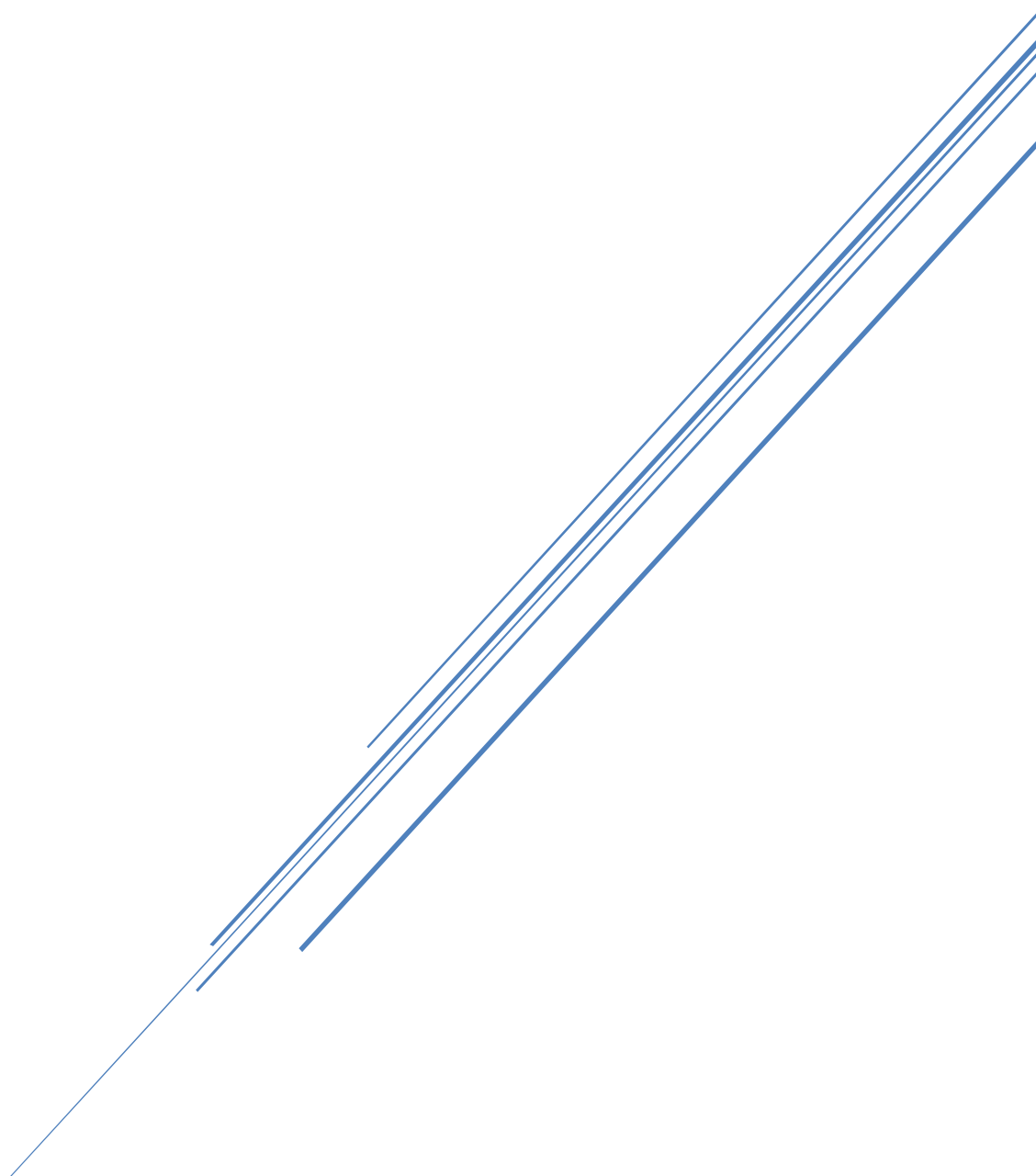


EINNEK FOOTBALL RULE BOOK



V2020.05
Revised 10 October 2020

Introducing Einnek Football

Einek Football was founded 1982 as a play-by-mail game and has had many years of success, involving hundreds of managers. The game transferred onto the Internet as a fully on-line game in 2001. Unlike most other football management games, the format of the Einnek Football ensures every side is managed by a real person which makes the game a proper competition.

The game itself is fully computerised, using software applications written and developed exclusively for Einnek Football.

The game does not use real players or teams. This is to ensure each manager has total control over their side's fortunes rather than real life events and to enable everyone to play the game in the style they choose. Remember, this is the game that puts **YOU** in charge. The success or failure of your side is down to the decisions you make as manager.

Game Overview

Einek Football is a football management game. As a manager in the game you control a fictitious football team through a full season of league matches, youth matches, EFA and Youth Cups. There are no real teams and no real players; instead, the players have various ratings to tell you their level of skill, how aggressive or fit they are. These ratings may alter from week to week depending upon the events of your recent fixtures.

In addition to picking your side for each match you will need to negotiate transfers, take training and deal with your player's demands. You will be required to develop your stadium, set admission prices, and cope with whatever issues face your club, just like running a real football club.

You are free to run your side in whatever way you see fit; spending hours or minutes each week is entirely up to you. You will need to make sure you submit your team selection for each match via the website before the announced deadline date. These selections are then processed, games played, and the results forwarded to the respective managers and published on the website.

The game is free to play but any donations are gratefully accepted which help to cover domain fees, server costs and the process of maintaining the game.

The Online Game

The Internet version of Einnek Football grew out of the old play-by-mail game originally created by Kennie J. Young.

Following the decision of Andy Parton to stop running the play-by-mail game in early 2002, Richard Balfre in discussion with Kennie turned to the Internet to keep the game alive.

Development of the Internet game was quick, and Richard launched the game during the first week of June 2002. Response from old PBM players was incredibly positive and the first games in the new Internet version of Einnek One were played on 25th June 2002.

Major revamps of the game occurred in June 2007 and August 2017 when what is popularly called Next Generation Einnek (NGE) was started. The new version cleared up many rule anomalies that had developed over the years and brought in measures to stop managers artificially manipulating the game unfairly.

Help, Assistance & Questions

Although in its basic form Einnek Football is an easy game to play, it is a real challenge to master. If you ever have any questions or suggestions regarding the game or just need some advice, you can use one of the following:

- Email Richard, your Games Master (GM) using richard{at}einek2.co.uk,
- Use the Einnek Football Web Forum to discuss your question or suggestion with other managers,
- Use the Einnek Football WhatsApp group,
- You can contact another manager directly to try and gain some assistance. There are several experienced managers in the game who will be more than glad to help. Your GM can put you in touch with a couple of them if you wish.

Taking Over a Team

When a manager takes over an existing team, they can change various things. The full list of potential changes are as follows:

- Team Name (no real names allowed)
- Ground Name (no real grounds allowed)
- Physio (no real names allowed)
- Home Shirt Colours
- Away Shirt Colours
- Team Captain

The previous history of the side will be retained on the website to provide a full history of the game.

Game Format

Einek Football is split into three main areas – Senior, Youth and International.

Senior matches are the lifeblood of the game. Your side's reputation and status ultimately depend on results in the senior Einnek leagues and the EFA Cup.

The Youth League is a separate competition where you can develop the younger, inexperienced members at your club with competitive football. While the kudos for success in the youth leagues will be high, the nurturing of a fresh young talent into a top-class professional is seen by many as a top-class achievement.

