

SIMULATED LEAGUE

FOOTBALL



www.slf.twpo.com.au

CLUB MANAGEMENT

VERSION 4.2

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SIMULATED LEAGUE FOOTBALL

CLUB MANAGEMENT

1. GENERAL RULES SUMMARY

a) This section duplicates some rules from the "[General Rules of S.L.F.](#)" which are relevant to game playing after the bidding rounds. You can use this "Club Management" as the sole reference and rulebook for game play.

1.1 SQUAD RULES

a) Your squad may never contain more than 28 players. However, you may sell or delist a player, and then buy another player to refill your squad in the same week of operations.

b) The squad maximum of 28 players is also limited to signing no more than 5 "F" forwards, 5 "HF" half-forwards, 5 "C" centres, 5 "HB" half-backs, 5 "B" backs, 5 "RR" rucks & rovers, and 5 "UN" unknowns.

c) If one of your "UN"knowns is re-designated to (example) a "F", and you already have 5 "F" players, you will not be penalised nor required to do anything. Your squad will legally have 6 players in that position. You will, however, need to delist players to 4 before signing a new player in that position.

1.2 TEAM SELECTION

a) Your team of 18 players is selected each week from your squad. The team 18 consists of 3 players in each of the 6 designated playing positions. With the exception of interchange or emergency players (see below), squad players not selected in your SLF team will not score for your team.

b) Players can be selected to play in their designated position only. A player cannot be selected twice. If so, that player will automatically be replaced with a valid player or else a vacancy (player number 0).

c) A maximum of two "UN"known players may be selected as 'wildcards' to play anywhere in the team.

d) If a team position is unable to be filled by a player, ie you only have two "HF"s, you may fill with an "UN"known, or else this position is automatically filled with a vacancy (player number 0).

e) Vacant positions in a football team are undesirable. Penalties of 2 "rushed" goals per vacancy are automatically given to your opposition.

f) Any team player can be selected to captain your team, offering team leadership and club loyalty for a small cost of extra wages. Different captains can be selected every week, but only one captain per week.

g) An interchange player may be used to replace a lower scoring player in his position. This is an optional club operation, see "[Club Operation : Interchange Player](#)" section 9.2.6 for details.

h) Emergency players may be used to replace non-AFL-playing players in a selected position. This is an optional club operation, see "[Club Operation : Emergency Players](#)" section 9.2.7 for details.

i) If your selected team captain is removed from your team in any way, for example Interchange, Emergency, Delisted, Traded, or Quit, your team leadership is taken over by your highest value team player.

j) Previous week team selections, including changes made by Interchange and/or Emergency players, will be listed on your next return sheet as the default team, and will continue to be used until a change is made.

k) Any errors in team selection will be picked up and corrected by the computer. Your weekly club report will notify you of any changes made.

1.3 PLAYER VALUES

a) When a player is signed by a team, the bid amount is recorded and this becomes his value. Each player's value determines a weekly wage you must pay, and money recovered if that player leaves your club.

b) A player's value increases when he scores a goal or behind in his AFL game. The \$k increase depends upon his SLF position; from \$4k (as a "F") to \$12k (as a "B") for a goal and from \$1k to \$5k for a behind.

c) A player's value also increases by \$1k each time he generates 20 possessions (kicks and hand-balls), or 20 hit-outs, or 20 hard ball plays (tackles, marks and free kicks) in his AFL game.

d) A player's value also increases \$1k for each SLF game he plays.

e) Best players (typically 4 or 5) from every team are selected by SLF umpires each game. These players' values are increased by \$5k, with the very best player increased by \$10k.

f) The computer keeps tally of all squad players, values, wages, games played and scores. This information is detailed in your weekly club report.

2. THE DEADLINE

- a) A specific day and time is set every week by which you must send in your orders for the next SLF game. This is printed at the top of your *Return Sheet*. It is typically 7:30pm Friday evening before each round of AFL games. This obviously prevents managers making team selections and tips after any AFL game has started.
- b) Time is in Australian Central Standard Time (Adelaide time). Add half hour to this for Eastern states or subtract one and a half hour for Western Australia time. Subtract 9:30 for Greenwich Mean Time.
- c) Amended return sheets are accepted if submitted before deadline. All details must be re-sent, as all previous data is discarded by S.L.F. Some computers will keep your previous submission in memory until the weekend.
- d) Late return sheets are ignored.
- e) If you FAIL to post a *Return Sheet*, your previous week's team of 18 players is selected, your AFL tipping selections become random codes, and no club operations are generated. If, however, you have a player on the Poach List who is bidden for, then that player will be automatically renewed, if funds allow.

3. CLUB DETAILS

- a) For computer recognition and abbreviation, club names are often written as two-letter initials, ie Northern Groove becomes [NG]. Your league's home page displays all clubs data, which includes club name, initials, manager, clubrooms (manager's real-life town), main sponsor, home ground, number one ticket holder, club colours, and club guernsey.
- b) Your club guernsey can be ordered in many ways. You can select a design from the on-line [guernsey catalogue](#), available from the "Registering Your S.L.F. Licence" link, and make colour changes to suit your own individuality. You can E-mail a written explanation to S.L.F. (based upon any past or present AFL, SANFL or SLF guernsey), and S.L.F. will design it for you. Or you can use a GIF software package to generate your own, using a blank design from the guernsey catalogue, ensuring it meets typical standards, and E-mail this to S.L.F.
- c) Your club song can also play upon entry to your club pages. A 'WAV' file saved on your hard disk will automatically start-up, providing you have the hardware and software. See your weekly "*Club Report*", "*Return Sheet*" or [clubsong.html](#) for details.

4. THE SEASON

- a) While the AFL minor round spans 22 weeks, an SLF season consists of up to 20 weeks of minor round games plus 2 weeks of finals.
- b) Home and away series minor round games are played according to fixtures generated by S.L.F. prior to season commencement. See "*Fixture List*" in your league home page for details.

4.1 FINALS SERIES

- a) One semi-final is contested by 1st (minor premier) and 4th positioned clubs on the premiership ladder. The other semi-final is contested by 2nd and 3rd positioned clubs.
- b) Winners of semi-finals advance to a Grand Final. Losers compete for 3rd place play-off.
- c) All finals are played on neutral ground, "SLF Stadium", capacity 120,000.
- d) Match attendance is double both clubs membership.
- e) Pre-selling tickets, local T.V. coverage, night game scheduling, interchange and emergency players are unavailable to finalist club managers.
- f) Bonus finals game points are awarded to the higher club on the premiership ladder. These bonus points exist only for finalists, to reward the more successful club during the minor rounds. Two bonus points are awarded for each premiership point a club has over their opposition. Thus a club finishing the season with 72 points playing against a club with 64 points (8 premiership points difference), shall obtain 16 bonus-points (ie 2 goals 4 behinds). A maximum of 50 bonus-points exists.
- g) Clubs not competing in finals matches shall play trial games, where ground advantages and operations can be used. In first finals week 5th plays 6th, 7th plays 8th, and 9th plays 10th. Fixtures are reversed for the second finals week.

