

Introduction

This is the manual for Hattrick. For a quicker introduction to the game go to the [beginners' guide](#).

Hattrick is a game where you get to lead a virtual soccer team to glory, competing with other participants from all over the world.

Hattrick is a simple game, it's easy to grasp the basics. You can play Hattrick even if you just log in once or twice a week (but we hope to see you more often). The challenge is not to beat the game, but rather it lies in the competition with the other participants. While competing, many participants become friends, making Hattrick also a social game.

Your overall tasks

You perform the duties of both manager and club owner. You plan tactics and strategy, decide what to train and select which players should play. You buy and sell players, invest in stadium improvements and much more. To be successful a good piece of advice is to form a good strategy and a long term plan. Success and glory will not come instantly after all.

Your new team

When you first take control of your team, it will be in one of the two lowest divisions of the Hattrick series system. You start your climb upwards with a squad of players (some might be talented and some might not be...), a stadium, and some money to your aid. Now it's time for you to show your magic.

Don't worry about second thoughts when it comes to your team name. You can always change your team name in between seasons, but it will cost you 10 000 € and some of your fans will leave your fan club.

Region and weather

Your team belongs to region, a region which you probably have a relation to. Regions are there so you can check out other people from the same area as you. Another important function is that each region has its own weather. No regions have better weather than others, all regions are equally good so you don't have to worry about making a bad choice.

Weather affects a couple of things, but most importantly attendance (fewer people will come to your games when it's raining). At the "Region" page you can see what the weather is like today and a weather forecast for tomorrow. If the sun shines today, it's more likely (compared to other weather types) that it also shines tomorrow, so weather isn't completely random.

If you want, you can change region in between seasons. It will, however, cost you 10 000 € and 3% of your fans.

Our best piece of advice

The best piece of advice we can give you is to read this manual. You don't need to read everything at once, even just reading the first chapters to start with will give you a good clue of how to play the game. If there is any other piece of advice, it would be to ask any questions you may have in our forums. There is actually a forum designed just for questions!

There is only one thing we insist on: To give you and everyone else the best Hattrick experience there are some very simple rules of conduct to follow which you can find in our

Players: Skills

Each player has 8 basic skills, along with some additional factors that affect their performance in different situations. Let's concentrate on the basic skills first:

Stamina:	Describes how long a player can continue playing at his highest level during a match.
Playmaking:	The ability to control the ball and possibly turn it into scoring opportunities.
Scoring:	How well the player can score goals.
Winger:	The ability to attack down the sides of the field.
Goalkeeping:	How well your Keeper can keep the other team from scoring.
Passing:	How well a player can move the ball from sector to sector.
Defending:	Describes how well players can stop their opponent's attacks.
Set pieces:	The skill of your outfield players to convert free kicks and penalties, and the skill of your Keeper to prevent the opponent from doing the same.

How good is your player?

In real life you say a soccer player is an "OK winger" or a "really good defender" when you see him play. In Hattrick, we do the same to describe how good players are. We use different levels (not only for players, but for other measurements as well), and the scale goes from non-existent (0), to divine (20). You can see the full denomination scales in our [appendix](#).

Different types of players need to concentrate on different skills.

All players don't need to be good in every skill; Stamina is the only skill that affects everyone. It is beneficial to have your player with a high main skill (other than stamina), but you will get the most out of your players if they are proficient in many skills (relevant to the position they play). Which skills a player will use depends on the position they will play.

Goalkeepers:

Goalkeeping is (obviously) the main skill for goalkeepers. Keepers can also benefit from a good defensive skill, and a high set pieces skill will help to defend against free kicks and penalties.

Central defenders (CD):

CDs should naturally have a lot of defending. Playmaking is also beneficial, and their passing skill really makes a difference when counter-attacking.

Wing backs (WB):

Defending is most important, but they also benefit from a high Winger skill. They contribute a little with their playmaking skill, and passing also helps when counter-attacking.

Inner Midfielders (IM):

Having good playmakers in the inner midfield positions is a key ingredient for most successful teams. They also use their Passing and Defending skills a lot, and can also bump the side attacks with some Winger skill.

Wingers (W):

Naturally a good Winger skill is most important here, but Playmaking and Defending skills can also help. They can also use their Passing skills to help the attack ratings.

Forwards (FW):

The first job of a Forward is to score goals, which makes their scoring skill of primary importance. Passing is also valuable, and so is winger. If a FW is played defensively, they can then use whatever Playmaking skill they have to help boost the midfield ratings.

Changes in skills

A player's skills slowly change over time. All skills can be improved by training as long as the player lives, but as players get older they will also start losing a little of their skills. This is covered more in-depth in the chapter about training.

Players: Other attributes

Age

You can see players' exact age on the player page. One Hattrick year is 112 days long, which means all players are a certain age and 0-111 days.

Personality

All players have a personality. They can be nice or nasty, leaders or loners, temperamental or calm. Right now the personality does not affect much in the game, but it is, for example, wise to appoint a team captain with good leadership abilities. More info about how personality affects the game is found in the psychology chapter.

Experience

Players who have been in a lot of matches learn things not directly concerning their skills, which positively affects their actions on the field. This is simulated through experience.

Loyalty:

Players with a high loyalty to the club perform better on the field. Loyalty increases with time spent at the club.

There are two types of loyalty:

Player loyalty bonus

For each consecutive day you keep a player on your team, he will get a little bit more attached and loyal. The more attached and loyal he gets, the better he will play.

Loyalty is gained faster in the beginning, then slower and slower over time. Maximum loyalty is reached after three seasons, but the halfway point is reached after 12 weeks.

Maximum bonus: +1 skill level on all skills (stamina excluded)

Example: Tommy Wright is a solid playmaker with passable defending, and he has max (divine) loyalty. He will then perform as if he were an excellent playmaker with solid defending (and this will also be reflected in his star rating).

When a player reaches divine loyalty he gets the full bonus. Your youth players start with divine loyalty.

Please note that a player loses his loyalty to your club if you sell him to another club. So if

you later buy him back, you have to build up his loyalty from scratch again.

Mother club bonus

Players that play for their mother club, such as your youth players, and have done so through their whole career always give a little bit extra on the field, as they hold a special place for the club in their hearts.

Bonus: +0.5 skill level on all skills (stamina excluded).

Players that have been playing for their mother club their whole career are indicated with a heart icon on their player page. Please note that any youth players you've sold and then re-bought will not get this bonus.

Gaining both bonuses

It is perfectly possible for a player to get both bonuses. So when you promote a youth player (it naturally doesn't matter which youth system you use) to your senior squad, he will get a 1.5 skill level bonus on all skills (excluding stamina) until you sell him.

Total Skill Index (TSI)

Total Skill Index is a measurement of how skilled a player is. TSI increases with training and can also increase (and decrease) with form.

Form

The better form a player is in, the better he will perform. It's not about the physical context though; it has nothing to do with how well trained a player is. Form in Hattrick reflects a combination of aspects affecting whether a player will perform at his full potential, like for example how his private situation in life is at the moment.

On the player page you can see a player's "current form". It's the figure applied for matches. An "excellent" player in "wretched" form is usually worse off than a "passable" player in "solid" form for example. Current form is negatively affected by the amount of stamina training in the team; the more stamina you train (percentage-wise) the more negative effect.

Additionally, there's a hidden "background form", which is used to compute where the player's form is heading. Each week, during training, the current form of every player will change, moving toward the hidden background form. Current form is not changed at once to the figure of background form. Instead it moves in steps over several weeks, though the further away from background form they are the larger the steps will be.

After current form has been changed during training, there is a chance that background form is changed for each player. Every player has the same individual chance of having his background form change, and there is nothing you can do to influence this chance. However, when chance decrees that a player's background form will change, there are several factors that influence what the new background form will be:

If a player has participated in a match during the week. This is very important!

Training intensity - the harder you train, the better form in general

Your coach - the better skilled he is, the better form in general

Form Coach - a Form Coach specializes in improving form.

Assistant coaches - Assistants also help improve form

Specialty

About half of all players have a characteristic called a "specialty", which has impact on matches. There are 5 different main specialties available for players: "Technical", "Quick",

"Head", "Powerful" and "Unpredictable". Every main specialty has a good and a bad side, explained in the Special Events chapter. Specialties can also be useful for certain tactic types as explained in the Tactics chapter.

One rare specialty also exists: Regainer. Players with the regainer specialty will find they heal from injuries faster than other players.

Injuries

Sometimes players get injured. If this is the case, the injury, unless very slight, will put them on the treatment table for a couple of games. The risk of injury increases as the team increases the intensity of training or the number or level of Assistant Coaches on the staff.

Older players take a longer time to heal, and a medic can be hired to help players heal faster. Medics also help reduce the risk for injuries. Players approaching their forties will have a hard time recovering at all though. Also remember that the injury times stated are only your trainer's best estimates - if your star forward has a week-long injury, it could take him 8 or 9 days to get fit again.

Yellow and red cards

Players may get booked or sent off during games, highly aggressive players (especially those with low honesty and lacking experience) more often than others. Two bookings (yellow cards) during a match will automatically lead to the player getting sent off (red carded). Getting sent off means that the player is suspended from the next competitive game. A player will also be suspended for one match after accumulating 3 bookings from competitive games during a season. Bookings from league, cup, and qualifying games are all counted. If a player has already been booked twice in league matches one season, and receives another booking in a following cup match, he will be suspended for the next competitive match, regardless of whether it's a league match, cup match, or qualifier.

You can check your Players list for how many bookings each player has received. A player who has accumulated 3 bookings or was sent off in his last match will have a red card symbol on the Players list, to show his suspension. After serving the one match suspension, a player's card accumulation will be reset to 0. Additionally, all players' accumulations will be reset at the end of the season. A player can't get a suspension (or serve a suspension) from a friendly game.

Lineup: The basics

As the manager of your team you decide how your team will play and which formation to use. Before each match you submit your decision - your match orders - through the order form found in the match list. Your match orders need to be submitted at least 20 minutes before the game starts, but remember that the watch of the referee may not agree with yours, so try to avoid last-minute orders if you can. You can also set a match order as your "standard setup" (which we recommend you do for precautionary reasons). This means that Hattrick will assume this setup for future games, but of course you can always adjust your setup according to the particular circumstances affecting matches ahead.

Starting lineup and substitutes

For each match you select your starting eleven players, your substitutes, your set pieces taker and your team captain. In the order form you choose which player goes where by drag and drop.

If one of your players gets injured, the substitute for that position will enter the field. If you don't have a substitute assigned to a certain position, or if the substitute gets injured too, one of the other substitutes will automatically get selected to play. If you don't have any substitutes left on the bench you'll have to continue the game with 10 players. If

you're out of subs and your goalkeeper gets injured (or if you haven't named any subs), an outfield player will move to that spot. You can also set up conditional substitutions. See the substitutions chapter for more info.

Remember that you must start your league or cup games with at least 9 players to avoid a walkover, which in addition to making you lose the match also means the effect of training for the whole week will be lost.

Choosing team formation

You can play with any formation that can be created in the interface; your training page also includes the full formation list.

Worth knowing is that when more than one player plays in a central position (central defender, inner midfielder, or forward), they will not be able to contribute to the team ratings with their full capacity. This contribution loss is also greater for three players than for two. The logic behind this is that as soon as more than one player plays in the same area, they start to rely on each other and thus aren't able to contribute with their whole capacity.

In short, a sole player in a central position contributes 100%. Using two players in a central position means a contribution loss (affecting both), and using three means a bigger loss (affecting all three). This loss affects all skills of the players.

The size of the contribution loss is also bigger for inner midfielders than for forwards, and bigger for forwards than for defenders. More exactly the loss for inner midfielders is around twice that of defenders, for forwards roughly in the middle of those two

Tactics and team attitude

In the order form you can also set your team's tactic (if any) and the team's attitude for that particular match. The different tactic types are described in the Match: Tactics chapter and team attitude is explained in the Psychology chapter.

Individual orders

You can give all your outfield players on the field individual orders. You can for example order your inner midfielder to play "defensive". This means he's still an inner midfielder, but he concentrate more on the defensive side than normal, and less on attacking. There are four individual orders, see this [table](#) for full details what they mean for each position.