Your top performing players will see their endeavours rewarded with international recognition either at full international level or in the B team competition. Younger players are also eligible for selection in the youth internationals. The more international appearance a player makes the more potential he has of increasing his skill level.

League Matches

Each Einnek league, both senior and youth is divided into four divisions, each consisting of 12 teams. Teams play each other home and away over the course of the season. There is promotion and relegation for the top and bottom three teams in each division after the conclusion of each season.

Season One Exception Rule: At the end of Season One of any Einnek League, the standard promotion and relegation rules are not used. The higher a side finishes in its division will determine which division they are in for Season Two. For example, the Winners, Runners-Up and third placed sides in each division will make up the Premier Division with the sides finishing in the next three places with form Division One and so on.

The outcome of each league match has the usual three possible results; home win, away win or draw. League points are awarded based on the match result; 3 points for a victory, 1 point each in the event of a draw. A bonus point is awarded if a team scores three or more goals in that match.

During a match, players run the risk of injury and are subject to disciplinary action if the match officials deem it necessary.

As well as league points, each side can earn Youth Points (explained in more detail later in this rule book) through the results of league fixtures. The youth point rewards gained depend on the type of fixture played as follows:

| Fixture Type | Result | Home Team Youth Points Awarded | Away Team Youth Points Awarded |
|---------------------|------------------|---------------------------------------|---------------------------------------|
| SENIOR | HOME WIN | 8 | 10 |
| SENIOR | DRAW | 4 | 5 |
| SENIOR | AWAY LOSS | 0 | 0 |
| YOUTH | HOME WIN | 3 | 4 |
| YOUTH | DRAW | 1 | 2 |
| YOUTH | AWAY LOSS | 0 | 0 |

Injuries & Suspensions

Players can get injured at any time during a game. Any player selected for a game when not fully fit is potentially more prone to further injury. Therefore, a manager must weigh up the risk of selecting any player when they are not fully fit. Over the course of their careers players who are injury prone will be more liable to pick up knocks as they get older.

Suspensions resulting from yellow and red cards can also occur during a league fixture. Again, a manager will need to pay close attention to potential suspensions as a player reaches a set number of cautions received in a season.

Weekly Player Awards

Each week there is a special award which is given to the overall Player of the Week (POTW). The Player of the Week sees his skill level rise by one point or to skill 6 if the player was not already a skill 5. This award sees the respective players receive a new complement of WACS.

The Einnek Youth League

Every side in Einnek Football has its own youth team which plays in the Einnek Youth League. The youth ranks are where managers can see how younger talent performs and decide if they are ready for full first team football.

Players under 23 years of age are eligible for youth team football and they have a specific youth skill level which can range from youth skill 1 to youth skill 10. Please note: At the higher skill levels, youth skills do not equate to the same senior skill level.

In a youth league fixture, differently to a senior league fixture; one player per team will increase in youth skill. The lowest youth skilled player in the match day selection (including substitutes) with the highest individual rating will rise in skill to a maximum youth skill level of 10. If all the players in a team are youth skill 10, then no youth skill award will be given.

EFA & Youth Cups

The Einnek Football Association Cup and the Einnek Youth Cup are contested each season, with every registered side competing in a straight knock-out competition. The outcome of each cup fixture must be decided in one game. If scores are level after the completion of the regulation 90 minutes, sudden death extra time is played until one side scores.

As well as progressing to the next round, there prize money for winning every fixture. However, there is the potential for player injuries and suspensions just like a league match.

Players **DO NOT** rise or fall in skill based on performances and results as they do in League games, although up to and including the Semi-Finals, there is a Player of the Round selected and this player rises in skill.

To improve the kudos for progressing in the cup competitions, the prizes have been made more attractive to encourage a true contest without tactically contrived team selections.

The winning side in every cup fixture receives eight Youth Points, while a side losing in extra time will receive three bonus Youth Points.

In the first round of the cups, some sides will receive a bye into the second round. These sides will be the teams are randomly selected as part of the draw process.

Non-League Football

Sides outside the four divisions of an Einnek league are considered non-league clubs. These teams are based all over the world and send their scouts to most Einnek fixtures looking for suitable players to join their clubs.

They may purchase players from the Transfer List; in fact, virtually no player will be left unsold as non-league clubs pay rock bottom prices for unwanted Einnek players.

A number of these players may well develop their skills in non-league and be made available by their respective clubs for a return to the full Einnek game. These players are generally available at lower prices than similar talent already in the game and a shrewd manager can pick up a potential star for very little outlay.

On occasions, in the event of a shortage of suitable players, international selectors may approach non-league clubs to complete their squads for a fixture. This is especially true at B international level where it will be rare for skill 3 or below players to receive international recognition.

International Football

During a season, all players will have the opportunity to play at International level in the 16 team Einnek World Cup. Caps are awarded for selection and this will raise a player's status and value in the game.

Players who are not quite at the level to play full internationals are able to gain further experience at the second tier of international at 'B' level. In Season One (and possibly Two) of a new Einnek Game there are no B internationals as the range of players is not fully developed.

Players under the age of 23 years are also eligible to play at youth international level. They cannot play at both levels in the same game turn but can play in both if internationals are played at different times.

All international fixtures are played following a league or cup turn. Players who play in international matches will not miss any club fixtures but could pick up injuries on international duty and will still have the injury when they return to their club.

All international selections are made using two criteria. Players selected in the starting eleven for their club sides last fixture will be given preference over those who only made the substitutes' bench. The International Rating (IR) system is then used to rank the players, with the highest rated players earning selection.

There are some criteria which would see a player deemed ineligible for international selection:

- Players with negative form. This includes the captain, who will not be selected, but will retain the captaincy for the next game if that next game is in the current season.
- Players who did not play in the starting eleven or on the substitute's bench for their club's last corresponding fixture. This includes both injured and suspended players.
- Players whose fitness level is below 5.
- Any player who was sin binned twice in their countries previous international fixture.

Competition Prizes

Senior & Youth Leagues

Each Einnek League has the following competitions and prizes. The prizes are the same for each division be it the Premier or Division Three.

| Position | Senior League Game Prize | Youth League Game Prize |
|----------|-------------------------------|-------------------------------|
| 1st | £5m Game Money + Promotion | £3m Game Money + Promotion |
| 2nd | £2.5m Game Money + Promotion | £1.5m Game Money + Promotion |
| 3rd | £1.5m Game Money + Promotion | £1m Game Money + Promotion |
| 4th | £1.25m Game Money | £900k Game Money |
| 5th | £1m Game Money | £850k Game Money |
| 6th | £950k Game Money | £800k Game Money |
| 7th | £900k Game Money | £750k Game Money |
| 8th | £850k Game Money | £700k Game Money |
| 9th | £800k Game Money | £600k Game Money |
| 10th | £700k Game Money + Relegation | £400k Game Money + Relegation |
| 11th | £700k Game Money + Relegation | £350k Game Money + Relegation |
| 12th | £700k Game Money + Relegation | £300k Game Money + Relegation |

The EFA & Youth Cups

Both the Einnek Football Association Cup and the Einnek Youth Cup carry prizes based on the round a team reaches as they progress through the competition. These prizes are awarded at the end of the season.

| Round | Senior Cup Game Prize | Youth Cup Game Prize |
|----------------|-----------------------|----------------------|
| Winners | £3m Game Money | £2.5m Game Money |
| Final | £2m Game Money | £1.5m Game Money |
| Semi Finals | £1m Game Money | £900k Game Money |
| Quarter Finals | £750k Game Money | £750k Game Money |
| Third Round | £500k Game Money | £500k Game Money |

Running Your Side

For each senior and youth fixture, you must pick a starting team of eleven players and four substitutes to make up your team. You cannot play severely injured players (*below fitness 5*) or those who are suspended so it is imperative you have a squad able to cope with such issues.