5. FINANCE RULES

a) All financial payments and income in SLF are automatically calculated and adjustments to your bank balance are performed by the computer. This section provides examples of how business is calculated, which may seem complex at first, but club management skills will develop with experience.

5.1 WAGES

a) Each week players are paid a wage equal to 2% of their player value, rounded down with minimum \$1k. However, if they win, they demand double wages. Tabulated...

Plr Value	Basic wage	Winning wage	Plr Value	Basic wage	Winning wage
\$1-99k	\$1k	\$2k	\$250-299k	\$5k	\$10k
\$100-149k	\$2k	\$4k	\$300-349k	\$6k	\$12k
\$150-199k	\$3k	\$6k	\$350-399k	\$7k	\$14k
\$200-249k	\$4k	\$8k	\$400-449k	\$8k	\$16k

b) The team captain is paid double the above wages, but not less than \$15k (basic) or \$30k (winning), to insure his loyalty, dedication and extra responsibilities. Thus, a player value of at least \$400k is most worthwhile captain.

c) The cost of running of your cheer squad is included in wages. Money, between \$0 and \$20k each week, is needed to supply fans with banners, streamers, flags, floggers, sew-on badges etc.

d) Wages are tallied and deducted from your bank account during normal game playing weeks, but not during initial bidding rounds.

5.2 GATE RECEIPTS

a) Each team receives income from attendances at weekly games. This gate money is determined by the number of attendants and how much profit is made from each ticket sale. "[Match Attendance](#)" section 8 provides details for calculating attendance numbers. Ticket price varies depending whether fans stand in the outer, sit in the covered seats, sit underneath a sliding stadium roof, or are spoilt in the luxury of an executive box.

b) Profits for each club made from each outer ticket is \$1, from each seat ticket is \$6, or \$7 if seats are under a rooftop, and luxurious executive boxes profit only the home team by \$400 each.

c) Pre-sold tickets gain more receipts. Example, if 10% of tickets are pre-sold, you receive 9% extra on outer and seated ticket sale profits. See "[Finance : Pre-Selling Tickets](#)" section 5.4 for details.

d) Profits for each finalist club playing at the "SLF Stadium" are \$4 per ticket.

5.3 GROUND DEVELOPMENT

a) Each ground or oval has a fixed amount of terraced outer, holding a maximum of 25,000 spectators.

b) Additional capacity is gained by building covered grandstand seating. Initially each club has a grandstand with 1000 seats but can be increased to a maximum of 50,000 covered seats. See "[Operation Code : Covered Seating](#)" section 9.1.3 for building details.

c) Further development to boost home match profit is to build executive boxes. Only the home club receives money from executives. Initially each club has 0 boxes, but can build up to 1% of the number of seats in the grandstand, hence maximum boxes when seating is maximised (50,000 seats) is 500 boxes. See "[Operation Code : Executive Boxes](#)" section 9.1.4 for building details.

d) Further development to boost gate takings and eliminate the negative effects of bad weather is to build a retractable roof over your stadium. A rooftop can only be built over maximised (50,000 seats) grandstands. Also, on away weeks, your stadium can be utilized for randomly scheduled (50% chance) rock concerts, alternative sporting and major events, receiving between \$30k-\$50k per event. See "[Operation Code : Stadium Rooftop](#)" section 9.1.5 for building details.

e) The total ground capacity along with individual capacities of outer, seats and boxes is recorded in your "*Club Report*". Maximum ground capacity is $25,000 + 50,000 + 500 = 75,500$.

5.4 PRE-SELLING TICKETS

a) You may pre-sell tickets to any of your home matches. This is useful when the capacity of your ground is incapable of holding the expected number of attendants. Pre-selling tickets reduces the number of fans wanting to attend by the percentage of pre-sold tickets. Example, if the ground capacity only holds 75% of the fans who want to turn up (25% will get locked out), then pre-sell 25% of the tickets to have a full stadium with no lockouts.

b) To partly compensate the reduction of fans wanting to attend, those who do attend in outer and seats will pay a similar percentage extra in ticket price (note the ticket agency keeps 10% of pre-sold ticket profits). Example, crowd reduction of 20% is needed, the crowd that do turn up will pay 20% extra, but the ticket agency takes 10% of 20% (=2%), so you gain 18% extra gate money due to the pre-selling of 20% of tickets. If crowd reduction of 35% is needed, you will gain 31.5% ($35\% - 3.5\%$) extra gate money.

c) Executive box profits are unaffected by pre-selling tickets.

d) See "[Operation Code : Pre-Selling Tickets](#)" section 9.1.6 for selling details.

5.5 SPONSORSHIP DONATIONS

- a) Once every 5 weeks, sponsors donate money to help finance your club in return for promotion of their name. The donation is determined by your sponsorship ratings over each 5 week period. Higher ratings will multiply your rewards. Examples, a constant 5 week rating of 50% will reap about \$100k, 5 weeks at 70% earns about \$300k, 5 weeks at 90% earns about \$600k.
- b) See "[Operation Code : Advertising](#)" section 9.2.1 for boosting sponsorship details.

5.6 VIOLENCE FINES & BONUS

- a) Every 4 out of 5 weeks, the SLF management endorses fines to the 3 most violent clubs in the league. The fine is proportional to the immediate rating of violence. Random selection splits any ties.
- b) Corresponding with violence fines, a sportsmanship bonus is given to the least violent club in the league. The bonus is proportional to the immediate rating of violence. Again, ties are split randomly.
- c) See "[Operation Code : Police Patrols](#)" section 9.2.3 for reducing violence details.

5.7 TELEVISION CONTRACTS

- a) Televised games are shown live to your local town only on Pay-TV. The sporting companies pay big money to show your football team on telly. \$300k is given to your club if yours is the only team televised. Less money is given if other clubs receive TV rights.
- b) See "[Operation Code : Televised Games](#)" section 9.2.4 for television details.