Position	Tactics	Effect
Wing back	Offensive	More Winger, somewhat more Playmaking, less Defending
	Defensive	More Defending, less Winger, somewhat less Playmaking
	Toward middle	More Defending to the middle, less Defending to the side, less Winger
Central defender	Offensive	Somewhat more Playmaking, less Defending
	Toward wing	More Defending to the side, less Defending in the middle, a certain amount of Winger, somewhat less Playmaking
Winger	Offensive	More Winger, somewhat more passing, less Defending, somewhat less Playmaking
	Defensive	Much more Defending, less Winger, somewhat less Playmaking and Passing

	Toward middle	More Playmaking, less Winger, more defending in the middle, less Defending to the side, more Passing in the middle, less Passing to the side
Inner midfielder	Offensive	More Passing, less Defending, somewhat less Playmaking
	Defensive	More Defending, less Passing, somewhat less Playmaking
	Toward wing	A nice amount of Winger, somewhat less Playmaking, more Passing and Defending on the side, and less Passing/Defending in the middle
Forward	Defensive	A certain amount of Playmaking, more Passing (and even more Passing to the sides for technical forwards), less Scoring and Winger
	Toward wing	More Winger, more Scoring and Passing on the side, less Scoring and Passing in the middle

Match: The basics

Finding the right lineup is one of your biggest challenges in Hattrick. In this and the other match chapters we will focus on how the players' skills come into play during a match. This chapter will give you an overview of the most important things to know.

The basics of the match simulation

In each half, a number of attacks are made, and the midfield decides which team gets each attack. The team with the strongest midfield (the team with the most ball possession) is most likely to get a larger number of attacks. When a team gets an attack it is decided what kind of attack it is. There are three types of attacks (right wing, left wing, center), as well as set pieces (free kicks and penalties). The attacking team's attack for that sector will then try to break through the defending team's defense for that sector.

The basic attacks

In each match a number of basic attacks (as explained above) are made. Some of these attacks are open, and can be taken by either team, and some are exclusive for one team only.

For open attacks, the midfield decides which team gets each attack. Exclusive attacks work in the same fashion, with one exception: If your midfield "wins" one of your opponent's exclusive attacks; you stop the attack - but you don't get it yourself. You can't get your opponent's exclusive chances, and they can't get yours.

Most of the basic attacks are reported in the match report, but ones that don't even come close to scoring opportunities are not reported. You may also gain additional attacks from "Special Events" and from counter-attacks. These additional attacks are described in the other two match chapters.

Home field advantage

The home team is helped by their fans. Ordinarily you have a larger percentage of possession at home than you would have away. When both teams playing in the match are from the same region, the game is treated as a rivalry match. In this case, the home team still gets their home field advantage, but the away team also receives a boost about half as big. Games on neutral grounds do not provide any home field advantage bonuses, even when a team is from the same region as the neutral stadium.

Psychology and the coach's mentality

Team spirit, confidence, and team attitude affect how well your team performs. You can read all about how Hattrick simulates these in the "Psychology" chapter.

The coach's mentality (if he's offensive, defensive, or neutral) also plays a part. Read more about this in the "The coach" chapter.

Team rating is the rating you should focus on

After a match has been played, you will get a team rating for each part of the team. These ratings tell you how well different parts of your team performed in the match, and it is these ratings that matter for the actual match calculation.

The match rating denominations (the scale goes from non-existent to divine) are also specified in four sub-levels: very low, low, high, and very high. This way it's easier to know precisely how good your rating is. For example a "very high solid" rating is just a little bit worse than "very low excellent", but a lot better than "very low passable".

Star rating

After a match your players receive a star rating for their performance in the match. The more stars, the better the performance.

Please note that the star rating only rates the individual player performance for his particular position and is useful for comparing different players playing in the same position. It's not an ideal way to measure team strength. To know how your whole team performed (and compare with other teams), look at the team ratings.

Please also be aware that team effects (such as the contribution loss for more than one player in a central position, see basic lineup chapter) is not reflected in the star rating.

A normal case

Simply put, the midfield rating of your team will decide how many scoring opportunities your team has during a match. The other parts of the team (Scoring, Winger, Defense, Goalkeeper) will decide the probability of any attacks leading to goals.

The following table may help you understand what to look for when selecting your team. Please note that this is only an example. Some skill levels may only mean slight differences in performance, and for other levels the differences might be much larger. Additionally, individual orders (play defensively, for example) or the "crowding penalty" for using two or more players in a central position have not been taken into consideration.

Part of team	Factors (most important first)
Midfield	Playmaking - IM Playmaking - Wingers Playmaking - CDs Playmaking wingbacks
Left Attack	Winger - Left W Winger - Left WB Scoring - Forwards Passing - Left W Passing- Left IM Winger- FW Passing- FW
Left Defense	Defending - Left WB Goalkeeping - GK Defending - Left CD Defending - Left W Defending - GK Defending - Left IM

Central Attack	Scoring - Forwards Passing- FW Passing - IM Passing - W
Central Defense	Defending - CD Goalkeeping - GK Defending - WB Defending - IM Defending - GK Defending - W
Right Attack	Winger - Right W Winger - Right WB Scoring - FW Passing - Right W Passing - Right IM Winger- FW Passing- FW
Right Defense	Defending - Right WB Goalkeeping - GK Defending - Right CD Defending - Right W Defending - GK Defending - Right IM

Training

As the manager, every week you get to choose what kind of training you want your players to concentrate on in their training sessions. The effects of the weekly training always appear during the training update on Thursday or Friday, depending on the country. The training type selected when the update starts is what will be trained that week. Changes in players' current form and background form also occur at this time.

Player age and skill level

Younger players are in general faster learners than older players, but how much your player will learn from training also depends on the skill levels he's at - the lower the skill level the faster the training. Training a player with a very low skill level is many times faster than if the same player has a medium skill level. Training a player with a very high skill level is much slower than the medium skill levels.

Apart from age and skill level, there are four other factors that determine the effects of training: the intensity of training, training type, the amount of stamina training, and the coaching staff (head coach and assistants).

Intensity of training

When the intensity is higher, the squad's form tends to get better, and players improve faster. You get to pick an intensity level between 0 and 100. The drawback of a high intensity level is increased risk for injury. You'll have to decide what level you like - and we recommend asking other managers on the forums!

Significantly decreasing intensity can provide a one-time boost to team spirit. However, once you order your players to train with more intensity again, their team spirit will drop. If you want to change the training intensity, make sure to do so at least one daily update before the training update.

Training type

There are 11 types of training to choose from. All of them will make your players better at

something. The different types of training are shown in the table below.

Coaching staff

The better your coach, the more effective your training will be. Having more assistant coaches also increases the effect of training.

Stamina training

Stamina is trained every week, as a percentage of the total training the team receives. Its efficiency will drop at higher percentages, so it's better to train a little every week than a lot now and then. Older players need more stamina training each week to maintain a certain level, which means that there isn't one optimal stamina training share - it depends on your particular squad and ambitions. Players that have played at least 90 minutes for your team during the week receive 100% of the team's stamina training effect. Players playing less than 90 minutes (subs for example) receive 75% of the effect, plus a share for each minute they've played. Other squad players who have not played for your team during the week, but who are healthy enough to train (players injured for 1 week or less) receive half the effect.

Stamina training affects the overall form of your team negatively: the more stamina you train, the worse the effect on form. However, only current form, not background form, is affected by stamina training (see the Form section of the Introduction).

Basic principles

The amount of training a player receives depends on how many minutes he has played for your team in a trainable position during the week. Matches played for other teams only count toward the form update, and no training will be received for them. If a player hasn't seen any minutes during the week, he will not train at all. A player can receive a maximum of 90 minutes training during a week. Playing for more than 90 minutes in a trainable position will **not** give him more training. Playing fewer minutes, for example 50, will give him less training - in this case 50 minutes out of 90.

Individual orders do not affect training received. If a player has played in two different positions during the week, the one that gives him the best training effect will be chosen at the update.

Players in a winger position will only receive half of the training when trained in playmaking. The same goes for wing backs when trained in crossing.

It doesn't matter if the player plays in a friendly game, a cup match, or a league game - they all count equally from a training point of view. However, if you do not have enough players (at least 9) on the field at the start of a competitive game, you will automatically lose the game and lose all training for that week. On the other hand, if you show up for a competitive match but your opponent doesn't, you will receive the walkover win and your starting XI will receive training as normal. However, they will earn no experience.

Brackets indicate small effects. Double brackets indicate very small effects.

Training type	Improves	...for...
Set pieces	Set pieces	All players playing match, 25% bonus to the set pieces taker and goalkeeper
Defending	Defending	Defenders ((All players playing match))
Scoring	Scoring	Forwards ((All players playing match))
Crossing (Winger)	Winger	Wingers (Wing backs) ((All players playing match))
Shooting	(Scoring)	(All players playing match)
	(Set pieces)	((All players playing match))
Short passes	Passing	Inner midfielders, wingers, and forwards ((All players playing match))

Playmaking	Playmaking	Inner midfielders (Wingers) ((All players playing match))
Goalkeeping	Goalkeeping	Goalkeepers
Through passes	Passing	Defenders, inner midfielders, and wingers ((All players playing match))
Defensive positions	Defending	(Goalkeepers, defenders, inner midfielders, and wingers) ((All players playing match))
Wing attacks	Winger	Forwards and wingers ((All players playing match))
Individual (Youth Academy only)	Valuable skill(s) for the position played in match	(All players playing match)

Example

The team trains "Crossing" (winger) this week. Please note that your actual match day may vary - here we use Sunday to refer to the weekend league match and Wednesday for the midweek friendly/cup match.

Adam Adams played 90 mins as a winger on Sunday, but missed the Wednesday game. He receives 90 mins full winger training.

Bert McBERT played 90 mins as a winger on Sunday and 90 mins as a forward on Wednesday. He also receives 90 mins full winger training.

Carl Carlson played 50 mins as a winger Sunday and 90 mins as a wing defender Wednesday. He receives 50 mins full winger training and 40 mins winger training with small effect.

David Davis played 40 mins as a winger Sunday and 90 mins as a forward Wednesday. He receives 40 mins full winger training and 50 mins training with very small ("osmosis") effect.

Freddie Fredericks plays 90 minutes as a wingback both Sunday and Wednesday. He still only receives 90 minutes winger training with small effect.

Gus O'Gumby didn't play on either Sunday or Wednesday. He doesn't improve his skill at all.

Skill decrease

When a player gets closer to the age of 30, he loses a little of his skills each week. How big the decrease is depends on how old the player is and his current skill level. The higher his skill level, the bigger the decrease. Older players also suffer from bigger decreases than younger ones.

Players at the highest skill levels (titanic or higher) may experience decreases at a younger age, making further training on that particular skill less appealing. And the higher the skill, the faster the decrease.

The coach

Your coach is an important person responsible for training and inspiring your players.

Coach abilities

Skill: A skilled coach knows the best way to train players in order to make them better. The more talented your coach is, the more effective training will be. The maximum a coach can be is excellent. All new teams get a passable coach to start with.

Leadership: Apart from running training sessions, your coach is also an inspirational source for your players. In general, your team spirit will be better if your coach is a good leader.

Tactics: Your coach can be offensive, defensive, or neutral, which (only) affects your team's performance during the game. An offensive coach improves your attack at some expense to your defense and a defensive coach improves your defense at some expense to your attack. A defensive coach improves defense slightly more than an offensive coach improves attack, to the same expense. A neutral coach is neither offensive nor defensive, which means he doesn't help or hinder any sector.

Ability deterioration

After your coach has been in charge for one season, his leadership skill will start to slowly deteriorate. Once your coach reaches disastrous leadership, the deterioration starts affecting his trainer skill instead.

Change coach

If you are not satisfied with your coach, you can either recruit one externally or make one of your own players coach. You can do this from "Training", under the "My Club" menu.

Remember, all new trainers of a certain skill level are equal. If you hire a coach with passable trainer skill for example, he always becomes "average" passable (an excellent coach, however, is only 1/2 step greater than a solid coach).

When you hire a new coach your old coach will remain in the team as a player, but he can never become a trainer again and you can not sell him either. If you don't want to keep him, you will have to fire him.