You will need to decide a formation of defenders, midfielders, and attackers from the approved list of official Einnek formations. Your four substitutes can be from any position with a substitute goalkeeper optional. However, be warned should your first-choice keeper get injured or sent off during a game. Selecting fifteen players is a must.

In between matches you must decide if you want to develop your squad by signing or selling players. There are no real limits on this, and it is entirely your decision how much or how little you do in the way of dealing. However, deals are encouraged and are seen by many as the most enjoyable part of the game as you are in direct communication with of managers making the friendly rivalry of the game stronger.

All deals are monitored for fairness by the Einnek FA Transfer Panel. This ensures that there is no cheating in the game and that a new manager is not “ripped-off”. The transfer panel is made up of all managers, who can deliberate on all deals not involving their own teams. Although the overall decision on contentious transfer deals is still adjudicated by the Einnek FA.

Your club has a morale rating set between 1 and 30 which gets re-set at the start of each season. Changing club captain and results of matches predominantly affect this value although this can also be affected if significant squad disruption occurs through transfers.

Staff & Infrastructure

Every Einnek manager must be aware that their playing staff are not the area they need to concentrate on. Staying on top of your background staff and stadium infrastructure issues will help get players fitter quicker, earn youth points and maximise your gate receipts.

If your side is constantly selling out their stadium then maybe you need to consider a ground expansion and/or maybe request that your commercial department review your admission prices and advertising to ensure maximum revenue generation.

If your injured players are struggling to recover quickly your trainer may need a refresher course to increase his effectiveness in treating injuries.

Physios

The club physio is responsible for the team of medical professionals that work to maintain the fitness levels of your playing staff. Treatment of injuries is the key area of responsibility.

Physio skill ranges from skill 1 to skill 5. The higher the skill of your club physio, the more they will be able to do to aid speedy recovery for any injured players.

To proceed to a higher skill level a physio will have to sit a skill certificate examination. The cost of sitting this exam is £200,000. There is no guarantee that taking the certification exam will result in a pass. It is advisable not to submit a physio to re-take the exam on the same week if they fail as they will almost certainly fail again.

As any physio is unable to keep fully up to date with all the latest medical advances at the end of a season, all drop a single skill level, with the lowest level of physio skill being skill 1.

Stadia

The larger your club's ground capacity, the more money you can potentially earn with fans paying to watch your team. However, the larger the game the more money required each week to maintain the stadium and keep it to a standard where the local authorities will grant the safety certificate needed to keep the ground open.

Your ground capacity can be increased at any time and all works will be completed immediately. The cost is £250 per seat. Therefore a 1,000-seat increase will cost £250,000. You must have cleared funds in your club's bank account to upgrade your stadium capacity.

Each week you must pay maintenance costs for the upkeep of your ground. The cost is £5 per seat per week. Remember, your 46,500-capacity stadium will incur a £232,500 maintenance fee each week. This must be paid every week whether you are playing at home or away.

There is also a per season maintenance fee to pay to maintain your stadium at the current level. This is paid before taxation at the rate on £1,500 per seat.

Clubs are limited to a maximum capacity of 65,000 for their stadia.

Commercial Department

Each side has a commercial department where the staff work to promote your club's home fixtures in the local TV and press and set the admission charge.

The size of your commercial department will set range from which your club's budget for advertising is set and the range of allowed ticket prices.

The more you spend on advertising the more likely the casual fan will consider attending the game and the higher your attendance should be as a result. Smaller commercial departments do not have the resources to spread the word in the local community and your gate receipts will potentially suffer as a result.

The admission fee set for fans attending the game is also key. Set it too high and you will put people off coming but set it too low and you might sell out the ground too easily and lose precious revenue. Regardless of the size of your commercial department, the Einnk FA has a rule governing admission prices and all clubs can only change between £15 and £60 per person and must be set in whole numbers of £1 with no pence allowed as this will see many missing kick-off as the ticket staff try to find change.

| Commercial Dept. Level | Upgrade Cost | Advertising Range | Ticket Price Range |
|-------------------------------|---------------------|--------------------------|---------------------------|
| 1 | n/a | £100,000 - £200,000 | £15 - £30 |
| 2 | £75,000 | £100,000 - £250,000 | £15 - £35 |
| 3 | £250,000 | £100,000 - £300,000 | £15 - £40 |
| 4 | £500,000 | £100,000 - £350,000 | £15 - £50 |
| 5 | £1,000,000 | £100,000 - £400,000 | £15 - £60 |

Youth Academies

Every side in Einnek Football has the option to build a youth academy. Youth academies generate Youth Points which in turn enable managers to develop new young players for their side.

Once built, there are 5 grades of youth academy: Basic, Small, Medium, Large & World Class. The higher the grade of youth academy, the higher the standard of coaching staff and facilities and therefore more Youth Points will be generated.

| Academy Grade | Academy Benefit |
|---------------|-------------------------------------|
| Basic | 1 Youth Point each league/cup turn |
| Small | 2 Youth Points each league/cup turn |
| Medium | 3 Youth Points each league/cup turn |
| Large | 4 Youth Points each league/cup turn |
| World Class | 5 Youth Points each league/cup turn |

Youth academies can be upgraded at the discretion of each manager for a set cash value. Once upgrade the standard of a side's Youth Academy will not change.

| Upgrade | Cost |
|------------------------------|-------------|
| Building Basic Youth Academy | £5,000,000 |
| Basic to Small | £8,000,000 |
| Small to Medium | £12,000,000 |
| Medium to Large | £16,000,000 |
| Large to World Class | £20,000,000 |

Bank Balance

Your club's finances are especially important, and it is your job to ensure you stay in credit every week. Failure to do so will result in fines and the forced transfer of players to put you back in the black.

Every week your side has many expenses to pay:

- Player Wages
- Staff Wages
- Ground Maintenance

On top of this, you will need to finance any transfer deals or fund bids for any agent or listed players you may be interested in. If you have a home fixture you know you have some gate receipts coming in but remember you must pay advertising expenditure through your commercial department.

If you find yourself in debt after a turn is completed the Einnek F.A. will start processes to recover the debt immediately. A fine will be levied and players sold to cover the debts – no discussions as to which

players are sold will be entered into. Club morale could also be adversely affected if the club is on a shaky financial footing.

Teams which routinely go into debt will also find transfer bans imposed and players may be banned from international selection.

Player Wages

Every senior player in Einnek Football is paid a weekly wage; the minimum wage for each player is based on their skill level and international reputation.

A player's wages will never decrease, even if a player drops a skill point.

| Skill | Minimum Basic Wage |
|--------------|---------------------------|
| 1 | £2,000 |
| 2 | £2,500 |
| 3 | £4,000 |
| 4 | £7,500 |
| 5 | £10,000 |
| 6 | £30,000 |
| 7 | £50,000 |
| 8 | £75,000 |
| 9 | £100,000 |
| 10 | £150,000 |

Staff Wages

Each club has a physio, who oversees all work with players to maintain their fitness levels. The higher the physio's skill the better he is at his job and as a result is paid more in wages.

