poaching action except that it may only be applied to players signed for your own team, and does not cost anything (unlike poaching, which costs 20% of the offer value). Use the Special Actions section of your turnsheet .

eg. ACTION [TRANSFER] AMOUNT [40 LP] PLR NUM [28]

Note: The purpose of the action is to make the player available to any other team that will pay the asking price (without being available to teams that offer less). The player is treated the same as a player who is holding out as a result of poaching. There are four possible results: the player is signed by someone else, he is waived, the team makes a contract action to end the holdout or he comes off the list automatically after four weeks.

2.6 TRADES & POACHING. Poaching takes priority over trades. If someone makes a legal poaching offer for less than the holdout value of a player then the holdout value will be reduced to the new poaching offer value.

You cannot use the transfer action to place a player on the holdouts for more than what he is worth hoping to scare others away to hide a player from realistic poaching. If you see a player on the holdouts for an amount which is clearly overpriced. You can poach him again yourself for a cheaper price and the player will re-appear at the lower price.

2.7 PRICE The PRICE action reports the average value at which a particular player is signed throughout all the leagues in Play On, so you can get an idea of how highly other coaches value a particular player. Use the Special Actions section of your turnsheet.

eg. ACTION (PRICE) AMOUNT (-) PLR NUM (241)

3 INCOME & FINANCE

3.1 AFTER EACH GAME. The winning team gets 45 LPs and the losing team 65 LPs. If the result is a draw both teams get 55 LPs. Losing teams get extra income to help catch up, while winning teams must perform well to retain their positions. That's necessary if the league is to keep going: otherwise one or two teams would dominate.

3.2 MARKETING. Each team (win or lose) receives extra LPs according to the number of LPs previously invested in marketing. eg. If your marketing balance is 100 LPs the computer will credit you with 10 extra LPs. If your marketing balance is 25 LPs you will earn only 5 extra LPs (there's more info in the technical section).

Your maximum level of marketing is 100 LPs.

eg. ACTION (MARK) AMOUNT (25 LP) PLR NUM (-)

3.3 MERCHANDISING. Each time a team wins, it receives extra income according to the amount previously invested in merchandising. Your merchandising total is reduced by 10%, but you get double this amount as income. The maximum allowed is 100 LPs.

Example: Your merchandising balance is 100 LPs and you WIN. The balance is reduced to 90 LPs, but you are credited with an extra 20 LPs. The net gain is 10 LPs.

eg. ACTION (MERC) AMOUNT (20 LP) PLR NUM (-)

3.4 END OF SEASON. At the end of a season your marketing total is halved. Your merchandising total carries on in full to the start of the next season.

3.5 STAR PLAYERS. One LP is added to the marketing total of a team each time a player kicks 5 or more goals in a game (including bonus scores). Star performances from individual players help to attract fans.

3.6 SALARIES. For each player, each turn, your team pays a salary in LPs equal to 10% of his current value, rounding down, minimum 1 LP.

Example: 51 STK FWD Stephen Milne is valued at 46 LPs before your latest turn. He scores 4 goals, increasing his value to 50 LPs. His salary goes up from 4 LPs to 5 LPs.

3.7 POACHING PLAYERS OF OVERDRAWN TEAMS. If a team's LP balance is BELOW ZERO, a poach bid need only exceed the player's current value (instead of having to be at least 50% higher).

Example: A poach bid of 21 LP would be valid for a player with a current value of 20 LP, if he is signed to a team with a balance below zero.

If a team's balance is below MINUS 50 (which is really deep in the red) then a poach may be made at any value. Even a bid of 1 LP would be valid.

This rule is designed as a spur to coaches to keep their LP balances in the black. And to make sure that other coaches soon put them back in the black if they stray!

3.8 FINES. Each week that you have positions in your team selection unfilled you are fined ONE LP for each unfilled position (you can't save on paying wages by having unfilled slots, since you get fined instead).

3.9 RESERVE LIST. You may place up to two players from your squad onto your reserve list (the reserve list players do **not** count towards your 28 man squad). Players on the reserve list are not eligible for selection, and may still be poached.

A player on the reserve list is not paid any wages, **unless** he produces some scores within the game, in which case he is paid **double** wages.

The reserve list is intended to allow teams to keep a couple of players, either developmental players, or injured veterans, without the burden of having to pay them wages. As long as the player isn't performing in real-life, you don't pay him anything, but if he does start producing scores, and you've got him on reserve, you'll pay double his wages (and remember, he still isn't in your team selection!).

The special action ACTIVE moves a player from the reserve list to your squad , the special action RESERVE moves a player from your squad to the reserve list, and the special action SWAP moves one player from the reserve list to the active squad, and another player in the opposite direction. All of these actions are carried out **before** games are played (so you can move a player to your 28 man squad and pick him in the same week).

eg. ACTION (ACTIVE) AMOUNT (-) PLR NUM (67)
 . ACTION (RESERVE) AMOUNT (-) PLR NUM (43)
 . ACTION (SWAP) AMOUNT (67) PLR NUM (43)

For the SWAP action, it doesn't matter which way round you put the players numbers., and the amount box is used for the second player number.

