Rugby Stats
Superleague, NRL, Premiership
Rugby League & Rugby Union

INTRODUCTION

Rugby Stats is a game of management. You play in a league of ten teams managing a squad of real-life stars, based on the Superleague (English Rugby League), NRL (Australian Rugby League) or Premiership (English Rugby Union).

Your results are decided by their performances in real-life, and each player is only signed to one team. What a player is worth is decided by you, and no-one else, and if you're willing to pay him more than any other manager he'll play for you.

Rugby Stats can be played via the Internet, or via the postal service ("snail mail"). Rugby Stats is a game you can play from anywhere in the world.

BASIC RULEBOOK

This rulebook is what we call a "basic rulebook". It contains all of the key information you'll need to get you starting to play quickly. Later on, you'll probably want to look at the "advanced rulebook" which has more detail about the game.

You should find the same section numbers are used in each rulebook, so if you want to cross-reference to the Advanced Rulebook it's easy to do so.

The rulebook is divided into a number of sections, **The Game** tells you all the basic information about Rugby Stats, whilst **Players & Teams** explains about your squad, and players. The next two sections explain the differences between the two games **Rules** for Rugby League and Rugby Union. **Finance** rules explain about how your club earns the money you need to sign and pay players' wages, and **Special Actions** has all the details on how to sign and transfer players and so forth. Finally there are sections on the **Playoffs/Finals**, the **Tipping Competition** and **Setting Up** in a new league.

1. THE GAME

1.1 LEAGUE & UNION There are two versions of Rugby Stats, as there are two codes of Rugby. The structures of the two games are similar, except that there are different rules for selection and scoring for League and Union.

1.2 THE LEAGUE There are ten teams in each league.

1.5 THE SEASON The season is the same length as the real-life season, normally with one pre-season week and two weeks of playoffs/finals.

1.7 DEADLINES Each week you have a deadline (normally Friday) by which time you must submit orders, via the Internet or via the post. Games are run on Tuesdays, and sent out to you by email or first class post. Where possible we recommend you send orders via the Internet—just ask your Games-Master (GM) for a username and he'll set you up to use our dedicated website when you join.

1.9 REPORTS Each week you are sent half a dozen pages of game reports, with all of the information about results, news and player transfers for the week just played. The reports include your turn-sheet for submitting orders for the next week.

1.12 JOINING A LEAGUE When you join the game for the first time, you take over a team lock, stock and barrel, warts and all. The computer will ensure you have a minimum bank balance, so you won't start off with a team that is bankrupt.

1.14 GAMES THAT QUALIFY Normally all games played by on Friday evening, Saturday, Sunday or Monday count towards games that week

2. PLAYERS AND TEAMS

2.4   PLAYER NUMBERS   Each player is allocated a "player number" which is his unique identification. New players can be added to the player list at any time.

2.5   FREE AGENTS   Players who are on the player list but not signed by any team in the game are "free agents", and may be signed at any time by the highest bidder.

2.6   YOUR SQUAD   Each team has a squad of up to twenty-four players "signed". These are the players available for selection each game.

2.7   CONTRACT VALUES   When a player is signed the amount he signs for is his "contract value". That determines his weekly wages, and also the value you may recover if you sell him.

3. RUGBY LEAGUE RULES

3.1   PLAYER TYPES   Players in Rugby League Stats are classified as:- Backs (BAK), Halfbacks (HAF), Forwards (FWD), Utility Players (UTL), Utility Backs (UBA)

3.2   TEAM SELECTIONS   A team selection for a game consists of THIRTEEN starting players and TWO substitutes, one forward sub and one back sub. The starters must be five backs (BAK), two halfbacks (HAF) and six forwards (FWD).

Any of the halfback or back positions (including the back sub) may be filled by a utility back (UBA). Any position (including both subs) may be filled by a utility player (UTL). Your two substitutes always play, and their scores count in full.

3.3   SCORING   In Rugby League stats penalty goals and conversions are combined as "goals".

3.4   DESIGNATED KICKERS   Tries and drop-goals may be scored by any player, but goals (penalties and conversions) may only be scored by a player selected as your "designated kicker".

4. RUGBY UNION RULES

4.1   PLAYER TYPES   Players in Rugby Union Stats are classified as:- Props (PRO), Hookers (HKR), Locks (LCK), Flankers (FLK), Number Eights (NO8), Scrum Halves (SCR), Fly Halves (FLY), Centers (CEN), Wings (WNG), Fullbacks (FUL).

4.2   TEAM SELECTIONS   A team selection for a game consists of fifteen players. Certain classifications of players are allowed to play out of position as follows:-

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

4.4   DESIGNATED KICKERS   Tries and drop-goals may be scored by any player, but penalties and conversions may only be scored by a player selected as your "designated kicker".

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

5. FINANCES

5.1 CURRENCY   The "currency" for transactions in the game is thousands of pounds (or dollars in Australia) usually referred to as k's. £1000 or $1000 is referred to as 1k.