Every club also has the option of building a Youth Academy. Part of the maintenance fee paid for running a youth academy covers the wages for the training staff who work to develop the skills of any young stars a club may have.

The upkeep of your stadium paid each week also pays the wages of all the staff who work for your club either on match days or generally running your club. The larger your stadium the more employees needed and hence a larger portion of the fees paid are staff wages.

Ground Maintenance

Each week you must pay maintenance costs for the upkeep of your stadium. The cost is £5 per seat per week.

Remember, your 46,500-capacity stadium will incur a £232,500 maintenance fee each week. This must be paid every week whether you are playing at home or away.

At the end of each season, you must also pay for the annual maintenance of your ground, this includes all repairs and general improvement work required. The cost for this is set at £1,500 per seat and is paid before taxation. Failure to have sufficient funds will see you ground capacity reduced by 25%.

Youth Points

Youth Points are used to introduce and develop young new talent into the game in conjunction with each club's Youth Academy.

Youth points can be gained in the following ways:

- Each side is awarded 10 youth points at the start of each season from the Einnek FA.
- If constructed, a club's Youth Academy will also generate Youth Points each turn.
- Your teams' results will also result in youth point awards.
- If you retire a player and elect to receive youth points, you will receive one youth point for each of his skill points. A player must be at your club a minimum of 3 weeks before he can be retired.

Youth points are awarded based on the result of match fixtures for both senior and youth side as follows:

| Fixture Type | Result | Home Team Youth Points Awarded | Away Team Youth Points Awarded |
|---------------------|------------------|---------------------------------------|---------------------------------------|
| SENIOR | HOME WIN | 8 | 10 |
| SENIOR | DRAW | 4 | 5 |
| SENIOR | AWAY LOSS | 0 | 0 |
| YOUTH | HOME WIN | 3 | 4 |
| YOUTH | DRAW | 1 | 2 |
| YOUTH | AWAY LOSS | 0 | 0 |

Youth Points cannot be sold or traded with other sides.

Youth points can be used to in four ways:

1. to train existing members of your squad, or
2. to introduce new skill 1 players into your squad, or
3. to guarantee a higher youth skill for a player introduced using youth points, or
4. to restore full WACS on a player of skill 5 or under.

There are no limitations to the number of Youth Points you use each game turn or on what you use them for. If you have the YPs you can use them as and when you see fit.

You can purchase an additional 5 youth points for a cost of £1million. For each additional set of 5 youth points the cost will increase by £200,000 therefore your second set will cost £1.2 million. There is no maximum to how many you can buy during a season. The cost will reset at the beginning of each season.

To bolster squads, every side can introduce a new skill 1 player each game turn free of youth point cost. This is a “use it or lose it” option. If not used it will not roll over to another turn.

Players

The players are the most vital part of the Einnek Football. This section will outline the various areas you need to monitor and be aware of regarding your playing staff.

The specific areas relating to your players are:

- Names
- Player Attributes
- Weeks at Current Skill (WACS)
- Form & International Ratings
- Cautions, Discipline & Fines
- Source Information – Where players started their careers

Names

Every player in Einnek Football has a fictitious name which must not be related to real footballers or other famous people.

When introducing new players managers must carefully consider the name they use. It must not be likely to cause offense to another person or just plain silly. Such players who fall into this category will be removed from the game with no return of youth points used to introduce the player. If in doubt, then the name is probably not one to use!

Player Attributes

Every Player in Einnek Football has several attributes which will reflect their ability, style, age, etc. These attributes will dictate their successfulness (or not) in the game.

- Skill
- Youth Skill (for players under the age of 23)
- Aggression
- Fitness
- Age
- Hidden Attributes

Skill

Each player in Einnek Football has a skill rating between 1 and 10. This determines their general level as a player within the senior game. Players can rise and fall in skill level depending on both their own personal performances and that of their club and/or international team.

Skill 6 and above are levels which are hard for players to obtain and as such any player at this skill level should be treated as an **extremely valuable commodity**. Players of skill 6 and above are generally referred to as “High Skill Players” within the game.

Players below skill 5 can increase their skill level through training with the use of Youth Points (YP). For long term strategists, players can be trained from skill 5 to skill 6 at a cost of 200YP but this can take a long time to accrue and will mean other aspects of your side could suffer as a result.

Normally, a player can increase above skill 5 higher than this by one of the following means:

- Gaining 10, 20 or 30 caps,
- Being overall player of the week (POTW),
- Being man of the match in an international,
- By scoring a total of 8 goals in two consecutive club matches,
- Attaining a series of consistently high-performance ratings club fixtures, as follows:

| Current Skill | Consecutive 9 (or above) Ratings to Rise in Skill |
|---------------|---|
| 1 to 4 | 2 |
| 5 | 2 |
| 6 | 3 |
| 7 | 4 |
| 8 | 5 |
| 9 | 6 |
| 10 | 6 (does not result in skill increase but WACS reset to maximum) |

Performance Run Notes:

- Youth fixtures do not count towards performance runs. If a player drops down to the youth league any performance run is ended.
- Cup fixtures are regarded as a “free fixture” in terms of performance sequences. Missing a game or not obtaining a 9/9.5 rating does not stop a consecutive run, but if a high rating is earned it will count to the run.
- Once a skill point has been awarded, the run of consecutive high-performance ratings is reset to zero.
- Also, any player who is transferred to another club will see any run of high ratings reset.
- Any player who increases in senior skill (for whatever reason) will see their run of ratings reset as they were not awarded at the new skill level.
- Formerly goalkeepers had an additional method of performance runs which could result in a skill point rise. This is no longer the case.

Youth Skill

Each player aged under 23 years of age is regarded as a youth player. These players are eligible to play both senior fixtures and in the Youth League. They can also play internationally at both levels.

A player’s youth skill will never be lower than their senior skill but can be higher. Due to the nature and extra unpredictability of youth football a player can show a lot of promise at this level but not quite make it in the senior game.

The higher youth skills are possible due to the award of youth skill points in each youth league fixture. This could result in a skill 10 youth player who only has a senior skill of 3 or 4.

Aggression

A player's aggression factor outlines their general style of play and range in value from 1 to 5.

Higher aggression players are more physical during the normal events of a game. They are tougher in the tackle and win more of the 50/50 challenges than lower aggression players, but they run the risk of entering the referee's notebook for foul play.

Lower aggression players are more creative ball players but less effective tacklers.

A side's combined aggression factor is important; a side with an extremely high aggression factor runs the risk of more cautions or players sent-off and thus suspensions because of their robust style of play. While a side with an exceptionally low aggression factor is likely to gain more injuries at the hands of the more physical players.

It is, therefore, particularly important to get a balance of aggression levels throughout your side thus selecting a side that will not be at a disadvantage compared to your opponents.

Fitness

All players start their Einnek careers free from any sort of injury or fatigue. This is represented by a fitness rating of 10. This level will fluctuate as a player picks up knocks, major injuries or fatigue and will affect their availability and performance in a match.