5.8 A.F.L. TIPPING COMPETITION

- a) For each AFL game on the weekend, predict the winning score within a defined score-range. Selectable ranges are -

Code #1	home team to win by 60 or more points
Code #2	home team to win by 25 to 59 points
Code #3	home team to win by 7 to 24 points
Code #5	a game result within 6 points inclusive either way
Code #7	away team to win by 7 to 24 points
Code #8	away team to win by 25 to 59 points
Code #9	away team to win by 60 points or more

Note there are no Code #4 or #6. The home team is always the first written team, regardless of what ground the game is played at.

- b) Tipping points are awarded as follows -
 - 5 tip-points correctly tipping the close game (Code #5)
 - 4 tip-points correctly tipping the thrashing (Code #1 or #9)
 - 3 tip-points tipping any other code correctly
 - 2 tip-points tipping one code number away from the correct code
 - 1 tip-point tipping two code numbers away from the correct code
- c) Win \$5k for each tipping point. A tally of weekly and season tips are kept.
- d) Random code tips are given if you do not post a return sheet.

5.9 BANKRUPTCY

- a) Having insufficient funds during the initial bidding rounds incurs no penalty apart from overdrawing bids being ignored.
- b) If during normal game play you have a bank balance of \$0 and finance transactions in the following week do not get your club out of bankruptcy, both your highest valued player and your highest goalscorer will quit. You will receive two thirds of their player values.

6. INTER-LEAGUE MESSAGES

- a) Postal & E-mail addresses are not distributed by S.L.F. for confidentiality reasons, but you may use a section in the weekly *Return Sheet* to send up to 3 messages to other managers in your league.
- b) Messages get published in the next game report to be seen by all club managers. Use them for suggesting transfer deals, offering advice, personal bragging, or giving witty comments to other clubs in your league. Sending options include ability to publish your message under certain conditions; ie, publish only if you win, only if you lose, only if the receiver wins, only if the receiver loses, or unconditional.
- c) Messages can contain up to 100 characters. Text is limited to basic keyboard characters.
- d) An internet chat-club is set-up on 'Yahoo', visit and register yourself to post instant and unlimited messages to other SLF league members : <http://groups.yahoo.com/group/slf2>

7. YOUR CLUB RATINGS

a) Your club begins with three ratings of 50 out of 100 (50%) for sponsorship, cheer squad, and level of violence. These ratings rise and fall depending on the circumstances of your club, ie winning, scoring, losing margins, number of members, other ratings, weather, finances. Some circumstances are uncontrollable, others can be managed using special operations available to you every turn of SLF.

7.1 SPONSORSHIP RATING

- a) Sponsorship plays a big part in every sport, including SLF. Good relationships with your sponsors are rewarded with rich donations to your club every 5 weeks. See "[Finances : Sponsorship Donations](#)" section 5.5 for donation calculations. Aim for high sponsorship rating to gain high income from happy sponsors. Only disadvantage is fans are less likely to become members of what they consider to be an over-commercialised business.
- b) Improving this rating is done by using the "advert" operation, which involves making payments for advertising, new signs on the boundary fence, TV and radio commercials etc. See "[Operation Code : Advertising](#)" section 9.2.1 for details.
- c) Sponsors appreciate your games being televised, players taking big marks for media publicity, and lots of club members.
- d) After making generous donations, the sponsorship rating will reduce.

7.2 CHEER SQUAD RATING

- a) A good cheer squad encourages home teams to play beyond their capabilities. If your home score is low (due to lack of AFL goals), the cheer squad may help your team score. The cheer squad rating produces a goal for every 6% and a behind for every remaining 1%. ie for rating of 62%, your minimum team score is 10 goals 2 behinds (62 points). This becomes your team's score only if it is higher than your team of SLF player scores. Difference above real scores are made up with "rushed" goals or behinds, which are distributed to randomly selected "HB" and "B" players. Aim for high rating to gain high home scores. The disadvantages are higher costs, and increased violence from vocally abusive ruffians.
- b) Cheer squad ratings from the previous week determine the home team advantage.
- c) Improving this rating is done by using the "func" operation, which involves making small outlays for after-match functions, to attract a family atmosphere in your clubrooms and make kids want to join the cheer squad. See "[Operation Code : After-Match Functions](#)" section 9.2.2 for details.
- d) Aussie kids traditionally follow winning teams and want to see possessions in their own forward line, but bad weather forecasts scare them away.
- e) After being used to boost home team scores, the cheer squad rating will reduce.

7.3 VIOLENCE RATING

- a) Violence in and around every football club is commonplace. The SLF management deter this behaviour by imposing fines nearly every week. Bad publicity from fines discourages your sponsors. See "[Finance : Violence Fines & Bonus](#)" section 5.6 for fines. Aim for low rating to gain less violence fines. But beware, footy supporters aren't keen to follow clubs with a whimpy reputation, and sportsmanship bonuses reduce with lower ratings.
- b) Decreasing this rating is done by using the "police" operation, which involves paying for police and security patrols. See the "[Operation Code : Police Patrols](#)" section 9.2.3 for details.
- c) Fans get violent if their team loses, gets thrashed, or gives away too many free kicks, or if they get locked out of a capacity stadium.
- d) The least violent club in the league also gets a bonus for good sporting repute. See "[Finance : Violence Fines & Bonus](#)" section 5.6 for bonuses.
- e) After fines and bonuses are awarded, the violence rating will reduce and increase respectively.

7.4 MEMBERSHIPS

- a) Members are the main priority in clubs of any kind. These people fund your club from gate takings.
- b) Number of members is initially 8000, and varies with successful club management and team scores. You may quickly increase or decrease members with operations, see "[Operation Code : Marketing](#)" section 9.1.1 to increase and "[Operation Code : Merchandising](#)" section 9.1.2 to decrease membership numbers before match-day, or see "[Operation Code : Marketing](#)" section 9.3.1 to increase and "[Operation Code : Merchandising](#)" section 9.3.2 to decrease membership numbers after match-day.
- c) Maximum membership is 30000.

8. MATCH ATTENDANCE

- a) Attendances depend on club memberships, weather, grandstand seating, ground capacity, stadium rooftop, pre-sold tickets, whether the game is at night, and/or whether it is televised to the home town.
- b) Only the home team manager need worry about the attendance, as it is his club who suffers if fans are locked out from his ground, and only he can pre-sell match tickets.

8.1 CROWD DISTRIBUTION

- a) Executive boxes always sell out. The crowd then disperse evenly into the outer and covered seats. If either the outer or covered seats fill to capacity, the remainder of the crowd head for the other vacant area. If all areas fill, a capacity crowd is obtained, and remaining fans who want to watch the match will be locked out.
- b) If fans are locked out, home crowd membership drops, and there will be trouble outside the ground. One in every ten of the lockouts will relinquish his membership. Pre-sell tickets to minimise the number of lockouts, or develop your ground capacity.