4 TECHNICAL DETAILS

FOR THE TECHNICALLY MINDED:

This section expands on some of the information in the rest of the rules, especially covering processes and calculations made by the computer program.

The decisions of the computer are final and no debate with the GM will be entered into.

4.1 PLAYER LIST. All player classifications are reviewed during the off season. The GM will be guided by the annual summary published in INSIDE FOOTBALL of the various positions in which every player was selected for every game in the past season. Any changed classifications will be programmed into the computer BEFORE the start of a new season.

4.2 BALANCING THE BOOKS. The computer processes all income and expenditure and decides whether you have sufficient LPs to pay for player bids and other expenses. As a simple guide a bid is unlikely to be successful if you bid more LPs than shown in your balance in the weekly report. The following is a full explanation of the order in which the computer processes income and expenditure.

4.3 INCOME & EXPENDITURE. The computer processes your income and expenditure in the following order:

1. income from game (45, 55 or 65 LP)
2. cost of salaries (may be higher than listed in your last report because player values increase during a game)
3. income from waivers
4. cost of contract and payroll actions
5. cost of poaching

IT'S AT THIS POINT IN THE PROCESS WHEN THE COMPUTER DECIDES WHETHER YOU HAVE ENOUGH LPs TO AFFORD YOUR BIDS

See paragraph 4.4 on next page.

NOW THE COMPUTER CONTINUES WITH CALCULATIONS
ADDING ANY FURTHER INCOME YOU HAVE EARNED, BEFORE
IT ARRIVES AT A FINAL BALANCE

6. cost of spending on marketing and/or merchandising
7. income from marketing
8. income from merchandising
9. 50% compensation from someone else signing your old player/s

THIS IS WHY YOUR REPORT MAY SOMETIMES SAY 'INSUFFICIENT FUNDS'
TO BID FOR PLAYERS EVEN THOUGH YOUR FINAL LP BALANCE IS
HIGHER THAN THE VALUE OF THE BIDS YOU MADE. (THE BALANCE WAS
TOO LOW AT THE TIME THE COMPUTER CHECKED YOUR BIDS)

4.4 FREE AGENT BIDS. When you have made two free agent bids, the computer only takes into account the higher of the 2 bids at this point. It does not add the two values together (although it will the following week if your bids are successful).

For example, you have 40 LPs in credit at this point of the computer's calculation and you have made a bid of 40 LP for a free agent. Yes, the bid is valid. But, if you have made a second bid of 40 LP or less for another player, the computer will also permit it. Remember, it only takes into account the higher of two bids at this midway point of the calculation.

Knowing this process can be handy just before the finals. You may be able to sign 2 good players when you are safe from poachers (see 6.3 in the Basic rule book, there's no poaching after round 21) BUT, to take advantage of this computer operation you will need to do your sums very carefully before sending in your turnsheet. For example, you will have to estimate by how much your salary bill will increase, or decrease. And you could still be wrong if a star player failed to perform up to your expectations.

4.5 MARKETING. The number of extra LP income each turn is the square root of the total of LPs spent on marketing to that turn. Fractions are rounded down.

4.6 INTERCHANGE PLAYERS. Interchange players come into the game only if they are eligible to take the place of a starting player who has not scored. Once a bench player has been exchanged for a non-scoring player, then that position cannot be interchanged again, even if the first bench player did not score.

Example: Only one BAK position is filled by a player who doesn't score. The first bench player, also a BAK, is interchanged. But he, too, doesn't score. The next bench player is another BAK who has scored 2 goals in real life. Bad luck. He doesn't get into the game and will be shown on your match report as 'did not play'.

In checking eligibility of bench players the computer works from left to right, top to bottom as you look at your turnsheet.

4.7 FASTSIGN BIDS. If a team has an LP balance below zero the coach is still permitted to fast-sign players, but can offer only 1 LP for their bids. This enables teams in LP strife to sign cheap players and still field a team while they fix their finances.

4.8 POACHING. The computer updates the value of players before it decides whether poaching offers are valid. If a player you want to poach scores well, and increases his value, your poaching offer may not be high enough. So it's wise to bid a little higher than you first estimated.

When you are poaching a player signed by a team with an LP balance below zero, remember that the team concerned may have waived players in the same turn. If that team's LP balance is brought back into the black your poaching offer may be inadequate.

4.9 FINAL EIGHT. If two or more teams are level on game points (4 for a win, 2 for a draw, 0 for a loss) and percentage then the tie breaker is their league position at the end of the last minor round (ie. their position in the ladder last season).