Any player who picks up a series of injuries throughout their career may find themselves potentially becoming more susceptible to injury as they grow older. Managers will need to pay careful attention to this to ensure they are not left with a player who is injury prone and will therefore miss matches more often.

When a player sustains an injury, they will lose fitness points. The more serious the injury, the higher the number of fitness points they will lose.

Players will recover from injury over time by receiving treatment from your club physio and their backroom staff. The higher the skill rating of your physio, the better the medical facilities your club has and thus the treatment given will be of a higher standard. This will better the chance a player has of making a speedy recovery to full fitness.

When a player's fitness level is below 5, he will appear on the injured list and is not able to play any part in a match for either club or country.

A player whose fitness is 5 or above is considered fit enough to play, but perhaps not ready for a full 90 minutes. If you decide to play a player who is not fully fit, then they run the risk of further aggravating the injury during the match.

Age

A player's age is a factor in Einnek Football at the lower and higher ages.

A young player is one who are under 23 years old. They may show less consistency as they develop and gain experience. They are eligible to play in the youth league and youth internationals which helps develop them as players and increase their value.

Older players also start to show less consistency as their careers start to catch up with them. Once a player reaches 33 years of age, they could be more prone to fatigue and injury. They also receive less WACS any time their skill changes to reflect the effects that increasing age brings to everyone.

Hidden Player Attributes

Every player in Einnek Football has as small number of hidden attributes. These are never publicly declared but play a part in potentially shaping a player's career.

In a player's early days their potential to be a top star is analysed. This is probably the most important hidden attribute. But a poor debut does not condemn a player to be a long-term flop, so do not discard players too quickly. Agent players usually have higher basic attributes than youth players as they are handpicked by the best scouts all over the world.

One example of a hidden attribute is where a player's injuries are recorded long term. As their lifetime injury level increases the possibility that they will get injured more often increases. This could mean a player takes slight knocks more often or possibly becomes prone to serious injuries which could limit their long-term effectiveness in the game. Consistency is also recorded. A player who gets good ratings every week would be more consistent than one who gets great ratings one game and poor ones the next.

Weeks at Current Skill

Weeks at Current Skill (WACS) indicate how many game weeks a player will remain at their current skill level before dropping a skill point. This basic principle is quite simple, but there are many variables and permutations which need to be considered.

When a player's senior skill changes (up or down) for whatever reason they will stay at that skill level for a set period of game weeks. On completion of this period they will drop **both** one senior and one youth skill point and their WACS will be reset once more.

A skill 1 one player who reaches zero WACS will automatically retire from Einnek Football with no compensation fees being paid.

| How Skill Changed | Standard WACS |
|---------------------------------------|-------------------------|
| Player of the Week | 20 |
| Consecutive Run of 9/9.5 ratings | 15 |
| International Man of the Match | 20 |
| Reaching International Cap Milestones | 15 |
| Selected in the Team of the Season | +10 with no upper limit |
| Top Goal scorer in a Season | 20 |
| Drop 1 skill point at zero WACS | 20 |

The above applies to players under the age of 33. As players age past their 33rd birthday, their standard WACS value will decrease to reflect their age. This helps to ensure that too many very old players are not able to stay in the game. After all, having lots of 40-year-old players kept in the game by artificial means is not realistic. However, if a player is good enough then they will be around longer. See the Older Players WACS section for a full description of this.

Youth points can be used to restore WACS on players under skill 5. The amount restored is governed by the limits set on older age players. Players who have their WACS trained cannot be sold in the current turn.

Also, it is worth reiterating, that when retiring a high skill player, the WACS are determined based on the lowest value of either player involved on the retiral. This will not override the age restrictions, so care must be taken when retiring onto older players. See the retiring players section for full information.

Older Player WACS

As players reach 33 years old, their maximum WACS value will be lower to reflect their advancing age.

Instead of the maximum levels indicated on the main WACS page, older players will see their WACS set as follows when their skill level changes:

| Player Age | Standard WACS Adjustment |
|-------------------|--------------------------|
| 33y 0m to 34y 11m | -3 |
| 35y 0m to 35y 11m | -5 |
| 36y 0m to 36y 11m | -8 |
| 37y 0m and older | -10 |

Therefore, a player who is 34y0m and awarded Player of the Week will receive 17 WACS. While the same player dropping a skill point when their current WACS drop to zero will start with a new allocation of 17 WACS.

This sliding scale will ensure players do not stay in the game too long unless they are good enough to justify this through good performances and international selection.

Note: When retiring onto older players, the above maximum WACS will still apply. So, retiring onto a player over 33y0m will see the maximum WACS set relative to their age, rather than a higher value which may possibly be applied usually. *Please see the retiring players section for full information.*

Form & International Ratings

Every player in Einnek Football has an International Rating (IR). This figure is used to determine which players are selected for International Football. The higher the value of a player's IR, the more likely they are to be selected for international fixtures.

The basis of a player's IR is arrived at by a calculation based on several factors:

- Player's skill
- Current form (including Form dots, see below)
- Recently played club fixtures
- Age
- International Record
- Career Disciplinary & Injury Records

The exact values used to calculate a player's international rating are not disclosed but are consistent across every player in every team.

International captains are guaranteed to be selected for all their nation's fixtures so long as they are fit and not suspended. For this reason, all international captains have a fixed International Rating of 5,000.

Cautions, Discipline & Fines

All players start their Einnek careers with a clean disciplinary record. Throughout their career their disciplinary record referred to as DIPS gives an indication of how likely, or not a player is to miss playing time due to suspensions.

Each season a player will also have a personal caution count. Every yellow card counts a one caution, while a straight red card counts as three cautions. When this season long total reaches 5, 10 or 15 cautions then that player will have to serve a suspension.

When a player is cautioned during a game or reaches a season long caution threshold, the following fines and/or suspensions apply:

| Caution Type | Fine | Disciplinary Points | Suspension Length |
|----------------------|-------------|----------------------------|--------------------------|
| Yellow Card | £10,000 | 2 | None |
| 2 Yellow Cards | £30,000 | 6 | 1 match |
| Red Card | £50,000 | 10 | 2 matches |
| 5, 10 or 15 cautions | – | – | 1 match |

Suspensions come into force immediately with no review or appeal. League and cup fixtures are affected by suspensions. While serving a suspension a player cannot be retired or transfer listed, they however can be sold in an outside transfer deal.

Players who are serving a domestic suspension when their nation are due to play an international fixture will not be eligible for selection in the international fixture.

Over the course of a player's career their total disciplinary points record will be kept. Each disciplinary point earned will count towards their lifetime DIPS total. When a player reaches 100 or more lifetime DIPS they will be receive a lifetime ban from Einnek Football.

If a player is suspended for any reason, their ban will be increased by one game for every 24 lifetime DIPS they have accrued. Each 24 DIPS will be indicated with an asterisk (*) in their lifetime DIPS total.

Player Source Information

Where a player came from can be an important factor – this is their source. On every squad sheet those players who enter Einnek Football from a specific source will be indicated by a letter code in the signed field.

The codes used are as follows:

| Letter | Source |
|--------|--|
| B | Sammy Bull agent player |
| C | Nito Cruso agent player |
| H | Rob Heron agent player |
| I | Allessandro Ivanoff agent player |
| N | Player from a Non-League club |
| R | Rubbish players (usually introduced by 'No Hat') |

Performance Ratings

Every time a player plays in a competitive match, their performance is rated by a panel of football experts representing the Einnek Football Association. All players are given a performance rating mark out of 10. Substitutes who play a short period at the end of a fixture may not receive a rating as the length of time on the pitch makes an objective rating exceedingly difficult to give.