8.2 ATTENDANCE FACTORS

- a) The standard and maximum amount of fans who want to watch a match is twice the home teams membership (each member wants to take a friend) plus once the away teams membership.
- b) You must then multiply this by a weather quality percentage (between 50-100% of fans turn up in various weather conditions), see next section.
- c) If operated, a televised match to the home crowd reduces numbers by another 20%.
- d) A night game influences up to 20% more people, but your attendance cannot exceed the maximum amount of fans.
- e) If you pre-sell tickets, you must multiply the number of fans wanting to watch by (100% – % percentage of pre-sold tickets).
- f) Attendance cannot be greater than the home club's ground capacity.

8.3 WEATHER CONDITIONS

- a) Certain weather conditions deter some people from going anywhere. If you protect footy fans from the elements with grandstands, less will stay home. The following table shows what percentage of the maximum (twice home plus once away) members will want to attend the game under various weather conditions, amounts of covered seats, and if you have a retractable rooftop over your stadium.
- b) Ground capacity and amount of pre-sold tickets determine how many fans actually attend.

Weather forecast	Number of seats (in thousands)										Roof-Top
	5	10	15	20	25	30	35	40	45	50	
Antarctic conditions	51%	52%	53%	54%	55%	56%	57%	58%	59%	60%	100%
Rainy day	61%	62%	63%	64%	65%	66%	67%	68%	69%	70%	100%
Cold and windy day	71%	72%	73%	74%	75%	76%	77%	78%	79%	80%	100%
Hot sunshine	81%	82%	83%	84%	85%	86%	87%	88%	89%	90%	100%
Good weather	91%	92%	93%	94%	95%	96%	97%	98%	99%	100%	100%
Perfect weather	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

8.4 ATTENDANCE CALCULATION EXAMPLES

- a) Home membership is 12000, away team membership is 10000. The maximum expected crowd is $(2 \times 12000) + 10000 = 24000 + 10000 = 34000$.
- b) Weather forecast is cold, you have 15000 covered seats, and no rooftop. From table above, weather quality means 73% of fans will turn up. Using previous example, the expected crowd is now $34000 \times 73 \div 100 = 24820$.
- c) You request a night game, thus influence 20% more fans. Using above examples, the expected crowd is now $34000 \times (73 + 20) \div 100 = 31620$.
- d) Your ground capacity is 26000 and you wish to sell sufficient tickets to fit fans in stadium. Using the above expected crowd example, your ground can only hold 82% of them (calculated from $26000 \div 31620 \times 100$, rounded down). You will need to pre-sell 18% of the tickets (calculated from $100 - 82\%$).

9. OPERATION CODES

- a) All managers can make up to 10 special club operations in each round. Although all processing occurs on the weekend of each round, in the simulated league of football management, your operations are performed in 3 separate stages. This allows some understanding of when your operations and finances are ordered.
- b) This "Operation Codes" section is sub-divided into the 3 stages of '[Pre-MatchDay Operations](#)', '[MatchDay Operations](#)' and '[Post-MatchDay Operations](#)'. Details of all available operations are here, with an example of the correct op-code word to use and the necessary data to accompany it.
- c) Your weekly "*Return Sheet*" has a "*Club Operations*" section, where selections are entered. Op-code words can be chosen from a pull down menu selection box. Numeric amounts to coincide with the majority of operations must be typed in a text entry box. Special text amounts for a minority of operations need be selected from a neighbouring pull down menu. Player numbers must be typed into the text entry box next to "Plr. No.", if necessary.
- d) Your entries are validated on-line, and you are alerted if values exceed limits for each operation.
- e) A "Note:" box provides you with specific information about your selected operation. If a note does not appear, then you have not yet provided sufficient information in the entry boxes. The information is supposed to be correct, but S.L.F. will not accept liability for any discrepancies between the note value and actual value calculated during weekend processing.
- f) The sub-sections provide examples and formulae for calculating costs (if any) to perform each operation.

9.1 PRE-MATCHDAY OPERATIONS

- a) Your "*Return Sheet*" has three lines available for any of the following operations.
- b) These operations are performed in order of your requests.
- c) No financial transactions are performed before these operations are processed.

9.1.1 MARKETING

eg Op.X [MARKET] Amount [12] [] Plr No. []

- a) Money may be spent on marketing (example \$12k) to improve the membership of your club. The effect of marketing is variable, a good result (winning, scoring) and good club ratings that week will gain more glory seeking members. Consistent marketing at modest levels is more effective than occasional hypes.
- b) Members gained before match-day will want attend the weekend game.
- c) Cost in \$k = amount spent on marketing.
- d) Valid amounts range from \$1k to \$20k.
- e) Your club may use only one market operation per turn.

9.1.2 MERCHANDISING

eg Op.X [MERCH] Amount [15] [] Plr No. []

- a) Additional income (example \$15k) can be gained from profits made from merchandising (selling goods to the fans). Occasional heavy merchandising gains profit from fanatics who buy club scarves, guernseys, beanies, quilt covers in club colours, mugs with club logo. Frequent small merchandising reduces your membership badly, as fans realise they're being continuously ripped off. Membership loss depends on amount of profit, a bad game result and your ratings that week, since fans hate buying goods from an embarrassing unsuccessful club.
- b) Members lost before match-day will not attend the weekend game.
- c) Your bank balance is increased by the amount merchandised, in \$k.
- d) Valid amounts range from \$1k to \$60k.
- e) Your club may use only one merchandising operation per turn.

9.1.3 COVERED SEATING

eg Op.X [SEAT] Amount [5000] [] Plr No. []

- a) Build new covered seats (example will build 5000 seats), in order to improve capacity of stadium, and allow more members to pay the inflated price of grandstand tickets. The cost of building seats is calculated by formula, which takes into consideration the number of profitable home games you have remaining in the minor round season, and works out more cost effective if you build in bulk, just like in real life.
- b) Cost in \$ = (new seats to build × 3) × (number of home games remaining + 1) + 20000
Cost to build example 5000 seats with 9 home games left = (5000×3)×(9+1)+20000 = 15000×10+20000 = \$170000.
- c) Valid amounts range from 500 to 20000 seats. Maximum seats = 50,000.
- d) Covered seating is built immediately, before the weekend game.
- e) If you ask to build more seats than you can afford, the contractors will continue to build 500 seats at a time until your finances run out. If you attempt to exceed the maximum seating, the contractor will continue to build 500 seats at a time until your grandstand room runs out.
- f) Clubs are recommended to use only one seating operation per turn.