Recruit an external coach

When you recruit a new coach you first decide what tactical type of coach you want, and then you decide how good you want him to be. Each combination of leadership and skill has a fixed price, the better the trainer the higher the price.

Make a player coach

When you turn a player into coach he will keep his current leadership. His experience determines how skilled he can become, and also how much his coaching course to reach a certain skill level costs. So, if you have a very experienced player with high leadership, this can be a real bargain. The player must, however, have been in your squad for at least a season (16 weeks) before you can make him a coach.

Finances

As the club manager you are also responsible for your team's finances. You pay the expenses and collect the income at the weekly update. You can see the exact time this happens in your league on the [Local Schedule page](#). If you for example buy a player for 10 000 €, the player is accessible immediately, and your "new signings" entry is increased by 10 000 €. Most importantly, the finances page shows your current cash funds, with the number in parentheses showing your funds for next week (after the weekly update).

Revenues and expenses

On the finances page you can see your budget for this week and last week's financial status. This is what the entries mean:

Revenue

Match takings: Your income from home league matches and all mid-week matches. See Chapter 10 'The Stadium' for more information on crowd income.

Sponsors: Each week you get a sum of money from your sponsors. Check the 'Fans and sponsors' chapter for more info.

Player sales: Whenever you sell a player, the income ends up here. See the 'Transfers' chapter for more info.

Commission: If you received any money for being the previous or mother club it will show here. See the 'Transfers' chapter for more info.

Other: Any other income is accumulated here, such as membership fees from fans and prize money.

Expenses

Wages: Each week you pay your players' salaries. For each player you pay 250 € plus a certain amount based on his skills and age. You pay 20% extra for foreign players.

Stadium maintenance: The weekly cost for running and servicing your stadium. See Chapter 10 'The Stadium' for more info.

Stadium building: Construction or removal costs if you rebuild your stadium.

Staff: Each staff member costs you between 1 500 € and 24 000 € a week, depending on the level of the staff member (1 to 5).

Youth scouting: The weekly costs for your youth academy, or your weekly investment in your scouting network.

New signings: Your costs for buying new players on the transfer market end up here. See the 'Transfers' chapter for more info.

Other: The remaining costs are accumulated here, such as firing staff and promoting players to your senior team.

Interest: If you're in debt you will have to pay some interest.

Debts and bankruptcy

There's nothing to keep you from spending money even if your balance is zero. You have a line of credit for 500 000 € at the bank, but you're going to have to pay some heavy interest on this borrowed money. If you run up debts amounting to 500 000 € you'll be given a bankruptcy warning. If you do not return your balance to within the 500 000 € debt limit within two weeks of your bankruptcy warning, you will be forced to leave the Hattrick series system! Note that if a team has players for sale whose current bids are enough to reach the "safe zone", the team will not go bankrupt.

Fans and sponsors

Your fans and sponsors are important sources of income for the team. Therefore it is strongly advised to keep good relations with them and to keep their mood up - it will pay off in the end.

Fan mood

The members of your fan club decide a lot when it comes to your team's finances. Membership fees (30 € / member) are paid once per season, but more importantly, their mood helps determine attendance, which affects gate receipts at your stadium.

The easiest way to keep their mood up, and attract new fans, is to match (or even exceed) their expectations. Their current mood can be seen on the Fans page.

Season expectations

At the start of every season, fans will tell you what they expect of the team. These expectations depend mostly on what happened last season, what fans expected then, and what the outcome was.

As your team advances (or drops) through the league system, your fans will slowly get used to the new situation. If you just got promoted, fans will not expect much. But if you are staying put in the same division year after year, fans will tend to hope for just a little more.

Match expectations

The season expectations influence the expectations the fans have for each game. On the Fans page you can see what they expect from each game. Generally, fans expect more from you when you play at home.

If the match result is what they expected, a win will make them like you and a loss will not disappoint them too much (if they were predicting defeat). If the result is better than their expectations, their mood will be even better. But if the result is worse than their expectations, it will affect their mood negatively. For the first league rounds of the season, your fans' reaction to the results will be a bit more moderate.

At the start of the season, match expectations are based on the seasonal expectations of both teams' fans. As the season progresses, the actual league standings (position and points) of both teams becomes more important. In cup matches, fans base their match expectations only on the seasonal expectations (including division level) of both teams.

Team attitude and your cash funds influence fans

Telling your players to "Play it cool" or play the "Match of the Season" also influences the fan reaction to the match result. If the result is as expected (or better), playing it cool will reduce the positive effect and match of the season will increase the positive effect.

If the result is worse than expected, playing it cool will increase the negative effect and match of the season will reduce the negative effect.

If you have a lot of money saved up, your fans are a bit harder to please as they feel you could be spending to reach success. Rich teams' fans react more harshly to losses and less positively to wins than fans of poorer clubs. The more money your team has, the higher the effect.

Sponsors

Sponsors prefer supporting a club with a good "image" to which they can be connected. Your image (and hence your sponsor money) will be improved as your team finds more success and gets more fans in the fan club. Spokespersons also help improve the club's image. Your sponsors' mood can be seen on the finances page.

The stadium

Your club will start off with a small stadium, which you can improve throughout your Hattrick career. On the stadium page you can see and manage all details about your stadium.

Income and costs

Your stadium can have four different types of seats, each having their own ticket prices and weekly upkeep costs (which you always have to pay).

Income	Weekly cost
--------	-------------

Bleachers	7 €	0.5 €
Regular seats	10 €	0.7 €
Seats under roof	19 €	1 €
Seats in VIP lounge	35 €	2.5 €

In the match reports from home games, you can see how many tickets were sold of each type. The income from matches is distributed differently between clubs depending on what type of match it is:

League matches: The home team takes all the income.

Cup matches: The home team takes 67% of the income and the away team gets 33%.

Friendlies and qualifiers: Income is split evenly.

Your crowd appearance

The attendance at your stadium largely depends on your fans. Your fans' mood and the size of your fan club are the most important crowd factors. Your current position in your series, and the difference between your position and your opponent's position are also important (for series games).

To some extent the size and mood of your opponents' fan club matters, as some of them might like to come too. It's also worth knowing that people get more interested in going to games as the season progresses. You will in general get bigger crowds at the end of the season than at the beginning.

Naturally, the weather also matters. Fewer fans will visit your stadium in bad weather, but those who come will be more interested in buying more expensive tickets to sit under a roof. It is therefore possible that your total income could be about the same in any weather, as long as there are enough appropriate stands.

Improving the stadium

To expand your stadium, you hire a construction company to add seats. It can take a week or more, depending on the amount of construction needed. All existing seats stay available during the construction period. You pay a set price of 10 000 € each time you change your capacity, along with a cost for each seat you want to add or remove:

	Construction cost	Removing cost
Bleachers	45 €	6 €
Regular seats	75 €	6 €
Seats under roof	90 €	6 €
Seats in VIP lounge	300 €	6 €

It's a good idea to offer a mix of different types of seats to your fans. Most people want to buy tickets for the bleachers, therefore these should be the largest in number among your seat types. Some people only attend matches if they can have comfortable seats (and some will also demand a roof over their seats), so you should have quite a lot of those too. There is also a wealthy group of attendees who only want to sit in fancy VIP lounges. There aren't many of them, but you don't want to forget about them either. Seats under a roof and in VIP lounges aren't affected as much by bad weather as the other types.

Staff

Hiring the right staff members is important to your team and to the development of the club. Your staff may not be found in the dugout on match day, but they will work with the players during the week or fulfill other key tasks for the club. They complement the head coach and for you as manager it is crucial to make sure you have the right people on the

team.

Staff effects and skill levels

Any contribution you get from hiring a staff member is applied as a static bonus on top of an existing team stat. This bonus will always be visible to you. But since team stats are dynamic to begin with, and are influenced by different factors, the final effect achieved with a hired staff member can be hard to predict exactly. What you can be sure of is that you are moving the needle in the right direction. Staff members with higher skill levels naturally contribute a higher bonus effect. These bonuses are linear - which means that each additional skill level gives the same amount of bonus. So the difference between a level 3 and 4 medic is the same as the difference between a level 4 and 5. If you have several staff members within the same category, their bonuses are combined and applied only once. In this way, a single level 4 Assistant Coach has the same effect as two level 2 Assistant Coaches. To make things easier, you will always see the actual bonus given by your current backroom staff or any staff you plan to hire written out on the Staff page. A table with all staff categories and bonuses can also be found at the end of this section.

Size of your staff

You can employ up to 5 staff members in total. You may employ up to three Assistant Coaches at a time. For all other staff categories your board will only allow one staff member at a time.

Hiring and firing

Any staff member you hire must stay for at least one whole week before he can be let go. Also, whenever a staff member is fired, they are paid a week's wages as compensation. Beyond this there are no limitations as to how often you can make changes to your staff.

Staff categories

[Assistant Coach](#)

[Medic](#)

[Spokesperson](#)

[Sports Psychologist](#)

[Form Coach](#)

[Financial Director](#)

Assistant Coach

The training speed bonus given by Assistant Coaches is added to your team's existing training efficiency. Make sure you have a good regular coach before considering spending much money on assistant coaches. But when you do have a competent head coach, hiring a number of skilled Assistant Coaches could be a good strategy for any team focused on training.

Skill Level	Training Speed	Injury Risk	Cost/week
	No bonus	40%	0 €
👤	+3,2%	+2,5%	1 500 €
👤👤	+6,4%	+5%	3 000 €
👤👤👤	+9,6%	+7,5%	6 000 €
👤👤👤👤	+12,8%	+10%	12 000 €
👤👤👤👤👤	+16%	+12,5%	24 000 €

Effect Details

This bonus is added as a multiplier on top of the existing training efficiency as decided by the coaching skill of your head coach, your chosen training intensity, and your chosen stamina share. As an example, if you had a solid coach, 100% training intensity, and 10% stamina share, the following training speeds would be achieved for a 22 year old

formidable playmaker:

No assistant coach: 8 weeks until next level.

Level 5 skill coach combination: 7 weeks until next level.

Level 10 skill coach combination: 6 weeks until next level.

Level 15 skill coach combination: 5 weeks until next level.

You can hire up to three Assistant Coaches at a time. If you have several Assistant Coaches, their combined skill levels will create one single bonus. This means a Level 4 Assistant Coach contributes exactly the same as two Level 2 Assistant coaches would.

In addition to their effects on training, Assistant Coaches also have two side effects. Form is increased, but so is injury risk.













Injury risk is calculated as the average number of injuries per game, not per player but per team. The base value is 0.4 injuries per match for your team. With a level 5 Medic this can be reduced to 0.025. Assistant Coaches contribute to a higher injury risk by 0.025 injuries per match per skill level hired. This means a level 5 Assistant Coach increases your base injury risk to 0.525 injuries per match (0.15 with a level 5 Medic), and three level 5 Assistant Coaches gives you a base injury risk of 0.775 injuries per match (0.4 with a Level 5 Medic).

As already mentioned, on the positive side Assistant Coaches do increase the background form of your players. If you have the full 15 skill levels of Assistant Coaches, background form will increase by 0.5 levels. In other words, three level 5 Assistant Coaches contribute half as much to form as a level 5 Form Coach would.