The Player of the Week and International Man of the Matches are all selected using these performance ratings. Form Dots are awarded for good performances and can be deducted for poor performances.

The table below gives a general outline of what each performance rating means:

| Rating | General Description | Form Dots |
|--------------|--|-----------|
| 10 | World Class Performance | +3 |
| 9/9.5 | Excellent performance. Do this regularly and they could rise a skill level. | +2 |
| 8/8.5 | Good Performance. This is what should be expected of high skill players every week. Lower skilled players who maintain this level of performance are worth their weight in gold. | +1 |
| 7/7.5 | Above Average Performance. Cannot complain about this player! | 0 |
| 6/6.5 | Average Performance. The median level. | 0 |
| 5.5 | Poor Performance. | -1 |
| 5 | Very Poor Performance. | -1 |
| 4/4.5 | Dreadful Performance. | -2 |

Form Dots

Form dots are an indicative measure of a player's recent form. Form dots are awarded based on performances in both senior and youth fixtures over the last **8** league match days and are a key component of a player's International Rating (IR). Form dots are awarded as follows:

| Rating | Form Dots Awarded | Notes |
|--------|-------------------|--------------------|
| 10 | 3 | Player of the Week |
| 9/9.5 | 2 | |
| 8/8.5 | 1 | |
| 7/7.5 | 0 | |
| 6/6.5 | 0 | |
| 5/5.5 | -1 | |
| 4/4.5 | -2 | |

End of Season

At the end of each season, teams are promoted or relegated according to their positions in the league table. The bottom 3 sides are relegated to the division below, being replaced by the top 3 from the lower division.

If two sides finish with identical records, there will be a play-off match to determine promotion or relegation.

Based on performances over the entire season, the Team of the Season is chosen – these players do not drop a skill point. These players are rewarded with an additional 20 WACS. These WACS are added regardless of age and the usual limits for WCAS are not applied, meaning a player can have more than 20 WACS because of being selected in the Team of the Season. A player must have played a minimum of 17 league, cup and friendly games to be eligible for the Team of the Year.

The overall Player of the Year and the Top Goal scorer(s) receive a skill point at the end of the season.

High Skill Point Reduction

There is a mandatory reduction in every side's high skill point total (counting the total of skill points for all players above skill 5) at the end of each season. A 15% reduction is enforced, and managers must choose where to make the reductions during pre-season in secret. The choices will be implemented and announced 48 hours before the first fixtures of the season. Any manager who does not make their selection will have it done for them by the Einnek FA.

The reduction will always be rounded down to the nearest whole number of High Skill Points. So, a side with +7 HSP will lose 1 HSP and +14 will lose 2, etc.

Physios Skill Level Reduction

All physios drop by one skill point but stay at their current weekly salary.

Taxation

All teams are subject to Einnek Football Corporation Tax. The final bank account of each side is taxed as follows:

- First £2m is free of tax.
- All funds over £2m are subject to 30% tax.
- Any funds over £10m are subject to 50% tax.

Examples:

| End of Season Bank Balance | Amount Exempt from Taxation | 30% Tax Deduction | 50% Tax Deduction | Start of Season Bank Balance |
|-----------------------------------|------------------------------------|--------------------------|--------------------------|-------------------------------------|
| £1,760,000 | £1,760,000 | £0 | £0 | £1,760,000 |
| £3,450,000 | £2,000,000 | £435,000 | £0 | £3,015,000 |
| £7,500,000 | £2,000,000 | £1,650,000 | £0 | £5,850,000 |
| £14,200,000 | £2,000,000 | £2,400,000 | £2,100,000 | £9,700,000 |

Following taxation, teams are awarded their prize money for the season just finished and they also receive the start of season Youth Points.

Player Management

With both a senior and a youth side to select each turn, you need to consider many factors every week relating to your playing staff.

While skill level is the obvious factor used in selection there are many other factors which require consideration. Some of these factors are outlined in the following pages:

- Club Captains
- Introducing New Players
- Retiring Players
- Transfers
- Training Players

Club Captains

When you take over a team you must name your captain who is an extremely important part of your squad.

A captain's absence from the team influences team morale. If your captain is absent from your team for whatever reason; suspended, injured, or just dropped, your team will be penalised 5 morale points for that fixture.

No team can sell their captain. You must nominate a new captain before your current captain can leave your club – this change will result in a permanent loss of 5 morale points. You cannot change your captain unless your morale rating stands above five.

If injuries or suspensions leave you short in any outfield position (not goalkeeper) of the team, he can play in that position without penalty. You cannot play your captain out of position if your side is lacking in players in a certain part of the field.

Examples:

1. You have three skill 4 or above attackers in your squad and one is injured (below fitness 5), you may play your captain as an attacker in a 3-man front-line, without the loss of a skill point.
2. You have three skill 4 or above defenders in your squad. You cannot play your captain in a 4-man defence without suffering the penalty for playing out of position. This is because your selection is not affected by injuries or suspensions just poor squad management.

As international captains are chosen from the pool of club captains, the Einnek FA asked all sides to reselect their club captain each season. From the start of pre-season until the selection of that season's international captains, no side will be able to see who the captain of any club is but their own.

Introducing New Players

All teams need to bring in new players to replace the older players and to better balance and develop their playing staff.

To bolster squads, every side can introduce a new skill 1 player each game turn free of youth point cost. This is a "use it or lose it" option. If not used it will not roll over to another turn.

Teams can also use Youth Points to introduce new players as and when they see fit. Introducing a new Skill 1 player costs 3 Youth Points. You can also, for an additional cost increase the youth skill of any newly

introduced player. All players introduced using Youth Points will enter the game at random age between 16y0m and 18y6m. They start their careers with a clean disciplinary and injury history.

Managers can introduce players from any nation. It is worth considering the potential chances of the player gaining international honours when deciding on nationality.

Any names which are deemed inappropriate or a real name will be see that player banned by the Einnek FA without discussion. They will be removed from the game with no recompense.

Prospect of the Week Award

Each week a panel of footballing experts will review the new players in the game. These experts will look at various qualities and a short list of three players will be named who will be in line for the Prospect of the Week Award.

Each of the three nominated players will see both their senior and youth skill levels rise to by one skill point automatically. A public vote will then be held via the Einnek Forum to select the Prospect of the Week. The winner of the award will gain an additional skill point. All awards are capped at a maximum of skill 5 for both senior and youth skill levels.

Retiring Players

Any player deemed surplus to requirements in your squad can be retired by following the on-line retiring process.

Players may become surplus to requirements due to many reasons. Older players (33+), those with high disciplinary points, lack of international prospects or if they are injury prone. Consider these options carefully but remember holding on to players for the sake of it is not a good move long term.

You have the choice of receiving cash or youth points for players of skill 5 and under. While skill 5 and above players can be retired for skill points, placed onto another player to increase their skill.

| Skill | Youth Points | Game Money | Skill Points |
|--------------|---------------------|-------------------|---------------------|
| 1 | 1 | £10,000 | – |
| 2 | 2 | £20,000 | – |
| 3 | 3 | £50,000 | – |
| 4 | 4 | £100,000 | – |
| 5 | 5 | £250,000 | 1 x low skill |
| 6 | – | – | 1 x high skill |
| 7 | – | – | 1 x high skill |
| 8 | – | – | 2 x high skill |
| 9 | – | – | 3 x high skill |
| 10 | – | – | 4 x high skill |

Strict rules for retiring skill points on other players exist, please be ensure you have players eligible for the skill points in your squad before retiring a player as errors **cannot** be rectified.

