

# PLAY ON

AUSTRALIAN RULES FOOTBALL

Play-By-Mail Stats Game

## SETUP

STARTING IN A NEW LEAGUE

Edition 5

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# 1 SETUP RULES

**1.1 STARTING A NEW LEAGUE** Unlike real life in Play On it's sometimes possible to start in a new league setting up and draft your whole team from scratch. It's usually only possible if you're ready to start before the footy season starts.

**1.2 NEW STARTS** Each team in a new league begins with a balance of 500 losing points and no players signed. There are three setup turns, in each of which the teams may each 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.

**1.3 EXTRA LPS** At the conclusion of each bidding round 25 LP is added to each team's balance, which ensures that you cannot run out of LPs during the setup period.

**1.4 PLAYER NUMBERS** Each player has a "player number" which is his unique identification (identifying players by name is liable to spelling and typing errors). There's no connection between shirt numbers in real life and player numbers in the game.

**1.5 INITIAL BIDS** During the initial bidding rounds if one or more bids are made for a player then he is signed IMMEDIATELY by the highest bidder. Bids must be in whole numbers of LPs. Successful bids are paid out immediately, and losing bids are ignored. Where equal highest bids are made then the winning bid is decided at random. If you sign players above your squad limit (28 players) then they're signed and waived immediately.

Note: It's possible to fail to sign someone when you're outbid by a team that has no room in their squad (the player will appear on the list as unsigned, but he was actually signed and then released).

**1.6 INITIAL PLAYER PRICE GUIDE** The information sent out for a new league starting up should include a player list which shows the average contract values for each player across all the leagues that re already running.

This is to make life simpler for coaches starting in new leagues, making it easier to judge initial bids. Of course, once you have a set of guide prices to judge from you'll know the other coaches are looking at the same prices (see over the page for hints and tips on initial prices).

Note: For a new league setting up ALL players on that initial list are free agents available to sign for the highest bidder in the first round.

**1.7 MISSED TURNS** If a coach fails to submit a set of bids for any of the initial bidding rounds then the computer will make random bids instead. It selects up to twelve players that no-one has bid for and signs them for a small bid. You'll normally only get rubbish this way, but you may get lucky.

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 in your squad).

**1.8 FINAL ROUND** After the third round of bids has been processed the computer attempts to fill up any empty spaces in the team selection by making further minimum bids for players that can play the positions needed (this is done mainly to ensure that everyone can fill out team selections the first week - otherwise the first few rounds can be pretty messy).

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

**1.10 SQUAD LIMITS** If you attempt to sign more players than will fit on your roster then the new players are signed and paid for, and then released immediately.

Note that it is possible for someone else to sign a player that you bid for, and then exceed their squad 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.

## 2 HINTS & TIPS

**2.1 AVERAGE PRICES** You should be aware there are a number of players who are usually over-valued by the other coaches, and that players who have been playing a while are likely to have scored lots of goals in the game and increased in value above the price at which they were originally signed.

**2.2 INITIAL PRICES** As a general rule of thumb you can take a quarter of a player's value on the initial player price guide to be a good value to bid. That's a more realistic indication of what his value was during previous league setups and gives you a better idea of how much to bid.

Eg. 123 ESS FUL Norman Nonsense (20, 100 LPs)

$\frac{1}{4} \times 100 \text{ LPs} = 25 \text{ LPs}$  - this would be a good initial bid.

The 20 in the brackets before the 100 LPs in the above example tells you that the player is signed in 20 leagues and is a pretty popular player.

**2.3 BALANCE THE BOOKS** Don't spend all your LPs and sign four champion players and sign fourteen duds to make up your starting 18. You won't win a premiership. You have to pay wages as well as signing fees.

**2.4 KEEP SPARE CASH** Don't spend all your LPs in the three bidding rounds. The flag goes to the team that wins the last game of the season, not the one that has the best lineup at the start.

**2.5 TEAM BALANCE** You need a good balanced with players from a mix of real life teams. There's no point having six forwards from the same team. How many goals can they score every week? Better to have six forwards from six different teams.

**2.6 INVEST THE REST** You need a balance of around 250 LPs after the bidding rounds. That way your wages bill will be more than manageable. You can invest 100 LPs in Marketing straight away, with 50 LPs in Merchandising, leaving you with 100 LPs still in the bank.

Then sit back and watch your balance grow while the big spenders see their balances fall - a few turns into the season they'll go broke and have to start offloading players on the cheap.