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Medic

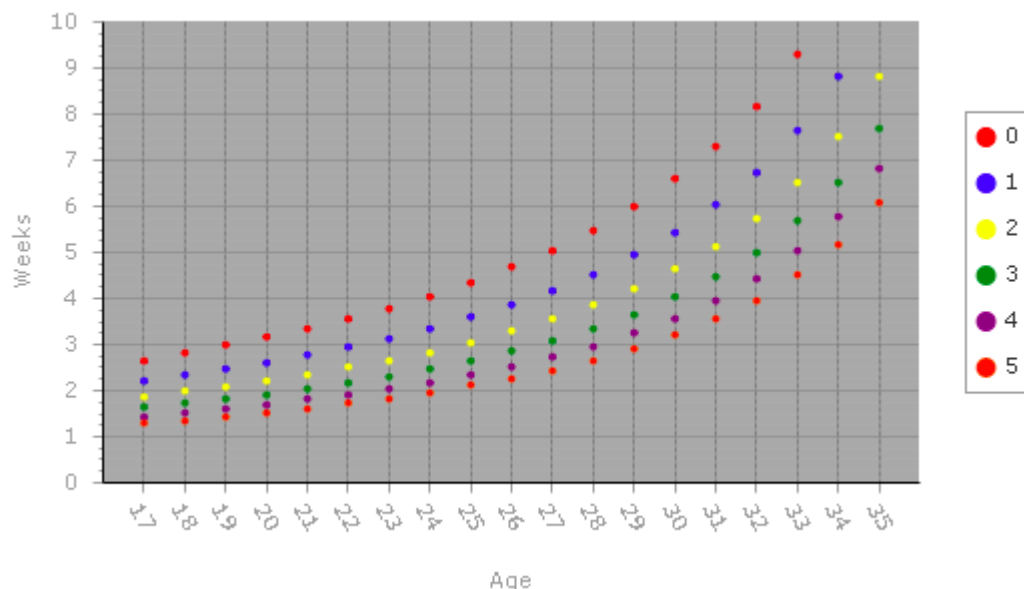
Medics are responsible for the overall physical condition of your players. This means they work both proactively to prevent injuries as well as with the rehabilitation of any players that do get injured. Having a Medic on the team will reduce injury risk as well as decreasing the recovery time for injured players.

Skill Level	Recovery Speed	Injury Risk	Cost/week
	No bonus	40%	0 €
	+20%	-7,5%	1 500 €
 	+40%	-15%	3 000 €
  	+60%	-22,5%	6 000 €
   	+80%	-30%	12 000 €
    	+100%	-37,5%	24 000 €

Effect Details

Every time your team plays a match, there is a certain injury risk for your players. Having a Medic on staff will reduce the base injury risk for your team. A level 5 Medic will reduce the base injury risk from 0.4 injuries per match to 0.025 injuries per match, but be aware that other factors - such as hiring Assistant Coaches - may increase the risk.

If a player suffers an injury, Medics also help speed up their recovery. In Hattrick, injuries show up with an estimated recovery time in weeks. During every daily update, the player recovers a little bit on his way to 90% health (when he can play again, but is still bruised) and then, ultimately, to 100% health, when he has no sign of the injury left.



The graph shows how much faster a player will recover fully from the same injury, depending on whether or not you have a Medic. With no Medic, a 19 year old player will take 3 weeks to recover. With a level 2 Medic he will take around 2 weeks to recover. With a level 5 Medic this reduces to approximately one and a half weeks.

A 29 year old player with the same injury would take 6 weeks to recover with no Medic. A level 1 Medic reduces this to about 5 weeks. A level 5 Medic reduces it further to just under 3 weeks.

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Spokesperson

Hiring a spokesperson will improve the team's popularity with fans as well as sponsors, which in turn has an effect on sponsor income and ticket sales. Hiring a spokesperson is mainly a financial decision - make sure the salary is covered by increased revenue for the club.

Skill Level	Fan mood	Sponsors	Cost/week
	No bonus	No bonus	0 €
	+0,1	+0,5	1 500 €
	+0,2	+1	3 000 €
	+0,3	+1,5	6 000 €
	+0,4	+2	12 000 €
	+0,5	+2,5	24 000 €

Effect Details

The Spokesperson gives a bonus to both fan and sponsor moods. The bonus is not immediate, but rather raises the target value toward which fan and sponsor moods move. After changing to a Spokesperson of a different level, it should take up to 8 weeks for the change to fully take effect.






The bonus per level is +0.1 for fan mood and +0.5 for sponsor mood. This means a Level 5 Spokesperson will, over time, increase your fan mood by half a step and sponsor mood by two and a half steps.

A Spokesperson will always have a positive impact on your income. Higher fan mood will increase ticket sales and higher sponsor mood will increase sponsorship payments. The bigger effect tends to come through ticket sales, but this can vary a lot since many other factors impact fan mood and ticket sales. The bonus to sponsor income is more reliable.

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Sports Psychologist

The mental game is almost as important as the physical one. Hiring a Sports Psychologist can really help you create a winning atmosphere. This staff member will help you maintain your team's confidence in their own game as well as help nurture the team spirit of the whole squad.

Skill Level	Team spirit	Confidence	Cost/week
	No bonus	No bonus	0 €
	+0,1	+0,2	1 500 €
	+0,2	+0,4	3 000 €
	+0,3	+0,6	6 000 €
	+0,4	+0,8	12 000 €
	+0,5	+1	24 000 €

Effect Details

Team spirit is driven by the team attitude you set for previous games. Immediately after a game team spirit may get a boost or drop lower, depending on which team attitude was used. But at each daily update the team spirit then tends to normalize, which means if it is high then it will slowly drop and if it is low then it will slowly recover. A Sports Psychologist can help you improve this process by raising the base value that your team spirit moves toward naturally. A higher base value means that high team spirit values will fall slower and low ones will rise faster. The bonus received is one tenth of a level per skill level employed. This means a level 5 Sports Psychologist will increase your team spirit base value by half a level of team spirit.






Your team's confidence is also helped by the Sports Psychologist. Confidence is primarily driven by your team results and how many goals you've scored. But the Sports Psychologist adds a bonus to confidence as well. This bonus equals one full level of confidence for a Level 5 Sports Psychologist, or one fifth of a level of confidence per skill level employed.

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Form Coach

Player performance is not only down to technical skills and physical stamina - players tend to go in and out of form, and many factors can influence this, not least mental ones.

The Form Coach specializes in getting the most out of the player material you have. He keeps the squad match fit and motivated. Hiring a form coach is not a quick fix, nor is the effect permanent - but for some teams and some situations it can be a good solution.

Skill Level	Form	Cost/week
	No bonus	0 €
	+0,2	1 500 €
	+0,4	3 000 €
	+0,6	6 000 €
	+0,8	12 000 €
	+1	24 000 €

Effect Details

The form of a player is a measure of how close he is to performing at his maximum potential. The value you see on the player is the current form, and this is what is used in the match simulation. However, the current form always has a trend and the value the form is moving toward is called the background form. By using a Form Coach you will receive a bonus to your background form updates. Whenever background form is recalculated (this happens on average every second week) each skill level of the Form Coach will bump the background form higher than it would have been by 0.2 levels. This means a level 5 Form Coach will add a whole level of background form to your player when

the update is applied. Please note that background form can still drop, but that your average over time will be higher.

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Financial Director

The Financial Director increases the manager's economic flexibility, something that is especially useful for managers of wealthy clubs.

Normally, the Board will set a limit the amount of cash available to the manager for expenses such as salaries, player transfer fees, or stadium projects. Any assets beyond this working capital will be reserved by the Board to ensure the future stability of the Club. If needed, the Board will release money from the reserves into the working capital, but only at a measured rate. Surplus working capital will be converted into reserves at a rate of 2% of the total cash per week.

By hiring a Financial Director the Board will allow both a higher working capital and a faster rate of return from the cash reserves. In turn, this will allow the manager to invest more aggressively than the Board would otherwise have agreed to. Having a Financial Director may be necessary for teams that want to save up for a few seasons to make an expensive run for the Cup or league title.

Skill Level	Max Funds	Return/week	Cost/week
	15 000 000 €	50 000 €	0 €
	17 000 000 €	100 000 €	1 500 €
	19 000 000 €	200 000 €	3 000 €
	21 000 000 €	300 000 €	6 000 €
	23 000 000 €	400 000 €	12 000 €
	25 000 000 €	500 000 €	24 000 €

Example: Team Tycoon has accumulated 40 000 000 € in funds. Without a Financial Director, the Board will only allow the manager access to 15 000 000 € at a time. If the manager spends 2 000 000 €, and the new cash balance is 13 000 000 €, the Board will make the reserves available to the manager, but only at the slow rate of 50 000 € a week.

Now Team Tycoon hires a Level 3 Financial Director. The Board becomes more confident that cash is being handled responsibly. The allowed working capital is increased to 21 000 000 € and the weekly release rate from the reserves is bumped up to 300 000 €. As long as the Club's current balance stands below 21 000 000 €, an extra 300 000 € per week will be transferred automatically by the Board from the reserves. If cash grows beyond 21 000 000 €, for example through player sales, money instead starts flowing into the reserves at a rate of 2% of the total cash per week.

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Lineup: Experience and confusion

Formation experience

Your team can play any formation you wish, but your players might get confused and play below their ordinary capacity if you use a formation they aren't experienced with. To increase the formation experience and avoid confusion your team simply needs some practice. You gain some experience for a formation every time you use it (friendlies and competitive games count equally). The amount of experience you get for each formation you use is minute based (max 90 min per match), just like training. However, gaining experience becomes harder on high levels. If you don't play with a certain formation, the experience will decrease over time. There is also a risk of losing formation experience anytime you sell a player.

Confusion

If your players aren't experienced enough with a formation they risk getting confused,

which negatively affects their performance. A formation experience level of excellent or better is enough to keep this from happening. For lower levels, the risk of getting confused rises the lower your formation experience level is. If your players' accumulated individual experience (see below) is high, the risk decreases though.

In case of confusion your formation experience also decides how confused your players will be; the lower your formation experience level is, the more confused your players will get. If your players get confused, a text showing the current level of your team organization will be displayed in the match report. A confusion event saying that your team organization fell to "wretched" means that it was very bad, while a drop to "solid" only had a very limited effect. If your players are confused at half-time (or before extra-time) your coach can improve the situation somewhat by giving an extra team talk.

Players' individual experience

Experience positively affects a player's actions on the field. The players get their experience through playing matches. Cup matches give about double the amount of experience compared to league games. An international friendly match gives about a fifth of the experience that a league match gives and a friendly against a team from your own country gives about half as much as an international friendly. National team matches give the most experience, followed by Hattrick Masters matches.

The amount of experience a certain player gets is minute based, just like training. A player cannot gain more than 90 minutes of experience from one match.

Team captain and total experience

You can appoint a team captain for each match. Experience and leadership are important abilities for the team captain, as the captain's level in those attributes gives a bonus when calculating your team's total experience - which can prevent your team both from suffering confusion and from getting nervous in important and dramatic matches. In such situations, only the team with the lowest amount of experience can get nervous, reflecting their inexperience. The difference between the two teams' experience levels decides how nervous the players will get. Teams will never suffer from this in league matches or friendlies.

The team captain has to be in your starting lineup. If you haven't appointed a team captain, the players will choose a captain they think will do a good job.

Penalty takers

Cup and qualifier matches can end in a penalty kick shoot-out if there is still a draw after extra time. You choose your penalty takers through a sub-page to the order form. When choosing the order please remember that nothing is more nerve-wracking than a penalty kick shoot-out, and at every penalty (not during regular match time, though) a test of the shooter's experience is made. Apart from experience, the shooter's scoring and set pieces skills (as well as technical specialty) are taken into consideration. For keepers the keeper skill is all that matters.

Match: Set pieces and special events

In this match chapter we will look a little bit deeper and focus on two important match details: how you score from set pieces and what you can gain from "special events" (and other additional match events).

Set Pieces

Some of your basic attacks will result in a set pieces opportunity. Just as in real soccer, you can score a lot of goals by being good at set pieces. There are two types of set pieces, direct and indirect.

Direct set pieces

Direct set pieces are penalty kicks and direct free kicks. To score, your appointed set pieces taker uses his set pieces skill to outwit the opposing goalkeeper. Your goalkeeper, in addition to his goalkeeping skill, uses his set pieces skill when defending against direct set pieces, however he can not be your set pieces taker.

Indirect set pieces

About 1/3 of the set pieces you get will be indirect. Indirect set pieces are indirect free kicks, and the outcome depends on team effort. To attack, you use (in order of importance) your outfield players' average scoring skill, their average set pieces skill, and your set pieces taker's set pieces skill. To defend, you use (in order of importance) your outfielders' average defending, their average set pieces, your goalkeeper's goalkeeping, and his set pieces.

Special events

Apart from the basic attacks, you can also have "special events" happen. Special events are match events that happen because of players' attributes, their specialties in particular, which makes it a strategy itself to compose a squad that has a good balance of player specialties.