The Retiral Rules

- Player receiving skill point must be of a lower skill than player retiring.
- Players cannot rise above the skill level of the retiring player.
- A goalkeeper can only receive skill points from another goalkeeper.
- Players under the age of 21 cannot be retired for skill points.
- No player can gain more than 2 skill points in any one retiral.
- Players who are retired onto will receive the lower of their current WACS or the WACS of the player being retired.
- Players aged under 23 will see their youth skill rise to the same value as the senior skill level if not already at that level.

Some examples of High Skill Retiral Options:

| Skill | Retiral Options |
|---------------|---|
| 5 | Retire onto a skill 4 to become a skill 5. |
| 6 | Retire onto a skill 5 to become a skill 6. |
| 7 (a) | Retire onto a skill 5 to become a skill 6. |
| 7 (b) | Retire onto a skill 6 to become a skill 7. |
| 8 (a) | Retire one skill point onto each of two players less than skill 7. |
| 8 (b) | Use both points to retire onto a single skill 5 or 6 player who becomes a skill 7 or 8. |
| 9 (a) | Retire one skill point onto each of three players less than skill 8. |
| 9 (b) | Use two points to retire onto a single skill 5-7 player who increases 2 skill points, and Retire the third point onto a player skill 5, 6, 7 or 8. |
| 10 (a) | Retire one skill point onto each of four players less than skill 10. |
| 10 (b) | Retire two skill points onto two individual players who are less than skill 9. |
| 10 (c) | Retire two skill points onto a player who is less than skill 9, and. Retire the third and fourth points onto two separate players of less than skill 10. |

As you can see, at higher skills the options become many and complex. Care should be taken when retiring any player.

Transfers

A manager can do as much of as little transfer dealing as they wish during the season but may find their enjoyment of the game increases by getting involved. Each manager is welcome to contact others via the forum or using the contact details displayed on the team pages of other clubs.

Please ensure that if you receive an offer you reply even if it is to confirm you do not wish to accept what they propose.

Deals between teams should be agreed and then one manager can submit the team via the option on their team page. Once done it will appear for the other manager in their team page to confirm.

Any combination of players and/or cash can be included in any deal and once confirmed by both managers it will go to the transfer panel to review. There is maximum number of 5 players from any one team that can be included in a deal. Deals submitted too close to a league turn run the risk of not being confirmed in time for that week's games.

Players can also be placed on the transfer list, in either an auction style sale or a fixed price buy it now sale.

- A player put up for auction will be on sale for a fixed period of 1 week. The selling side set the minimum first bid value and wait for teams to commit to buy or not. At the end of the auction the winning bid will secure the player for that side.
- A fixed price sale will see the selling side set an accepted transfer fee. If any team commits to spend that amount, then the deal will be processed right away. Any players listed who do not sell with 1 week will be sold to non-league for a nominal fee.

A player must be at your club a minimum of one week before they can be included in any transfer with another club, either via direct sale or the transfer list.

Managers with two teams are banned from selling a player from one side via the Transfer List and then buying him back with the second side shortly after. When this happens, all sides involved will receive fines and transfer bans.

Training Players

Youth Points can also be used to train the skill of players in your squad to the next skill level up to a maximum of senior skill 6. Or they can be used to restore the WACS of a skill 5 or below player to the maximum value for that player depending age.

The costs for training a player's skill level are as follows:

| Current Skill | Youth Point Cost | New Skill |
|---------------|------------------|-----------|
| 1 | 2 | 2 |
| 2 | 4 | 3 |
| 3 | 6 | 4 |
| 4 | 10 | 5 |
| 5 | 200 | 6 |

The costs for restoring a player to the maximum WACS allowed is a fixed 10 Youth Points regardless of how many WACS are restored.

Submitting Your Side

Every week you need to pick the starting eleven players and four substitutes to play in both your senior and youth league fixtures.

Younger players (aged under 23) are eligible to play in either the senior or youth leagues; but not in both in the same game week. They are free to swap between leagues from one week to the next as a manager sees fit. They are also eligible for international selection at senior, B and youth levels but again not in the same game week.

Failure to submit, your side will result in a morale penalty and your side will be randomly selected by an Einnek F.A. teaboy. This will almost certainly mean your sides will lose their games.

If you know you are not going to be able to access the Internet to submit your sides, you can use the "Go on Holiday" feature. By using this, you can make sure the authorities are aware of your absence and a national selector will be allocated to pick the strongest possible sides for you and most importantly, you will not receive any penalties.

When entering your team selection, you must first decide on the formation your side will play. There are ten recognised formations from which to choose:

| Formation | Description |
|------------------|--|
| 3-3-4 | Attacking formation, but the defence and midfield will have to work hard when not in possession. |
| 3-4-3 | Strong midfield. Balanced side with good possession opportunities, but possibly limited in defence against an attacking opposition. |
| 3-5-2 | Very midfield centric formation. Will have a lot of the ball but maybe lacking in defensive and attacking options. |
| 4-2-4 | Good defence and attacking options. Usually a long ball policy will be adopted if playing this formation. |
| 4-3-3 | The balanced side with good numbers in all positions. |
| 4-4-2 | Strong defence and midfield, who need to get forward to help the two strikers. |
| 4-5-1 | Strong defence with numbers in. Your side will be harder to break down, but your lone striker will need to be super fit to last the pace and the midfield will need to help him. |
| 5-2-3 | A defensive formation, with wing backs. Limited number in midfield may result in a loss of possession to the opposition. |
| 5-3-2 | A defensive formation, with wing backs. A nice balanced side, but maybe lightweight going forward. |
| 5-4-1 | Ultra-defensive side. Pace and power will be needed in attack and midfielders will have to get up and down constantly to make any attacking headway. |

Substitutes

As well as naming a starting eleven players for each fixture, the manager must name four substitutes. It is not a requirement to choose a substitute goalkeeper but be warned that you are risking a big defeat if your first-choice keeper gets injured during a game!

The use of substitutes will be determined as a game is played based on the state of the game. Players performing badly, carrying injuries or in risk of a sending-off may be replaced if required.

If the result is looking negative, then a more attacking formation may be selected by use of a substitution. Transversely, a more defensive look may be adopted if a team is hanging on for a positive result.

Goalkeepers will only be used if the starting keeper is injured, sent-off or performing extremely poorly.

Substitutes will usually receive lower than normal performance ratings in line with the time they spend on the pitch. Players who play less than 10 minutes will not usually be given a rating as this period is too short to be able to measure a performance.

On the occasions when a substitute does get rewarded with a high rating it is worth considering that the player may be ready for a starting place soon, especially if you have players regularly not performing.

Failure to Submit a Side

If any manager does not submit valid teams for both their senior and youth fixtures, then penalties could be applied.

The penalties could include any, or all the following depending on the track record of a manager with respect to team submissions.