9.1.4 EXECUTIVE BOXES

eg Op.X [BOX] Amount [100] [] Plr No. []

- a) Build new executive boxes (example 100), in order to improve capacity of stadium, and allow more members to pay the inflated price of executive boxes, where all profits go to the home club. The cost of building boxes is calculated by formula, which takes into consideration the number of profitable home games you have remaining in the minor round season, and works out more cost effective if you build in bulk, just like in real life.
- b) Cost in \$ = (new boxes to build × 150) × (number of home games remaining + 1) + 5000
Cost to build example 100 boxes with 5 home games left = (100×150)×(5+1)+5000 = 15000×6+5000 = \$95000.
- c) Valid amounts range from 5 to 200. Maximum boxes = 1% of your covered seats.
- d) Executive boxes are built immediately, before the weekend game.
- e) If you ask to build more boxes than you can afford, the contractors will continue to build 5 boxes at a time until your finances run out. If you attempt to exceed the maximum boxes, the contractors will continue to build 5 boxes at a time until your executive box room runs out.
- f) Clubs are recommended to use only one box operation per turn.

9.1.5 STADIUM ROOFTOP

eg Op.X [ROOFTOP] Amount [] [] Plr No. []

- a) Build a retracting roof over your stadium, which eliminates the effects of bad weather on your expected attendance, enforces a higher grandstand ticket price, and allows beneficial stadium usage for alternative functions. The cost of building a rooftop is calculated by formula, which takes into consideration the number of profitable home games you have remaining in the minor round season.
- b) Cost in \$ = 60000 × (number of home games remaining + 1)
Cost to build a rooftop with 4 home games left = 60000×(4+1) = \$300000.
- c) You must have grandstands with a total capacity of 50,000 seats before a rooftop can be built.
- d) Retracting rooftop is built immediately, before the weekend game.
- e) Your stadium may have only one rooftop built.

9.1.6 PRE-SELLING TICKETS

eg Op.X [TICKET] Amount [20] [] Plr No. []

- a) Reduces the amount of people wanting to watch a game by the "ticket" percentage amount (example 20%). See "Match Attendance" section 8 for calculating expectant crowds. All attendees pay similar percentage more for their ticket. You lose small percentage of gate money to the booking agent who sells tickets. See "[Finance : Pre-Selling Tickets](#)" section 5.4 for details.
- b) Valid amounts range from 0 to 50%, and must be whole numbers.
- c) A note on the "*Return Sheet*" calculates the number of fans who wish to attend the game. This amount includes the effects of Night-Game and Television coverage, but does not allow for extra members gained or lost during pre-match operations.
- d) Your club may use one pre-sell ticket operation on home game week only.

9.1.7 DE-LISTING A PLAYER

eg Op.X [DELIST] Amount [] [] Plr No. [193]

- a) Any of your players can be delisted (omitted) from your squad any week (example player 193 is delisted). The player will quit and become a free agent. Your club will receive his delist value, which is 2/3 his final player value, rounded down to nearest \$1k.
- b) Delist players to make room in your squad for better ones, or to redeem cash, or to lower your wages bill.
- c) You may delist a player that you have on the Draft or Poach List.
- d) If a player is delisted before match-day, he may not be selected to play in your team.
- e) You cannot delist a useful player if you cannot mathematically make the SLF Finals. A useful player is one who plays AFL this weekend. The mathematics presumes the delisting team will win all, and 4th position will lose all, their remaining games, and ignores percentage and match fixture impossibilities.
- f) You can delist as many players as you like per turn.

9.1.8 EVADING A PLAYER POACH

eg Op.X [RENEW] Amount [] [] Plr No. [229]

- a) If a club attempts to poach one of your players (he is on the Poach List), you can guarantee keeping him by renewing his contract (example player 229 gets new contract value equal to his poach offer). All bids for that player from other clubs are rejected, and he will need to be poached again in order to be traded
- b) Your contract payment (cost) will depend on the player value before the weekend game. If player value is \$100k or less, you must pay the difference between his player value, and the "poach" offer. If player value is more than \$100k, you must pay his player value, to effectively double his player value.
- c) The new player value becomes his player value plus the contract payment. This is either the "poach" offer, or double his 'pre-game' player value (see above).
- d) The new player value is revealed to all in the weekly "*Tradings*" page.

- e) You must have sufficient money to renew a contract, else the "renew" will not proceed.
- f) You may risk not paying, and hope that no manager successfully "bid"s that week. If this occurs, the player remains yours at no extra cost and he will need to be poached again in order to be traded. However, a successful "bid" means you will lose the player, but gain three quarters of the "bid" amount.
- g) Your next "Club Report" tells you how many bids were submitted on that player by other managers.
- h) A contract renewal amount is not required (it is computed) if the player is evading a poach.
- i) See "[Operation Codes : Poach Attempt On A Player](#)" section 9.3.8 for details.

9.1.9 INCREASING A PLAYER VALUE

eg Op.X [RENEW] Amount [400] [] Plr No. [138]

- a) Renewing a player with a requested contract amount shall effectively increase a player value to that amount (example player 138 gets new contract value of \$400k). Under no circumstances can you reduce a player's value.
- b) Your contract payment (cost) is the difference between the player value after the weekend games, and the new contract "renew" amount. The "renew" amount must be greater than the player value.
- c) The new player value ("renew" amount) is revealed to all in the weekly "Tradings" page.
- d) You must have sufficient money, and the player, to renew his contract.
- e) You cannot "renew" to a requested contract amount if the player is evading a poach.

9.1.10 SCOUT A PLAYER OF KNOWN NUMBER

eg Op.X [SCOUT] Amount [] [] Plr No. [666]

- a) You get information about any player in the league if you know his SLF player number. Enter the number (example give info of player 666), to receive data such as his real AFL team, real goals and behinds this AFL season, SLF team (if any), SLF position, player value (if owned), and of course his name. Only you receive this information.
- b) Scouting is available pre-match and/or post-match. Identical information is received as post-match, ie all player stats, values, and teams are as they stand after the weekend games and transfers.
- c) It costs nothing to ask the SLF secretary for this information.
- d) You can scout as many players as you like per turn.