When a special event happens, your chance of experiencing it is exactly equal to your ball possession (which means 55% possession means 55% chance). But remember, you must also have players with the right attribute for a particular event to experience it.

There are two types of special events: Goal events (more common) can gain you additional attacks and weather events (less common) affect an individual player's performance for the rest of the game. For each special event happening in a match, the chance for another special event decreases.

Weather events

Certain specialties are better suited to certain weather conditions. If a weather event happens, a certain player's performance is affected for the rest of the game:

Technical players gain some Scoring and Playmaking in the sun, and lose some of them in the rain.

Powerful players gain some Scoring, Defending and Playmaking in the rain, and lose some Scoring in the sun. They also get more tired in the sun.

Quick players lose some Scoring and Defending in the rain. They also lose some Defending in the sun.

If a weather event happens you will get information about it in the match report, and the player's star rating will also reflect his performance accordingly.

Goal events

Specialties (and other player attributes) can gain you additional attacks. In addition to what is listed below, the player who pulls the chance away (often, but not always, the same player who creates the chance) also needs some scoring skill in order to score from these attacks.

Unpredictable players can use their passing skill to create unexpected long passes, and their scoring skill to intercept the ball. Their unpredictability itself may also create unlikely scoring opportunities. If an unpredictable defender or inner midfielder has sufficiently low defense skill, they can also make a reckless error that will give the opponent a chance to score.

Quick wingers and forwards can create a chance by using a burst of speed. This can be countered by the opposing team using a defensive player (defender or inner midfielder)

who is also quick, or has enough defending skill to keep up.

Technical wingers and forwards can create chances if an opposing defender or inner midfielder is a head specialist.

Wingers with sufficient winger skill can create chances that will have to be finished off by another winger or a forward. If that other player is a head specialist or has sufficient scoring skill, he will be more likely to score.

Corner: To score from a corner kick, the player responsible for taking your set pieces will need to have sufficient set pieces skill and the player receiving the ball from the corner will have to have sufficient scoring skill. The higher the number of outfield head specialists in your team (your set pieces taker does not count), and the lower the number of outfield head specialists among your opponent's, the better your chance to score. Having no head specialists at all will make you very weak at defending against corners and have a hard time scoring from your own corners.

Experience: experienced wingers and forwards can find ways to score using their experience. Inexperienced defenders and inner midfielders can give their opponents an extra chance.

Tiredness: Tired defensive players (defenders and inner midfielders) can make mistakes. Unless the opposing attacker is also too tired, this may create a chance for the opponent.

Other additional match events

There are also some additional events you can get in a match. The chance to get these events is not dependent on midfield strength, so the chance doesn't increase if you're dominating the midfield.

Counter-attacks: Even if you don't use the counter-attack tactic there is a small chance that your team gets to counter. These "tactic-independent" counter-attacks do not require your team to have an inferior midfield (which otherwise is necessary to counter). See the chapter about tactics for more info on counter-attacks.

Long shots: Even if you don't use the long shot tactic there is a slim chance that your team gets a long shot opportunity. Read the tactics chapter for more info about long shots.

Match: Tactics

For each match you can order your team to use a certain tactic. Each tactic has its advantages, but also disadvantages - so choose carefully. There are six tactic types (and normal) available. If you don't specify a tactic you will play "normal".

Tactical skill

How well you master a tactic depends on the tactical skill for that particular tactic. This skill is calculated from different players' skills together with an experience bonus for each involved player.

How effective your tactics are also depends on how good the players on the field are. The better the players on the field, the better tactical rating you need to achieve the same efficiency. In practice this means you need better tactical levels in higher divisions than what you need in lower divisions.

Pressing

Pressing means that your players put pressure on your opponent and focus more on breaking your opponent's attacks than creating their own. Pressing could be a good option when you feel inferior and want to keep the score down.

Advantage: You can reduce the number of potential chances (for both teams) in a match.

Disadvantage: It will drain the stamina of your players faster than normal.

Relevant Skills: The total defending skill and the total stamina of all your outfield players determine your Pressing tactical skill. If a player has the "Powerful" specialty, his defense skill counts double. The more tired your players get, the less they are able to put pressure on their opponents.

Whenever a potential chance is foiled by a team using the pressing tactic, it is reported in the match report. You will never find out which team could have benefited from the chance. If both teams play pressing, the effect is, on average, doubled. Additionally, when playing against a team focusing on long shots, a pressing team has a chance of preventing a long shot opportunity.

Counter-attacks

Counter-attacks (CA) mean you deliberately let your opponent control the ball, and as soon as they fail with an attack you try to make a fast counter-attack. Playing counter-attacks could be a good option if you have a very good defense and attack (but a bad midfield), and especially in combination with your opponent having an ineffective attack.

Advantage: You can gain additional attacks (you get the chance to counter-attack when your defense manages to stop an opponent's attack).

Disadvantage: You lose 7% of your midfield capacity.

Relevant Skills: The total sum of your defenders' passing and defending skills determines your CA tactical skill. Passing is twice as important as defending.

Only the team that is not dominating the midfield at the time of a failed attack is able to make use of the advantage of this tactic (and note that you have to lose the midfield before the 7% tactical penalty is applied). If you dominate the midfield, then you will just suffer the disadvantage. All counter-attacks are reported in the match report.

Attack in the middle

Attacking in the middle (AIM) means your team focuses on attacking down the center of the field, at the expense of attacks on the wings. In other words, you trade wing attacks for attacks in the middle.

Advantage: Around 15-30% of your wing attacks will be converted to attacks in the middle.

Disadvantage: Your wing defense (on both sides) gets somewhat worse.

Relevant Skills: The total passing skill of all your outfield players determines your AIM tactical skill.

Whenever an attack is switched from the wings to the middle, it is shown in the match report.

Attack on wings

Attack on wings (AOW) works in the same way as "Attack in the middle", only in reverse; meaning you trade central attacks for attacks on the wings. As there are normally fewer attacks in the middle than on the wings, you convert percentage-wise slightly more of them.

Advantage: Around 20-40% of your central attacks will be converted to wing attacks.

Disadvantage: Your central defense gets somewhat worse.

Relevant Skills: The total passing skill of all your outfield players determines your AOW tactical skill.

Whenever an attack is switched from the middle to the wings, it is shown in the match report.

Play creatively

Play creatively (PC) means players try to make more use of their specialties, and other attributes.

Advantage: You increase the chance for special events (both positive and negative, including weather events) occurring during the match - for both teams.

Disadvantage: Your team defense gets somewhat worse.

Relevant Skills: PC does not require any specific skills, nor receive a tactical skill level. To make good use of it, a SE-optimized team (i.e. one with many players with specialties) is recommended.

Long shots

When playing long shots (LS), your players are instructed to go for a long shot rather than try playing the whole attacking sequence through. In other words, you trade central and wing attacks for long shots. A long shot then pits the shooter against the goalkeeper. This can be useful if you have a hard time scoring on your central/wing attacks, but have decent shooters.

Advantage: The long shots tactic converts up to around 30% of side and middle attacks to long shots.

Disadvantage: Your wing and central attacks, as well as your midfield, get a little bit worse.

Relevant skills: Your outfielders' scoring and set pieces skills determine the LS tactical skill. Scoring is three times more important than set pieces.

When an attack has been converted to a long shot, any defending team using the pressing tactic has a chance to steer off the shooting opportunity. If the shot is not steered off, an outfielder (inner midfielders and wingers are twice as likely) takes the shot. The quality of the shot depends on the appointed shooter's scoring and set pieces skills, and the goalkeeper can attempt to save the shot using his goalkeeping and set pieces skills. For both shooter and keeper: A bit of both skills is needed, and it's better to have some of both skills than to only have a lot of one.

All long shots are reported in the match report, including any steered off opportunities.

Substitutions

As mentioned in the lineup chapter, if one of your players gets injured, the substitute for that position will enter the field automatically. You can also set up preconditioned substitutions.

Preconditioned substitutions

You can set up substitutions for a match in advance, either for making that master-mind tactical move or just to swap a tired player for a fresh one. You can, for example, change a forward for an extra defender to secure your lead in a game, or swap a defender for a forward if you're down. You can also choose to change the individual player order for a player.

Adding a preconditioned substitution

To add a substitution you go to the "Subs/Orders" tab in the match order form. You pick the player you want to leave the field and the substitute who will enter. You then decide the conditions of the substitution. You can set up the substitution to happen after a certain minute, and/or depending on the standings in the game by displaying the "advanced options". Here you can also add a condition for if one of your (or your opponent's) players

gets a red card.

Adding a behavior change

You add behavior changes in the "Subs/Orders" tab too. Similar to adding a substitution you pick which player you want and then add the conditions for when you want him to change behavior.

You can add five player orders

You may add up to five different player orders (substitutions and behavior changes). But remember, the referee will not let you make more than three substitutions in a match.

Orders are carried out when the conditions are met

Player orders will be carried out in the match as soon as all the conditions set ahead of time are met. If the condition(s) isn't met, the order will not be carried out. If you order a substitution in the 65th minute at any standing, the substitution will be carried out in the 65th minute. If you order a substitution in the 70th minute on the condition that you're in the lead, the substitution will be carried out the first time the condition is met after the 70th minute. So if you get into the lead in the 80th minute, your substitution will be carried out first then.

If you set up two orders for the 70th minute, one if you're in the lead and the other if you're in the lead by more than one, and you have a 3-0 lead when that time comes, both orders will be issued.

After the match you (but not your opponent) can see a list of all your player orders via a link on the star rating page, along with information of when they were issued or why they weren't issued.

You can't react to injuries

It's not possible to set up any condition for injuries. If one of your players gets injured during a match, the automatic system deals with it. This also means that an injury can mess up your substitution plans, just like in real life soccer.

Psychology

Managing a soccer team is not only about training and tactics, it's about psychology as well. Your team has to want to win and they have to believe in themselves. Your team psychology affects your match results, and in turn your match results affect your team psychology.

Team spirit

The atmosphere at your club has a great influence over the performance of your team. Team spirit affects your midfield ratings, and the higher team spirit you have, the better your midfield will perform. This in turn determines the amount of ball possession you will get. Team spirit itself can be affected by a lot of things, but in particular your coach's leadership, the team attitude you set for each match, transfers, and your psychologist, if you have one.

Confidence

Your players have to believe in themselves to perform well. A team with low confidence has trouble finishing their opportunities. High confidence is normally a good thing, but if it gets

too high, players may underestimate weaker teams (see below for more info). Team confidence is reflected in the attack sector ratings. Confidence is largely dependent on the results of previous games, but a psychologist is also known to boost it.

Team attitude

Before each competitive match you tell your squad how important the match is. Your team attitude setting affects how much ball possession you will get. You have three options:

Match of the Season: Your players will do anything to win this one. However, directly after the match the team spirit will fall, which means your players will not perform at their best in the following matches.

Normal: The players perform as usual.

Play it cool: Your players are instructed to take it easy, as there are other more important games to focus on later. Directly after the match, team spirit will increase and your players will perform better in the next matches.

Player personality

All players have a personality. Dishonest and aggressive players tend to get booked and sent off more often. Leadership is important for your appointed team captain and for your coach.

Psychological match events

Events during a game may affect your team's performance. These events won't affect team spirit or confidence - only the match played. It's not unusual for a team with an enormous lead to lose their momentum and to start to back off. Also, a team performing unusually badly in the first half might get a telling off from the coach during halftime, making them pull themselves together.

Underestimation

If you're facing a team in a worse position than you and your confidence is strong or better, your players may underestimate your opponent and play below their normal capacity. The risk to underestimate your opponent is dependent on the points and position difference between the teams, your confidence level, and your team attitude for the match. The risk is higher at higher confidence levels and when there's a bigger gap in the standings. The only way to completely avoid underestimation is to play 'match of the season'.

If you do end up underestimating your opponent, the points difference, confidence level, team attitude, and if you play home or away determine how much underestimation there is. Depending on the score you may recover at half time though: you'll have a full recovery if behind, 2/3 if you're tied, and 1/3 if you lead by a single goal.

Note that underestimation can only happen in series matches, but not in the first three rounds.