- temporary reduction in skill points for the fixture not submitted
- monetary fine
- transfer ban
- international ban for ALL players

Not Enough Players Available

If a manager is unable to submit both their senior and youth league teams because of a lack of available players leaving the Games Master to rectify the situation an automatic ban for ALL players from the next round of international fixtures will be applied without exception.

Morale

Morale at any club is important. From the fans through the playing staff to the chairman.

If a club is consistently performing badly and not meeting expectations, then their morale level is sure to suffer accordingly. Similarly, if a side is doing well, their morale will be sky high.

A club's morale plays a factor in Einnek Football but only when two sides play each other with a big morale difference is this likely to have a significant factor on the outcome of any fixture.

International Teams

There are 16 teams who compete in the Einnek World Cup, B internationals and youth internationals. Some sides are individual nations, but many are geographical collectives to enable players from anywhere in the World to play at international level.

The sixteen international teams are:

- Asia
- Asia Pacific
- Argentina *
- Brazil *
- Caribbean
- Central America
- Eastern Europe
- Germany *
- Great Britain
- Italy *
- North America
- North & West Africa
- Scandinavia
- South America
- South & East Africa
- Western Europe

Sides marked with an asterisk (*) are the best single nation sides in the game and play as independent countries. At the end of each season, the worst performing single county international team will lose their place within the next season's international tournaments. Their players will join the appropriate geographical collective side. A new single nation side will be selected to take their place.

The full list of national in each of the geographical collective sides can be found at the end of this rulebook.

World Cup

The Einnek World Cup is contested by the 16 international sides represented in Einnek Football.

These nations are drawn into 4 groups of 4 teams who play each other once. The winners of each group proceed to the semi-finals which are played as a single fixture at a neutral venue. The semi-finals winners then proceed to the World Cup Final played at the end each season.

Each player selected in the starting eleven or as a substitute in a World Cup fixture are awarded one international cap.

B Internationals

Every international team also has a 'B side' which plays in a tournament run as a single game straight knock-out tournament over 4 round culminating in the Final played towards the end of each season.

Senior players below skill 6 who were not selected in the starting eleven or substitutes bench of their sides last senior international fixture will be eligible for selection in a 'B fixture' if they were selected in the match day team of 15 players for their last club match.

Each player selected in the starting eleven or as a substitute in a B International fixture are awarded one international cap.

B internationals begin in Season Two of each Einnek league.

Youth Internationals

The Youth international tournament is also a knock-out tournament played each season.

Players under the age of 23 on the date of a fixture are eligible for selection a Youth International team only if they appeared in the match day 15 for their club's senior or youth fixtures in the last match day.

Each player selected for a youth international fixture will be awarded one international cap.

There is a limit of 5 caps for all under-23 players. Once 5 caps is reached a youth player will be deemed ineligible for selection for a Youth International.

International Selection Criteria

When selecting any international side there are various criteria used; International rating (IR), skill, form dots, fitness, suspensions, and recent playing record.

The primary factor used to make selections is the International Rating; the highest ranked players getting selected. However, any player with fitness under 5 is deemed unfit and is automatically excluded from selection.

A player's playing record is also considered. Depending on their position selected in their last club side's fixtures. Players who start their last senior fixture are ranked above players who were selected only on the substitutes bench. While players omitted from the last club game are not eligible for selection.

If there are not enough players eligible for selection in an A team international, the selectors will ask players agents to make one or more of their players available to fill the squad. These agent players may start the game or more likely appear on the substitutes bench.

To summarise, a senior player is considered ineligible for senior international selection if:

- They have fitness below 5.
- They have negative form dots.
- They did not play for their club side in the preceding league turn.

In B team internationals, players of skill 5 and lower only are eligible for selection. While only players under 23 will be considered for Youth International selection. No player can play more than one international fixture in any match day turn.

International Captains

International captains are extremely valuable. These players are guaranteed to be selected every time their international side plays, so long as they are fit, free from suspension and not carrying negative form.

All nations select their captains for the season in Week 1 following the opening league fixtures of the season and only current club captains are considered for his honour. Selection committees meet in secret and do not discuss their decisions.

The previous season's international captain will be looked at favourably for reselection if they are still captain of their club and still worthy of a place in the starting eleven.

International Captains who lose their club captaincy through a managerial change or because of being transferred to another club will forfeit their international captaincy. The nation's selection committee will meet one week prior to their next international fixture to select new captain.

Form & IR Resets

After any team for a senior international fixture has been selected, all players from that country will have their current form level adjusted. This is regardless of their selection or not. Similarly, the same happens when youth international games have been played specific only to youth players.

Form is adjusted down with each international fixture a nation plays. While any player with negative form will see their form dots reset to zero.

Players are awarded form following an international which are added after the reset process.

Examples:

| Form Before Int. | Result of Int. Match | Form After Int. |
|-------------------------|---|------------------------|
| 10 | Selected for international, 9 rating | 6 |
| 10 | Selected for international, 7 rating | 4 |
| 5 | Selected for international, 8 rating | 3 |
| 4 | Selected for international, Unused substitute | 1 |
| 3 | Not selected for international | 1 |
| -1 | Not eligible for international selection | 0 |

Full List of International Collective Teams

Asia



Asia Pacific



Caribbean



Central America



Belize
Guatemala
Panama



Costa Rica
Honduras



El Salvador
Nicaragua

Eastern Europe



Albania
Belarus
Croatia
Georgia
Latvia
Moldova
Romania
Slovakia
Ukraine



Armenia
Bosnia and Herzegovina
Czech Republic
Kazakhstan
Lithuania
Montenegro
Russia
Slovenia



Azerbaijan
Bulgaria
Estonia
Kosovo
Macedonia
Poland
Serbia
Turkey

Great Britain



England
Republic of Ireland



Gibraltar
Scotland



Northern Ireland
Wales

North America



Canada



Mexico



United States

North/West Africa



Algeria
Cameroon
Chad
Gambia
Guinea-Bissau
Mali
Niger
Sierra Leone



Benin
Cape Verde
Cote d'Ivoire
Ghana
Liberia
Mauritania
Nigeria
Togo



Burkina Faso
Central African Republic
Egypt
Guinea
Libya
Morocco
Senegal
Tunisia

Scandinavia



Denmark
Iceland



Faroe Islands
Norway



Finland
Sweden

South America



Bolivia
Ecuador
Uruguay



Chile
Paraguay
Venezuela



Colombia
Peru

South/East Africa



Angola
Comoros
DR Congo
Ethiopia
Lesotho
Mauritius
Rwanda
Somalia
Sudan
Uganda



Botswana
Congo
Equatorial Guinea
Gabon
Madagascar
Mozambique
Sao Tome and Principe
South Africa
Swaziland
Zambia



Burundi
Djibouti
Eritrea
Kenya
Malawi
Namibia
Seychelles
South Sudan
Tanzania
Zimbabwe

Resources

The Einnek Web Forum is a free resource provided ONLY for use by Einnek Football mangers. The web form address is <http://forum.einnek.co.uk>.

You can do all the following and more on the forum:

- Read the latest official announcements,
- Chat about Einnek Football with other managers and your Games Master,
- Make suggestions to develop the game,
- Provide information about your club,
- Inform other managers of players who you are selling,
- Let others know what you are looking for in the shape of new players,
- Chat about Football in general, music, television, films, or anything else. You will be amazed at the knowledge of the Einnek Managers.

The Einnek Web Forum requires approved registration. If you are a current manager, please sign up and you will be approved without any problems.