5.2 INCOME   Each week winning teams receive 30k and losing teams receive 50k. If two teams draw each receives 40k. You can earn extra income from fans, merchandising and stadium facilities.

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

5.4 FANS   Each team receives extra income each week according to the number of fans (gate receipts). For every thousand fans your team has, you receive 1k in extra income per week. You start the season with 10,000 fans and your fans increase by 1% every time you win a game, or score three tries in a game.

5.5 MERCHANDISING   Each team when it wins a game may receive extra income from merchandising—your merchandising stock is reduced by 10% but double this amount is received as income.

5.6 STADIUM FACILITIES   Each week you can receive extra income according to the level of your stadium development (executive boxes and so forth).

6. SPECIAL ACTIONS

Each team has five special actions available each turn, plus two free agent bids. Your special actions and free agent bids are used to make transfers, deals and so forth.

6.3 PLAYER CONTRACTS AND WAIVERS

The following actions are used for players who are already signed to your squad, to either increase their contract value (making them more valuable) or to release them to the free agent list..

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

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

6.3.2 PAYALL & NOPAYALL   The PAYALL action sets the "Pay All" option. In this case any time one of your players appears on the Transfer List then a contract action is made automatically, subject to the above restrictions (see 6.3.1). The NOPAYALL action clears the Pay All option.

ACTION [PAYALL   **] AMOUNT**   **[**   **] PLR NUM**   **[**   **]**

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

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

6.4 SIGNING FREE AGENTS

*The following actions/free agent bids are used to sign players who are currently "**free agents**", not those signed to another team. They **cannot** be used to sign players who are on the transfer list.*

Free agent bids may only be made using the free agent bid spaces, whereas fast-signings are made via special actions.

6.4.1 FREE AGENT BIDS   A free agent is any player in real life who is not signed by a team in the game. Teams may bid for free agents (two per turn) using the free agent bid section of turnsheet.

To bid for a player, simply fill in his player number and the amount you wish to offer for him. Free agent bids are published in the league report, and a bid is successful if it stands for a turn without a higher bid being made.

You cannot make a bid for a player who is already signed to another team **unless** he is on the transfer list (see 6.5.3).

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

example, to bid 5k for player number 292:

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

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

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

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

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

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

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

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

fast signs player 113

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

The restrictions on fast signing players are to prevent teams using this action to make trades without other teams having the opportunity to make counter bids.

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

6.5 PLAYER TRANSFERS

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

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

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

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

offers player 28 for transfer.

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

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

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

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

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

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

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

If you don't give a player number then the computer will try to find a free agent at random. The position of the player scouted will be controlled by your current scouting type.

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

6.7 MANAGING FINANCES

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

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

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

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

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

6.7.3 STADIUM Teams may spend money on Stadium facilities to increase their income (see 5.6). The cost is the square of the new Stadium Level less the square of the current Stadium Level (so the cost of developing from level six to level eight is 8x8 - 6x6 = 28k). The maximum level of stadium facilities is ten.

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

7. PLAYOFF/FINALS RULES

7.1 INTRODUCTION At the end of the regular season Rugby Stats has a playoff/finals series (two rounds of games), using special "post-season" rules to compensate for the lack of actual stats.

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

7.2 QUALIFICATION Top **four** teams go forward into the playoffs/finals, with the table topper playing the fourth placed team, and second facing third. The winners play in the Grand Final.

7.3 PLAYOFF SCORES Each player involved in a game played under postseason rules makes scores as usual, assuming he is playing in real life. In addition, a team will score bonus scores based on their performances during the season.

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

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

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

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

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

8. TIPPING COMPETITION

8.1 INTRODUCTION   The tipping competition is an extra game in which players compete to score points by predicting the results of real life games.

8.2 ORDERS   For each game your prediction will be W for WIN, D for DRAW or L for LOSE, relating to the team listed first.

8.3 RESULTS   Two points are scored for each correct prediction.

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

9. SETUP RULES

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

9.1 NEW STARTS   Each team in a new league starting up begins with a balance of 500k and no players signed. There are three setup turns, in each of which all teams may bid for up to twelve players. Bidding is competitive and all bids in a round are counted before a player signs for the team with the highest bid. At the end of each round 25k is added to each team's balance.

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

9.4 FINAL ROUND   After the third round of bids has been processed the computer attempts to fill up any empty places in the team selection by making further minimum bids (1k) at random.

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

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

10. TABLE 1: SPECIAL ACTIONS

ACTION	RULE	AMOUNT	PLR NUM
CONTRACT	6.3.1	new value	player number
FANS	6.7.1	amount spent	not used
FASTSIGN	6.4.4	amount offered	player number
MERC	6.7.2	amount spent	not used
NOPAYALL	6.3.2	not used	not used
PAYALL	6.3.2	not used	not used
POACH	6.5.2	amount offered	player number
SCOUT	6.6	not used	player number
STADIUM	6.7.3	new level	not used
TRANSFER	6.5.3	amount wanted	player number
WAIVE	6.3.3	not used	player number