Transfers

The transfer list is where you acquire new players and try to sell those players you don't want to keep. You are allowed a maximum of 50 players at any time. The bid page gives you an overview of all the players you're selling or bidding on. It also shows any transfers of former players from which you will receive money.

Selling a player

To sell a player you place him on the transfer list, which you do from the page of that particular player. You choose what price you want to ask for him and he is placed on the transfer list. To get an idea of the player's value, you can use the Transfer Compare feature, and we always suggest listing at a realistic price. A player, however, needs to have played at least one game for your team to be transfer listed, and you can't transfer list a player more times than he has played games for your team. This restriction does not apply to players promoted from your youth team, or to players that were on your team when you first became manager. The player will be on the transfer list for three days before going to the club that has offered the most, provided somebody has bid for him. A sold player disappears off to his new club after the deadline expires, unless one of the clubs involved in the transfer is playing a match at the time, in which case he will arrive as soon as the match finishes. If a buyer is not found he will stay at your club. Remember, once you transfer list a player you cannot change your mind and remove him from the list. However, if you decide you need the player after all, you always have the option to buy him again yourself!

Buying a player

To buy a player you visit the player market, the transfer list, under the Club menu, via the World menu, or via the transfer search icon in the top right corner. You search for what kind of player you want and to make an offer you enter the page of the player by clicking on his name. You must raise the bid by 1 000 € or 2%, whichever is greater. If there is no current bid on the player you can bid the asking price, as long as this is equal to or greater than 1 000 €. Note that the sum of your bids plus the wages of the players you are bidding on (you always pay a player's first salary immediately after the purchase) cannot put you more than 200 000 € into debt.

You may bid on a player right up until the deadline. If someone places an offer less than 3 minutes before the deadline, the deadline will be extended for another 3 minutes from the point in time that the offer was made.

A great help when buying players is the information concerning his skills, personality ,etc. You can also use the 'Transfer Compare' to see what a similar player has recently been sold for on the market.

Autobidding

Autobidding works in the same way as any normal bid would. If you place a max bid the system will automatically bid for you when needed, always raising the bid with the lowest possible amount (2% or 1 000 €, whichever is lower).

You can change (both increase and decrease) your max bid at any time, but you can't remove your current bid. Your max bid is only visible to you; other managers just see the current bid.

You can have one active max bid at a time. If your max bid has reached its max, it does not count as an autobid anymore and you can set another max bid if you want.

For some special cases (like when two teams make the same autobid or when two autobidders bid against each other) we have built in some smart logic, here are [some examples to help explain this logic](#).

The agent, the mother club and transfer fees

Placing a player on the transfer list costs 1 000 €. After the completed deal the player's agent, mother club, and previous club will all take their cut of the sale price. On the player page you can always see how much you will keep if you sell a player. Here are the basics:

How much the *agent* takes depends on how long the player has been in your team.

The *mother club* always takes 2% of the selling price. When you're the mother club you

always receive 2% each time that player is sold.

The *previous club* fund always takes 3% of the selling price. When you're the previous club the money you receive depends on how many matches the player played for your team.

See [these tables](#) for more info.

When you sell a youth player you are not considered the previous club. But the next time he's sold you are considered previous club, provided he has played at least one match for your senior team.

Transfers may affect team spirit

Whenever you buy or sell a player you risk a drop in team spirit. The risk increases when you sell a nice player and when you buy a nasty player. There is no risk of a team spirit drop if you sell a youth player within 6 days of him joining the senior squad.

Server shutdowns

Transfer deadlines can be extended (in the fairest possible way) in case of server shutdowns. Also keep in mind that the server might be down just as the deadline approaches. You'll be taking a chance by waiting until the last minute before making your move.

Fair Play in the Transfer Market

Good players and money are key aspects of Hattrick, which makes it very important that no team benefits from abnormal activities in the transfer market. This means that buying players at inflated prices is prohibited, and so is any activity that is designed to give a team a financial benefit of any kind. The GameMasters are fully authorized to cancel or adjust abnormal transfer prices, hand out fines to teams or even ban the users involved. If you have received a clearly inflated bid on your own player from someone, then please contact the GMs immediately. To contact a GM, please visit our [contact page](#).

Youth players

Youth players

You can acquire new players for your regular squad by recruiting youth players. This can be done in two different ways:

Recruiting a player from the outside directly into your senior squad by using your scouting network.

Starting a youth academy, letting you recruit talents and develop them. You can play matches against other youth teams in private or public leagues, and eventually promote your talents to the regular team.

Promoting a random player from the outside to your senior squad is a simple and effective way to acquire new players. Running a youth academy is more challenging, but may also be a lot more fun.

You can only use one system at a time. If you are running a Youth Academy, you cannot promote a youth player from the scouting network. However, your academy costs also counts as scouting network investments, making it swifter for you if you want to close your academy and use the scouting network instead.

Scouting Network

You can acquire a new player each week by sending your scouts out to find a new talent for the senior squad. The better the scouting network is, the better the chances of the scout

succeeding. You don't have any options on what kind of player you'll get, apart from choosing between a goalkeeper or an outfield player. Don't count on receiving top notch players each week. Most players the scouts recommend won't even be suitable for the reserve team. If you have one or two of them moving directly up into the team you should be satisfied - think about how things work in reality!

Most clubs put a lot of money into their scouting network, but there are also those who spend less money or none at all, finding reinforcements through the transfer market instead. However, if you do decide to build up your scouting infrastructure, be aware that it might take some time before your investment pays off with reasonably able players. You may find there's little point in using the network if your scouting network status is "poor", for instance.

Every week you're allowed to make a large (20 000 €), medium (10 000 €), or small (5 000 €) investment into your scouting network. Many small investments are more efficient than a few large ones. In other words, it's wise to make long term plans - if you're willing to invest a lot of future funds into increasing scouting activity, large investments can be a way to get results quickly. If you want to build up a decent structure gradually, without spending too much money, make a small investment each week. The upkeep of the scouting network won't automatically cost you anything, but if you don't provide regular funding, the structure will deteriorate quite rapidly. Once the level of the scouting network has dropped, it will take a long time to raise it again.

You're only able to promote one young player per week. If you don't change the amount, the amount invested the previous week will be used.

It'll cost the club 2 000 € to promote a player.

Information on your youth squad activities can be found in the "My Club" menu, under the "Youth Team" header. This is also where you enter the amount of money you want invested into the scouting network, and where you can find a player using the network each week.

Youth Academy

Having a youth academy means you will actively manage your youth team. You hire scouts, design the training, and decide the lineup and tactics. Your youth team will compete in a youth league of your choice; you can, for example, play in a league together with your friends or colleagues. Every now and then your youth team can also play friendlies against other youth teams in the world.

Starting up a youth academy

You activate your youth academy from the "My Club" menu, under the "Youth Team, Overview" caption. You will get one trainer and one scout assigned to the team. Any other youth funding must first be reduced to zero before this is possible. You will also get some youth players immediately to allow your youth team to play matches right away. However, those players are randomly picked boys from a local school and far from talented.

The youth league

Your youth team joins a youth league of your choice, or you can choose to create your own. A youth league can have 4, 6, 8, 12, or 16 teams, and the league can be private (the creator of the league invites people to the league) or public (free for everyone to join). The league creator can also choose when the league matches should be played. Once a league is filled with teams it starts automatically.

The scouts

When you activate your youth academy you will immediately get a youth scout assigned to the team. You choose in which region he should look for talents, and you may also tell him to look for a specific kind of player. If you tell him to look for a specific kind of player (for example wingers) he will offer you such a player most of the time, but the players will in general be worse. On the other hand there is also a bigger chance that he finds that

fantastic talent in a specific search.

You may also hire additional scouts if you want, but you cannot have more than three scouts (and not less than one). Once a week, each scout will make you a player offer when you call him.

If you have more than one scout, you can also get a second offer (and a third if you've got three scouts) if you say no to the first one. But remember, if you choose to turn the first offer down you will never be able to reverse that decision. Once you say no to an offer, it's final.

The players

Your youth academy can host a maximum of 16 players at a time. Players joining your youth academy will be 15-17 years old. Most of their skills are yet to be discovered, so you will not see all their skills or personalities like you do for senior players. To learn more your players you have to try them out in different positions on the field, to see where they play the best. To help you, you have the star rating, the scout's comments, and the trainer's report. Through training you will also be able to reveal their skills - more info about this in the training section. Additional hints are also to be found in the match report.

Matches

Once every week your youth team plays a league match and every third week you will also have the opportunity to play a friendly game. You place your orders in advance and choose the tactic you want to play exactly as you do for your senior squad. If no order is placed, or if the lineup is incomplete, the boys will fill the lineup themselves. They will nominate a keeper first, then fill open defender slots (max 5), followed by midfielders and wingers (max 5), and finally forwards (max 3).

Training

Youth players can focus on two types of training at the same time, one primary and one secondary. The primary training has more effect than the secondary. You can choose to train the same thing (for example defending) as both primary and secondary training, but the training effect will be bigger if you choose two different training types.

Youth players receive training from both league games (full effect) and friendly games (smaller effect), so they can receive training twice the same week. You need to give your training instructions before the game starts. The effect of training appears after the game is finished. One day after the end of a match your trainer will give you a report about what has happened in the team, with a lot of good hints about the players' progress. You may also get the chance to reveal skills:

For your primary skill training, your coach will inform you about the current skill level for one player who's played at least 44 mins in a trainable position (i.e. receiving more than very small effect). The same goes for your secondary skill training, but in this case he will inform you about the maximum potential in that skill instead of the current level.

Note that you do not receive a report for the secondary training if you train the same as the primary training. If all players in a trainable position have had their skills revealed, your coach is naturally not able to give you a report of this kind. Also, if you have less than 8 players on the field when the match ends, you will not get any skills revealed.

Additionally, your coach will normally report one of the three players with the most potential (highest maximum skill level) in a non-trained skill.

Promotion to the senior team

Each week you can promote a youth player to your senior squad. A youth player must at least be 17 years old and have been a member of your youth academy for at least a season (112 days) before you can promote him. As always, you can never have more than 50 players on your senior team. Once a player reaches 19 years old, he will no longer be able to play in matches for your youth team. He does not have to leave the youth squad, but you will not see him on the field again until you promote him to the main team.

The costs

When you start a youth academy you pay a one-time registration fee of 5 000 € which is added to your temporary costs. Running a youth academy with one scout costs 10 000 € per week and each additional scout costs 5 000 € per week. You will also pay an additional 5 000 € as a signing bonus when you hire a new scout. The weekly costs for the Academy will be listed as "Youth expenses" in your weekly financial report. The academy does not have any other staff, they rely on their parents taking care of transport, bruises, injuries, etc - which they do without any additional cost. At the same time, youth academies have no income either, the only spectators are usually just the parents and friends of the youth players.

Promoting an academy player to your senior squad costs 2 000 €.

Apart from that the only additional cost you will get is if you tell your scout to search for players in another region, then you might have to pay for his plane ticket.

Closing the academy

If you want to deactivate your youth academy you can do that in between youth seasons or if your youth team is not a member of any youth league. You must keep your youth team for at least six weeks though.

The series system

A Hattrick season is 16 weeks long: 14 league rounds (each series has 8 teams who play each other twice), one week for qualifiers, and one week with no league activity.

The division tree

The number of divisions can differ from one country to another, but the basic structure is always the same. For instance, the Italian series system looks like this:

1 Division I (Serie A)
4 Division II (II.1, II.2, II.3, II.4)
16 Division III (III.1, III.2, etc to III.16)
64 Division IV (IV.1, IV.2, etc to IV.64)
256 Division V (V.1, V.2, etc to V.256)
1024 Division VI (VI.1, VI.2, etc. to VI.1024)
1024 Division VII (VII.1, VII.2, etc. to VII.1024)
2048 Division VIII (VIII.1, VIII.2, etc. to VIII.2048)
2048 Division IX (IX.1, IX.2, etc. to IX.2048)
4096 Division X (X.1, X.2, etc. to X.4096)
4096 Division XI (XI.1, XI.2, etc. to XI.4096)

Please note that beginning with league level VI, the number of series doubles at every second level.