9.1.11 SCOUT ANY PLAYER OF KNOWN POSITION

eg Op.X [SCOUT] Amount [] ["C"] Plr No. []

- a) Here you get information about a randomly selected free agent player of any requested position. Select the position from the menu list (example give info of any "C"entre player) to receive player data. Data includes his real AFL team, real goals and behinds this season, his SLF number, and his name. Only you receive this information.
- b) Scouting is available pre-match and/or post-match. Identical information is received as post-match, ie all free agent player stats are as they stand after the weekend games and transfers.
- c) It costs nothing to ask the SLF secretary for this information, who will try his/her best to select a currently playing goal scoring free agent.
- d) You can scout as many players as you like per turn.

9.2 MATCHDAY OPERATIONS

- a) Your "Return Sheet" has three lines available for any of the following operations.
- b) These operations are performed in order of your requests.
- c) Financial transactions of pre-matchday operations are processed before these operations are performed.

9.2.1 ADVERTISING

eg Op.X [ADVERT] Amount [6] [] Plr No. []

- a) Boosts your sponsorship rating by the requested amount (example +6%). The sponsorship rating of your club is an indication of how well your sponsors are prepared to finance your club. See "[Your Club Ratings : Sponsorship](#)" section 7.1 for more detail. The cost of boosting this rating is calculated by formula, which works out more cost effective with small but regular advertising drives.
- b) Cost in \$ = "advert" amount × new sponsorship rating × 100
Cost (example 6%) with old rating at initial 50%, = 6×56×100 = \$33600
- c) Valid amounts range from 1 to 15%. Maximum rating is limited at 100%.
- d) Your club may use only one advertising operation per turn.

9.2.2 AFTER MATCH FUNCTIONS

eg Op.X [FUNC] Amount [5] [] Plr No. []

- a) Boosts your cheer squad rating by the requested amount (example +5%). The cheer squad rating of your club improves your home team score if necessary. See "[Your Club Ratings : Cheer Squad](#)" section 7.2 for more detail. The cost of boosting this rating is calculated by formula, which works out more cost effective with regular small functions.

- b) Cost in \$ = "func" amount × new cheer squad rating × 100
Cost (example 5%) with old rating at initial 50%, = 5×55×100 = \$27500
- c) Valid amounts range from 1 to 15%. Maximum rating is limited at 100%.
- d) Your club may use only one function operation per turn.

9.2.3 POLICE PATROLS

- eg Op.X [POLICE] Amount [4] [] Plr No. []
- a) Lowers your violence rating by the requested amount (example -4%). The violence rating of your club determines the chance of getting and the amount of a fine. See "[Your Club Ratings : Violence](#)" section 7.3 for more detail. The cost of reducing this rating is calculated by formula, which works out more cost effective with regular small police patrols.
 - b) Cost in \$ = "police" amount × old violence rating × 100
Cost (example 4%) with old rating at initial 50%, = 4×50×100 = \$20000
 - c) Valid amounts range from 1 to 15%. Minimum rating is limited at 0%
 - d) Your club may use only one police patrol operation per turn.

9.2.4 TELEVISED GAMES

- eg Op.X [TV] Amount [] [] Plr No. []
- a) Any 4 home or away games in a full season can be telecast live to your local city via Pay-TV. If televising to home fans, 20% opt to stay and watch in their lounge room. If televising an away game, the attendance is unaffected but you lose 20% of the gate money (since your fans who enjoy not having to travel are compensated by home team fans who turn up just to be on telly).
 - b) Cost = \$nil, but lose 20% attendance or gate money.
 - c) TV company payouts depend upon how many other clubs want television. See "[Finance : Television Contracts](#)" section 5.7 for details.
 - d) Your club may use only one television operation per turn.

9.2.5 NIGHT GAME FIXTURE

- eg Op.X [NIGHT] Amount [] [] Plr No. []
- a) Any 2 home games in a full season can be rescheduled by you to be a night game fixture. This means 20% more crowd will want to turn up, all paying 5% extra per ticket. Perfect weather has no influence, but sponsors, drinkers and hooligans enjoy. The cheer squad rating falls, as young kids cannot stay out late.
 - b) Cost = \$5k, for Electricity Trust and your service workers want extra pay.
 - c) Your club may use one night game operation on home game week only.

9.2.6 INTERCHANGE PLAYER

- eg Op.X [I/CHANGE] Amount [] [] Plr No. [241]
- a) Any 4 home or away games in a full season can employ an interchange player to assist your team score. Any squad player can sit on the interchange bench (example player 241). If his AFL score is higher than any of the 3 players in his position (eg 241 is a "HF"), he will replace the lowest scorer of those three. Your team score is then calculated from the interchanged team of 18 players; not all 19. If his AFL score is lower than the selected players, or if the player was already selected in the team, then no team change is made and the opportunity is wasted.
 - b) An "UN"known cannot be selected as interchange player, but may be interchanged out of the team.
 - c) Cost = \$10k to install and officiate each interchange bench, used or not.
 - d) Your club may use only one interchange player per turn.

9.2.7 EMERGENCY PLAYERS

- eg Op.X [EMERG] Amount [] ["HB"] Plr No. []
- a) Any 4 home or away games in a full season can employ emergency players to assist your team score. All unselected/reserve players of your selected position (example "HalfBack" line) will be listed as emergencies. If any team player in your selected position does not play an AFL game on the weekend, they will be replaced by the best reserve in that position who does. For example: One of your 3 selected "HB" players does not play AFL, you have 2 reserve "HB"s, who do play, so the highest scorer of those emergencies will replace the useless "HB" in your team. Your team score is then calculated from the replaced team of 18 players.
 - b) Multiple replacements in the same position line are possible, ie if 2 of the 3 selections do not play AFL, and 2 reserves do play, both reserves will be emergency listed into your team 18.
 - c) If all 3 players of the selected position play AFL, or if none of the reserves in that position play AFL, then no team change is made and the opportunity is wasted.
 - d) "UN"knowns cannot be chosen as emergency line, nor can be replaced from the original selected team.
 - e) Cost = \$10k to install and officiate each emergency list, used or not.
 - f) Your club may use only one emergency list per turn.

9.3 POST MATCHDAY OPERATIONS

- a) Your "Return Sheet" has four lines available for any of the following operations.
- b) These operations are performed in order of all Marketing, Merchandising, Delisting, Removing, or Renewing first, in the order you specify, then followed in order of Bidding for Draft/Poach Listed Players, Bidding for Free Agents, Trading Out, Poaching, Scouting and finally Snooping.
- c) Financial transactions of all pre-matchday and matchday operations, gate takings, football tipping, fines, and sponsorship payouts, are all processed before any of these operations are performed.