Promotion, relegation, and qualifiers

If you win your series you will either advance directly to a higher division, or play a qualifier to promote. In divisions II-VI the series winners with the most points promote directly, the other winners have to qualify. In lower divisions all winners promote directly. In odd-numbered divisions (VII, IX, etc) the runners up also promote directly.

Series winners who have to qualify will face a team who finished 5th or 6th in the division above. Out of the series winners that must play a qualification game, the ones with the best records meet the worst 6th place teams, and the ones with the weakest records are pitched against the best 5th place teams. The team from the higher division plays at home. If the series winner wins, the two teams swap places in the league system. If the higher division team wins, they stay in their respective series.

If you end up in place 7 or 8 you will be automatically relegated to the division below

(except for the lowest division). The relegated team with the best record (the best team out of those finishing in place 7) will swap series with the promoted team that has the strongest record. The relegated team with the worst record swaps places with the weakest team that has gained promotion.

Bot relegation

At the end of each season all bot teams in division VI and lower will be relegated to the lowest possible division. The only exception to this is at the very top of division VI, where any bot team that wins the series will either promote or play a qualifier as normal. Bot teams in division V or above are treated in the same way as human owned teams in terms of promotion and relegation.

As these bot teams are relegated, additional teams will be promoted from the lower divisions and take their place. These teams will be drawn from "Lucky Losers", which are teams that lost their promotion qualification matches, and it will not be possible to opt out of this draw - the fans, players, and sponsors just wouldn't accept such a decision.

If there are enough bots in a country to fill the entire bottom division, the system automatically closes the bottom division, and hence makes preparations for it.

League position and ranking

The final standings are determined by, in order of importance, points, goal difference, and goals scored. This in turn determines your ranking, which is used to decide who meets who in qualifiers and cup games. The ranking is based on, in order of importance: series level, place in the series, points, goal difference and goals scored. For both ranking and league position: if all of these things are equal a coin toss decides.

Prize money

If you finish in the top half of the table you will get some prize money. How much you get depends on your place and in which division you play:

Series Level	1	2	3	4
Division I	2 000 000 €	1 175 000 €	825 000 €	500 000 €
Division II	1 350 000 €	1 050 000 €	750 000 €	450 000 €
Division III	1 200 000 €	925 000 €	675 000 €	400 000 €
Division IV	900 000 €	700 000 €	500 000 €	300 000 €
Division V	600 000 €	475 000 €	325 000 €	200 000 €
Division VI	525 000 €	400 000 €	300 000 €	175 000 €
Other divisions	450 000 €	350 000 €	250 000 €	150 000 €

There is also a 10 000 € bonus paid for having the top scorer in a series. The money is paid out after the last match of the season. If two players tie for this award, both current owners of the players will receive the award; however, if two of your own players tie, then you only receive one prize.

Promotion bonus

If you promote to a higher division you get a promotion bonus on top of the prize money. Moreover, promotion will also boost your fan club: you get 10% more fans (similarly, if you relegated you will lose 10% of your fans). If you promote "for free" you only get the fan club boost though.

Series Level	Directly promoted	Promoted after qualifier
Division I	-	-

Division II	500 000 €	175 000 €
Division III	450 000 €	150 000 €
Division IV	400 000 €	125 000 €
Division V	300 000 €	100 000 €
Division VI	200 000 €	75 000 €
Other divisions	175 000 €	50 000 €

The cup system

Participating in one of the Hattrick cups is an exciting challenge for every manager, as well as a good way to gain experience for your players and to earn extra cash for your club. The Hattrick cup system has been designed to offer a meaningful experience for teams at every level. It has also been designed to ensure that every team is guaranteed at least three cup games every season.

Every team in Division 6 and above will get to play in the National Cup. If eliminated early from the National Cup, the team will instead get to participate in a lower tier cup. If your league has more than six divisions, there will also be a Divisional Cup for each division below Division 6. Teams in these divisions (Division 7 and below) will play in their respective Divisional Cup instead of in the National Cup.

These Divisional Cups, like the National Cup, have their own lower tier cups for teams that get knocked out early.

Cup fixtures

Cup matches are always played in the middle of the week. The first round of the National and Divisional Cups always takes place a few days before your first league match of the season. The Challenger Cups consists of teams that have been eliminated from either the National or Divisional Cup, and for this reason the first Challenger Cup starts one week after the National Cup and Divisional Cup. There are separate Challenger Cups that corresponds with the National Cup and with each Divisional Cup. Your first cup opponent and the cup you will play in is announced one week in advance. In coming rounds your next opponent and current cup will be announced shortly after all matches for the current cup round have ended.

Teams that enter a competition in a later round are always seeded to meet the teams that have entered the competition earlier. If teams entered the competition at the same time, the highest-ranked teams are always seeded to meet the lowest-ranked teams. (In practice this means that if you manage to stay in the National Cup until round 5 or 6, when you enter a Challenger Cup you will be seeded against a team that was eliminated from the National Cup in round 1 or 2, regardless of your regular Cup ranking).

Teams are first ranked by the division they will play in this season, then ranked within a particular division as follows:

1. Active relegated teams
2. Active teams that neither relegated nor promoted
3. Teams that promoted by their own strength
4. Teams that promoted for "free" (replacing a relegated bot)
5. Bots, in case of vacant spots

Teams within each group above are sorted according to the ranking at the end of the last season. The ranking stays the same for the duration of the cup.

The higher-ranked team will always play away until the last six rounds of the Cup, at which point all matches are played at neutral venues. All cup games not settled during normal time go to extra time. If they are not decided then, they go to a penalty kick shoot-out. For more information on how to select your penalty takers, see the chapter "Lineup":

Experience and confusion".

Cup format

The most important cup in every league is the National Cup. This is open to every team in Division 6 and above that has a human manager. Only the very best teams will have a chance to win the National Cup, but any team that progresses far in this competition will be well rewarded.

However, if your team is eliminated early from the National Cup you will get a second chance. If you are eliminated in any of the first six rounds of the National Cup, you will instead gain a place in one of the three national Challenger Cups. Participating in the Challenger Cups will still be more attractive for your club than just playing friendlies, but rewards are still a lot lower than the National Cup. If you can, staying in the National Cup should always pay off.

The three Challenger Cups are originally the Emerald, Ruby, and Sapphire Cups, though they may have different names in some leagues. The Emerald Cup takes on any team that is eliminated from the National Cup in round 1 or 6. Teams eliminated in rounds 2 and 5 are moved to the Ruby Cup. And teams eliminated in rounds 3 and 4 are moved to the Sapphire Cup. The three cups run parallel to each other and to the National Cup, and one winner will be crowned in each one of them.

Teams that are eliminated in round one of the Emerald and Ruby Challenger Cups will gain a place in the Consolation Cup. This Cup does not give any prize money or other perks, but the winner still gets a trophy.

In leagues with more than six divisions Divisional Cups are organized for Division 7 and below. The Divisional Cups follow a similar pattern to the National Cup. They have one main cup, the three Challenger Cups - Emerald, Ruby, and Sapphire - and one Consolation Cup. The only difference is that the overall prize money is lower.

The size of the Cups is determined by the number of teams that are qualified for the cup and have human managers. The smallest possible Cup size that still makes room for all qualified human teams will be chosen. Once all human teams are in, the Cup will be filled up with bot teams to complete the starting field.

1. The amount of qualified teams managed by humans is counted
2. The smallest cup size that fits all the teams managed by humans is chosen
3. The Cup is then filled out by the human teams first
4. Regular bots from the league system are used next
5. If this is not enough, new bot teams are created for the purpose of the Cup only

Week	National Cup	Challenger Cup (Emerald)	Challenger Cup (Ruby)	Challenger Cup (Sapphire)	Consolation Cup
	Teams	Teams	Teams	Teams	Teams
1	16384				
2	8192	8192			
3	4096	4096	4096		4096
4	2048	2048	2048	2048	4096
5	1024	1024	1024	2048	2048
6	512	512	1024	1024	1024
7	256	512	512	512	512
8	128	256	256	256	256
9	64	128	128	128	128
10	32	64	64	64	64
11	16	32	32	32	32
12	8	16	16	16	16
13	4	8	8	8	8

Week	National Cup	Challenger Cup (Emerald)	Challenger Cup (Ruby)	Challenger Cup (Sapphire)	Consolation Cup
14	2	4	4	4	4
15	-	2	2	2	2
16	-	-	-	-	-

Losing teams in round one and six of the National Cup will move on to the the Emerald Challenger Cup.

Losing teams in round two and five of the National Cup will move on to the Ruby Challenger Cup.

Losing teams in round three and four of the National Cup will move on to the Sapphire Challenger Cup.

Losing teams from the first rounds of both the Emerald and Ruby Challenger Cups will move on to the Consolation Cup.

Team effects

One important aspect of the Cups is the tactical options that they present. Staying in the Cup for a long time gives you more competitive games, which also means more opportunities to increase confidence and team spirit in preparation for the league. Cup games also give your players more experience, which along with higher ticket sales makes a long cup run even more valuable. However, not all Cups will impact your team in the same way.

Cards and injuries are in full effect in all the cups. Cards picked up in cup games count the same as cards in league games for suspensions and yellow card accumulation.

Team spirit, confidence, fan mood: Only National Cup and Divisional Cup games will have an effect on these values. Matches played in any other cup behave like a friendly when it comes to the impact on future team spirit, confidence, and fan mood.

Experience: The National Cup and Divisional Cup give players twice as much experience as a league game. Challenger and Consolation Cup matches give your players half the experience they would get from a league game.

Cup income

Ticket sales are an important benefit from a successful Cup run. The longer you progress in any Cup, the more spectators will come and thus more revenue will be generated. The National Cup and the Divisional Cups are considerably more attractive to the fans than their corresponding Challenger and Consolation Cups. While a National or Divisional Cup game (at least in later rounds) can attract similar attendance to a league match, the other cups are more comparable to friendlies when it comes to attendance. The National Challenger Cup will attract three times as many spectators as an international friendly between the two teams would. The National Consolation Cup will attract twice as many spectators as an international friendly between the two teams would. The Divisional Challenger Cup will also attract twice as many fans and the Divisional Consolation Cup will attract 50% more spectators than what an international friendly between the two teams would.

The home side gets 2/3 of the crowd revenue and the away side gets 1/3. In the last six rounds the teams split the revenue 50/50. In general, fans aren't very interested in the first couple of rounds of the cup, but their interest will increase as it goes on. Additionally, the fans of a lower division team will want to see a game against a higher division side, but the reverse is not true. The best teams in the cup also get some prize money as shown in the table below. There is no top scorer award for the cup.

Position	National Cup	Challenger Cup	Consolation Cup
Winner	1 500 000 €	300 000 €	-
Runner-up	1 000 000 €	150 000 €	-
Semifinal exit	750 000 €	100 000 €	-
Quarterfinal exit	500 000 €	50 000 €	-
Round of 16 exit	250 000 €	25 000 €	-
Round of 32 exit	200 000 €	-	-
Round of 64 exit	180 000 €	-	-
Round of 128 exit	160 000 €	-	-
Round of 256 exit	140 000 €	-	-
Round of 512 exit	120 000 €	-	-

Position	Divisional cup	Challenger Cup	Consolation Cup
Winner	300 000 €	150 000 €	-
Runner-up	150 000 €	100 000 €	-
Semifinal exit	100 000 €	50 000 €	-
Quarterfinal exit	50 000 €	25 000 €	-
Round of 16 exit	25 000 €	-	-

Friendlies

To give all your players a chance to train in the right position, practice games are always an option if you're not playing in the cup. Often they are used to let the reserves play and train, but they can also be a good way to test and train new formations and orders. Or why not challenge your best friend for bragging rights.

Getting a friendly

The easiest way to get a friendly is to add your team to the friendly pool on the challenge page. Choose what kind of match and opponent you would like, and then the pool will automatically match your team against another team and book a friendly (as soon as you meet the criteria set by a team that matches your criteria).

As long as you are out of the cup, and have not already booked a friendly, you can challenge any opponents that are also without a game. Some teams may be unavailable for challenges due to their preferences or Manager License status.

All of your challenges (including ones from teams who have challenged you) are shown on the "Challenges" page. Once a friendly has been arranged, it will appear on the fixtures page, and you can select your team in the normal fashion.

Season break friendlies

During weeks 15 and 16 of the season you will also be able to play friendlies during the weekend as long as they do not clash with a qualification match.

During this period, challenging someone for a friendly will work a little differently. When making the challenge, a drop down will appear where you can select if the challenge is for a mid-week or weekend friendly.

The challenge window for weekend matches, no matter if they are international or domestic, will be from Monday at 06:00 to Friday at 23:59. It is not possible to arrange those matches through the friendly pool and they will have to be arranged manually.

Friendly match types

There are two types of friendly games: normal and cup rules. With cup rules the match is decided after extra time (and perhaps penalties) if there's a tie after full time.

International friendlies

You can choose to play abroad, or invite a team from another country to your stadium. If you are playing abroad, the game will be played at the stadium local match time. For example, if you are playing in Portugal, the game will be played at the regular Portuguese Wednesday match time (i.e. 9:45pm Central European Time CET).

Regardless of where you'll be traveling your team will be leaving at 6:00pm (CET) on Tuesday and return by 8:00am (CET) on Thursday. International friendlies must be booked by Tuesday at the latest, and you can't book a new friendly at all until your team has returned home on Thursday. If your team didn't play an international friendly, you can start booking an international friendly for the next week at 6:00am on Thursday.

Each travel abroad will cost you 6 000 €, but international friendlies tend to attract more fans.

Miscellaneous

The crowd turnout for a friendly is considerably less than for a competitive game. Friendlies with cup rules attract more than normal friendlies, and international friendlies attract even more.

Confidence and team spirit are not affected, nor are fans or their mood. However, the injury risk isn't reduced just because it's a friendly.

Playing on neutral ground

If you want to play a friendly without either team getting the home team advantage, you can choose to play on neutral ground. But if you play in an stadium in your own region, you will still get the home team advantage (even if you are listed as the away team). The stadium owner will not earn any money from these friendlies.

No matter where you choose to play, any match played against a foreign team is considered to be an international friendly.

Tournaments

Tournaments is the alternative competition system for Hattrick teams. You can join official ladder tournaments and try to become the 'King of the Hill', or you can play in tournaments that are run by managers themselves.

Note that you can still play regular friendly matches every week even if you play in a tournament.

Own tournaments

You have to be a Gold, Platinum, or Diamond Supporter to create a tournament. The creator decides size, name, etc., and then invites managers to the tournament. Gold and Platinum Supporters can participate for free in one 'Simple' Tournament at a time, but have to purchase Credits for all other tournaments. Others can also join in through Hattrick Gears. Diamond Supporters can participate in up to 10 tournaments at a time and will not be charged credits for participating in them.

When the tournament is full, it will start automatically and get a forum created for it as well. If the tournament is not full 72 hours before the first match should begin, the start date will be postponed one week.

Simple tournament matches are played on Mondays, whereas advanced tournament matches can be played any time of the week.

Ladder tournaments

In a ladder your goal is to reach the highest rung and become the 'King of the Hill' - then stay there for as long as you can. To reach the top you challenge other teams listed above you in the ladder, and if you win you take their place in the ladder.

Challenge rules

Your current position in the ladder affects which teams you are able to challenge.

Pos 1-5: Can only be challenged by the team immediately below them in the ladder.

Pos 6-15: Can be challenged by teams 1-3 places below them.

Pos 16-99: Can be challenged by teams 1-10 places below them.

Pos 100-199: Can be challenged by teams 1-50 places below them.

Pos 200-1000: Can be challenged by teams 1-100 places below them.

Pos 1000-5000: Can be challenged by teams 1-500 places below them.

Pos 5000+: Can be challenged by teams 1-1000 places below them.

The challenger pays for the match and challenged teams automatically accept the challenge. The match is played 24 hours after the challenge has been made. If the challenger wins, the Credit will be refunded.

Position changes after match

If you challenge a team and win, you take the position of the team you challenged. The challenged team is moved down 1 position (this also goes for any other teams in between the two teams in the ladder).

Example: Team A is on position 54 and challenges B, currently 47. If A wins, A takes position 47 from B. B is moved down to position 48, and the team that held position 48 is moved down to 49, the team that held position 49 is moved down to 50, and so on.

If you challenge a team and lose, both teams stay in their respective places.

Challenge grace periods

After a match in which you were challenged, other teams can't challenge you for 12 hours (from the start of the match). This gives you a chance to challenge a team yourself and climb the ladder.

After a match in which you were the challenger, you can't challenge another team for 12 hours (from the start of the match). This is to give other teams a chance to challenge you. It is also to prevent scenarios where for example #2 always immediately challenges #1, making it impossible for #3 to challenge him and take that position.

Also, you can't challenge the team that you just played for 24 hours.

Tournament matches (Ladders and others)

Matches are played on neutral grounds and they don't give you any income from spectators (and no new members to your fan club).

All tournament matches use the same match data as regular matches. So your players' current form, skills, experience, injury status, etc on the match day will be used. There are two exceptions though: team spirit (and confidence) is set to a fixed value and cards work

differently. See below for details.

No effects after match

Tournament matches have no effect on your team or your players after the match. So, players don't get any training or experience from these matches, nor do matches have any effect on formation experience, team spirit and so on.

Details

All the details you need to know about tournament matches are listed here:

Team spirit: Team spirit is set to a fixed level (content) in tournament matches.

Team confidence: Confidence is set to a fixed level (wonderful) in tournament matches.

Injuries: No injuries will occur in tournament matches, but any injured player in "normal" Hattrick will not be able to play.

Cards (own tournaments): Tournaments have their own card status, and have a completely different system of red / yellow cards from 'normal' Hattrick. As such, any card received in a tournament match will only count for the matches that are part of that tournament. Likewise, should a player be red carded in normal Hattrick, he will still be able to play in a tournament match.

Cards (Ladders): Cards don't count at all in ladder tournaments.

Training: Players don't get any training from tournament matches.

Experience: Player don't gain any experience from playing tournament matches.

Formations: Your current formation experience in "normal" Hattrick is used also for tournament matches. However, you do not gain any formation experience from tournament matches.

National teams

In Hattrick, just like in the real world, there are national teams competing against each other. But in Hattrick the coach of your country's national squad is elected by you! Each Hattrick country has a main national squad, as well as a U-20 team featuring players 20 years old or younger. This means each country has two national coaches, both elected by the community.

The World Cup format

The World Cup begins every second season and starts with a qualification round. 32 teams advance from this round to the World Cup. There are three consecutive group rounds, with 4 teams to a group and the top two teams qualifying for the next stage. The final two rounds are knockout matches, beginning with the semi-finals and culminating in the World Cup Final. The U-20 World Cup begins a season after the World Cup, and follows the same format.

Seeding for World Cup Round I is based on ranking, which is determined by previous World Cup results. When no World Cup matches are scheduled, the national teams can play friendlies.

Elections

Elections are held at the beginning of the season, starting the day after the world cup final. Every second season you elect the national coach and every second season you elect the

U-20 coach. Each coach is elected to a 2-season term, ending after the World Cup Final.

Note that you will need to have played Hattrick for at least 4 weeks to be able to vote in the National Team elections.

The national team squad

The national coach picks up to 26 players (from teams with real owners), including coach(es), freely from those players with the right nationality. Once picked, the coach can see the same data for the national team players as you do for your own team.

Having a national team player

If one of your players is on the national team, his ability to play for your team will be unaffected. National games and club games are played on separate days, so you can always use him. Matches for the national team will not give your player any training, however, he does run the risk of being injured while playing for the national team.

If your player gets to play a match with the national team there are several benefits for your club:

- You will get a salary reduction of 33% or 40% of the player's salary, depending on whether he is playing in a foreign team or his home country respectively.
- The player gains a lot of experience.
- If a player gets injured and has to leave the field in a match for his national team, as well as the regular salary reduction, the club will get a compensation amounting to 100% of his base salary times the estimated number of weeks the injury is expected to last.

Note that you are expected not to undermine national teams through sabotaging your national team player(s). The National Team Administrators, as a last resort, have the discretion to release players to the transfer market in the event of sabotage.

If you consider running for office, or if you just want more information, we recommend you read the [rules for national teams](#).

Hattrick Masters

The Hattrick Masters is the international tournament for all Cup and League winners. It is played for four weeks, starting after round 4 each season. Matches are played at 20:00 on Mondays and Thursdays.

Fixtures

256 teams can participate in the Masters and it is played as a straight cup with 8 rounds. The draw for each round is completely randomized, and the matches are played on neutral grounds.

If there are not enough teams to fill up the first round completely, some lucky teams (selected randomly) will skip the first round and join the action in the second round. If any of the cup or league winners have become ownerless (or changed owner), they may not participate in the Masters. If a team wins both league and cup in the same season, they will be the only team from that nation participating in the Masters.

Special tournament rules

There are some special rules that apply to the Masters:

Card and Injuries: Cards do not matter (except red cards in the game, of course), but

injuries are recorded as normal.

Team Attitude: Playing "Match of the Season" (MOTS) or "Play it Cool" (PIC) will not decrease/increase your team spirit as much as it would after a regular match. The effect during the match is the same as during a regular match though.

Training: Masters games do not count toward a player's training.

Masters income

The home and the away team split the crowd revenue 50/50. The best teams also get some prize money as shown below.

The Hattrick Masters winner gets 800 000 €, the runner-up gets 400 000 €, and the two losing semifinalists each get 200 000 €. The losing quarterfinalists each get 100 000 € and the losing last-sixteen teams each get 50 000 €.

Additional club

With Supporter Platinum and Diamond you have the opportunity to manage an additional club. You manage this club individually, just as you manage your primary club, which means the additional club has its own separate player squad, stadium, finances, youth team, and so on.

Start an additional club

You can start an additional club at any time. Your additional club can play in the same country as your primary club or in another country, as long as there is space available in that country.

Additional clubs will start with some initial funds (just as any other new club), but owners will not need to do the manager license.

General rules

You can have one additional club.

You will not be able to make any transfers between the two clubs and clubs can't buy players who have been owned by the other club at some point in their career.

Additional club in the same country

Your primary and additional clubs will not be able to play in the same series or meet each other in a qualifier, nor meet each other in the cup (with the exception of the final). Both clubs can play at the same division level, but in different series.

If both clubs are set to play in the top series, the one entering last will not be allowed to promote. That spot will instead go to the highest ranked club that isn't already qualified to play in the top series that season.

If both clubs promote to the top series at the same time, only the primary club will get to promote.

Additional club in another country

The number of additional club spots available for "foreign" managers in a country depends on how many clubs are unused in that country, something that depends on how big the country is and how many users are already playing in it.

A minimum of 50% of the clubs in a country are reserved for local users. So, in a league with 168 clubs, at least 84 of them are reserved for local users (and the other 84 slots can be taken by any manager, local or foreign). But if a country is 90% full, the remaining slots will be reserved for local users only.

Switch series in switching window

It's possible for additional clubs to switch series (where possible) in the series switching window in-between seasons, but it's not possible to switch to the series where your other club is playing.

Flags

Flags are collected by clubs separately, additional clubs have their own flag collections.

Playing against a additional club rewards flags just as playing any other club would, and the additional club is rewarded flags for its own collection.

Achievements

Achievements are achieved by the manager, and achievements are thus saved for each user (and not for each club).

Voting in elections

You will not be able to vote in national team elections in the country of your additional club. You can only vote in the country of your primary club.

Bankruptcy

If your primary club goes bankrupt you will also lose access to your additional club.

If your additional club goes bankrupt you can start a new one 16 weeks after the date you started your previous additional club (so if you've had your additional club for more than 16 weeks you can start a new club immediately).

Close additional club

You can close your additional club at any time. But if you close your additional club, you'll have to wait at least 16 weeks from when you started your previous additional club until you can start a new one.

Platinum/Diamond subscription expiry

If your Platinum or Diamond subscription expires you will still be the manager of your additional club for one more week. After this week you will no longer be able to manage it. 7 weeks after the expiration, the system will disconnect your additional club. If you purchase Platinum again during these 7 weeks you will get access to your additional club again. But if you don't, the club will become ownerless and you will not be able to return to it.