9.3.1 MARKETING

eg Op.X [MARKET] Amount [12] [] Plr No. []

- a) Money may be spent on marketing (example \$12k) to improve the membership of your club. The effect of marketing is variable, a good result (winning, scoring) and good club ratings that week will gain more glory seeking members. Consistent marketing at modest levels is more effective than occasional hypes.
- b) Cost in \$k = amount spent on marketing.
- c) Valid amounts range from \$1k to \$20k.
- d) Your club may use only one market operation per turn.

9.3.2 MERCHANDISING

eg Op.X [MERCH] Amount [15] [] Plr No. []

- a) Additional income (example \$15k) can be gained from profits made from merchandising (selling goods to the fans). Occasional heavy merchandising gains profit from fanatics who buy club scarves, guernseys, beanies, quilt covers in club colours, mugs with club logo. Frequent small merchandising reduces your membership badly, as fans realise they are being continuously ripped off. Membership loss depends on amount of profit, a bad game result and your ratings that week, since fans hate buying goods from an embarrassing unsuccessful club.
- b) Your bank balance is increased by the amount merchandised, in \$k.
- c) Valid amounts range from \$1k to \$60k.
- d) Your club may use only one merchandising operation per turn.

9.3.3 BIDDING FOR FREE AGENT

eg Op.X [BID] Amount [100] [] Plr No. [309]

- a) Any free agent player can be purchased during normal weeks of SLF. The player will sign for your club (assuming you have the highest bid) at a player value equal to your "bid" amount (example \$100k bid is made for player 309). You pay the full "bid" amount to the bank.
- b) Equal highest bids are decided by operation number, or if still equal, lowest league position.
- c) A player will not sign if he cannot fit into your squad because of squad limits. A bid is also rejected if you don't have the money.
- d) As player movements occur after the game has been played that week, a signed player cannot be selected to play in the same week as his "bid".
- e) Your next "Club Report" tells you how many bids were submitted on that player by all managers.
- f) You can bid for as many players as you like during normal play.

9.3.4 DE-LISTING A PLAYER

eg Op.X [DELIST] Amount [] [] Plr No. [193]

- a) Any of your players can be delisted (omitted) from your squad any week (example player 193 is delisted). The player will quit and become a free agent. Your club will receive his delist value, which is 2/3 his final player value, rounded down to nearest \$1k.
- b) Delist players to make room in your squad for better ones, or to redeem cash, or to lower your wages bill.
- c) You may delist a player that you have on the Draft or Poach List.
- d) As player movements occur after the game has been played that week, a delisted player can be selected to play the same week as his "delist".
- e) You cannot delist a useful player if you cannot mathematically make the SLF Finals. A useful player is one who plays AFL this weekend. The maths presumes a delisting manager will win all, and 4th position will lose all remaining games, and ignores percentage and match fixture impossibilities.
- f) You can delist as many players as you like per turn.

9.3.5 TRADING OUT A PLAYER ONTO DRAFT LIST

eg Op.X [OUT] Amount [210] [] Plr No. [125]

- a) Any of your players can be placed onto the Draft List so other clubs have an opportunity to buy at a starting bid price (example player 125 placed on Draft List for \$210k). The player goes onto a Draft List, which is printed on the weekly "Tradings" page. All managers then have opportunity to sign him the following week. Their "bids" must be at least the draft price, which for the first week is your "out" amount. When drafted, your club will receive the highest "bid" amount.

- b) The maximum amount you can "out" a player on the Draft List is double his player value, or \$400k if his post-game player value is less than \$200k. The minimum amount you can "out" a player is his delist value (2/3 his player value); any less than this and he will immediately quit your club from embarrassment.
- c) The player will remain on the Draft List, and his draft price reduces by 10% each week, until 1 of 5 things happen: 1) The player is signed by another club using a "bid" operation, 2) You decide to remove the player from the list using a "remove" operation, 3) The player is approached by another club using a "poach" operation, 4) The player draft price goes below his delist value (2/3 his player value) so he quits, or 5) You "delist" him yourself. If 3) occurs, the player remains yours but moves onto the higher priced Poach List for a week. If 4) or 5) occurs, the player becomes a free agent, and your club receives his delisting value.
- d) You cannot draft out a player who, in the same week, is on or removed from the Draft List, or is on the Poach List.
- e) You cannot draft out a useful player if you cannot mathematically make the SLF Finals. A useful player is one who plays AFL this weekend. The maths presumes a drafting manager will win all, and 4th position will lose all remaining games, and ignores percentage and match fixture impossibilities.
- f) You can draft out as many players as you like per turn.

9.3.6 DRAFTING IN A PLAYER

eg Op.X [BID] Amount [289] [] Plr No. [632]

- a) Any player on either the Draft List or Poach List can sign to the highest bidder (example bid \$289k for player 632). The "bid" amount must be at least the price indicated on the most recent list, and cannot be greater than double that price. The player immediately signs with your club, assuming you have the highest bid, at a player value equal to your "bid" amount.
- b) Equal highest bids are decided by operation number (first wins), or if still equal, lowest league position. However, if the player is on the Poach List and the original poacher has an equal highest bid, he wins regardless.
- c) Your bid is rejected if the player cannot fit into your squad because of squad limits.
- d) Your bid is rejected if you don't have the money.
- e) If successful, the "bid" amount is subtracted from your bank account. If the player was on the Poach List, and you were the original poacher, you only need pay 75% (100% – 10% deposit – 15% rebate) of the "bid" amount (refer "[Operation Codes : Poach Attempt On A Player](#)" section 9.3.8 for discount details).
- f) If the player was on the Draft List, the selling club will gain the "bid" amount. If the player was on the Poach List, the selling club will gain three quarters of the "bid" amount. However, if the selling club is yourself, you only gain his pre-sale player value.
- g) Your next "*Club Report*" tells you how many bids were submitted on that player by all managers.
- h) You can draft in as many players as allowed per turn.

9.3.7 REMOVING PLAYER FROM DRAFT LIST

eg Op.X [REMOVE] Amount [] [] Plr No. [704]

- a) Any of your players on the Draft List can be taken off the Draft List (example player 704 is removed). The player will remain with your club, regardless whether any other club attempts to "bid" for him.
- b) There is a small fee equal to 5% of his most recent draft price.

9.3.8 POACH ATTEMPT ON A PLAYER

eg Op.X [POACH] Amount [360] [] Plr No. [411]

- a) You may ask any player in another club if he would like to join your club. A "poach" amount is offered to his present club, which is basically the minimum amount you wish to spend in order to sign that player (example player 411 has poach attempt for \$360k). The player will appear on a Poach List, which is printed on the "*Tradings*" page of your weekly league pages.
- b) For the following week only, all clubs have the opportunity to "bid" for that player. The minimum bid being the "poach" amount and maximum bid being twice that. Only you (the poacher) and the owning manager know the value of this "poach" amount. The highest valid bidding club will sign the poached player, providing the owning manager does not increase his players contract with the "[renew](#)" operation, section 9.1.6 or 9.3.9.
- c) You (the original poacher) will also need to put in a "bid" the following week, and if successful, you will get a modest rebate of 15% off the bid, which over compensates the 5% persuasion fee (see below). A valid bid will also ensure you are refunded your 10% deposit (see below).
- d) The minimum "poach" amount is double the current player value. The maximum poach offer is 4 times the player value, or \$200k if the player value is less than \$50k.
- e) Unknown player values can be obtained using a calculated guess, or the "[scout](#)" operation, section 9.3.11.
- f) Poach operations are performed after the weekend games have been played, after player values have increased due to weekend game play/scores/stats, and after most operations including the value increasing "[renew](#)" operation, section 9.3.10. Thus you need to allow for player value increase if using a scouted player value from the previous week.
- g) If your "poach" amount is too low or too high, the poach will be rejected. You will be notified of the required amount in your next "*Club Report*".

- h) A player will not consider joining your club if you have no room in his position line, or your squad has maximum numbers, thus your poach offer will be rejected.
- i) A poach is rejected if your bank balance is less than the "poach" amount.
- j) A poach attempt on a team captain, from this weekend game only, will be rejected because of his club loyalty. Previous week(s) captain(s), if not same player, can be poached. Note: a "bid" on a team captain already on the Poach or Draft List will be processed as normal, hence swapping captaincy after a regular player is Poach Listed will not avoid losing the new captain.
- k) A club cannot have more than 3 of its players poached in any one week. If more than 3 successful poach attempts are made on the same club, priority is given to operation number, then lowest league positioned poacher.
- l) You can poach as many players as you like per turn, but the total of all your poach amounts cannot exceed twice your bank balance.
- m) A deposit of 10% of the "poach" amount is charged for a successful poach attempt. This is fully refunded when a valid "bid" (highest or not) is submitted the following week.
- n) A persuasion fee of 5% of the "poach" amount is charged for every poach operation, whether it be successful or not. This fee covers travel, wining, dining and other costly persuasive maneuvers.
- o) Poaching is only available to clubs who can mathematically make the finals. The maths presumes a poacher will win all and 4th position will lose all remaining games, and ignores percentage and match fixture impossibilities.
- p) Poaching is not available to any club during SLF Finals weeks.

9.3.9 EVADING A PLAYER POACH

eg Op.X [RENEW] Amount [] [] Plr No. [229]

- a) If a club attempts to poach one of your players (he is on the Poach List), you can guarantee keeping him by renewing his contract (example player 229 gets new contract value equal to his poach offer). All bids for that player from other clubs are rejected, and he will need to be poached again in order to be traded
- b) Your contract payment (cost) will depend on the player value before the weekend game. If player value is \$100k or less, you must pay the difference between his player value, and the "poach" offer, minus any player value increase due to the weekend game. If player value is more than \$100k, you must pay his player value, minus any player value increase due to the weekend game, to effectively double his 'pre-game' player value.
- c) The new player value becomes his player value plus the contract payment. This is either the "poach" offer, or double his 'pre-game' player value (see above).
- d) The new player value is revealed to all in the weekly "Tradings" page.
- e) You must have sufficient money to renew a contract, else the "renew" will not be valid.
- f) You may risk not paying, and hope that no manager successfully "bid"s that week. If this occurs, the player remains yours at no extra cost and he will need to be poached again in order to be traded. However, a successful "bid" means you will lose the player, and gain three quarters of the "bid" amount.
- g) Your next "Club Report" tells you how many bids other managers submitted on that player.
- h) A contract renewal amount is not required (it is computed) if the player is evading a poach.
- i) See "[Operation Codes : Poach Attempt On A Player](#)" section 9.3.8 for details.

9.3.10 INCREASING A PLAYER VALUE

eg Op.X [RENEW] Amount [400] [] Plr No. [138]

- a) Renewing a player with a requested contract amount shall effectively increase a player value to that amount (example player 138 gets new contract value of \$400k). Under no circumstances can you reduce a player's value.
- b) Your contract payment (cost) is the difference between the player value after the weekend games, and the new contract "renew" amount. The "renew" amount must be greater than the player value.
- c) The new player value ("renew" amount) is revealed to all in the weekly "Tradings" page.
- d) You must have sufficient money, and the player, to renew his contract.
- e) You cannot "renew" to a requested contract amount if the player is evading a poach.

9.3.11 SCOUT A PLAYER OF KNOWN NUMBER

eg Op.X [SCOUT] Amount [] [] Plr No. [666]

- a) You get information about any player in the league if you know his SLF player number. Enter the number (example give info of player 666), to receive data such as his real AFL team, real goals and behinds this AFL season, SLF team (if any), SLF position, player value (if owned), and of course his name. Only you receive this information.
- b) Scouting is available pre-match and/or post-match. Identical information is received as post-match, ie all player stats, values, and teams are as they stand after the weekend games and transfers.
- c) It costs nothing to ask the SLF secretary for this information.
- d) You can scout as many players as you like per turn.

9.3.12 SCOUT ANY PLAYER OF KNOWN POSITION

eg Op.X [SCOUT] Amount [] ["C"] Plr No. []

- a) Here you get information about a randomly selected free agent player of any requested position. Select the position from the menu list (example give info of any "C"entre player) to receive player data. Data includes his real AFL team, real goals and behinds this season, his SLF number, and his name. Only you receive this information.
- b) Scouting is available pre-match and/or post-match. Identical information is received as post-match, ie all free agent player stats are as they stand after the weekend games and transfers.
- c) It costs nothing to ask the SLF secretary for this information, who will try his/her best to select a currently playing goal scoring free agent.
- d) You can scout as many players as you like per turn.

9.3.13 SNOOPING OTHER CLUBS BANK BALANCE

eg Op.X [SNOOP] Amount [] [[NG]] Plr No. []

- a) Bank balances are usually confidential, but to find out how financial any other club is, you can employ snoopers. Select the SLF club initials from the menu list (example gets balance of club [NG]), to receive an approximate bank balance of that club. The snooped figure is within 10% of the clubs exact bank balance. Snooping occurs after all weekly operations are performed and paid for. Only you receive this information.
- b) It costs 1% of your own bank balance at snoop-time to pay snoop fees.
- c) You can snoop as many clubs as you like per turn.