



REGULATION MANAGEMENT SEASON

Sommario

SPIRIT OF THE TOURNAMENT	1
1. DESCRIPTION GENERAL OF THE TOURNAMENT	2
2. REQUIREMENTS IN ORDER TO THERE PARTICIPATION	2
3. VERSION OF SWOS TO USE AND METHOD GENERAL OF GAME.....	2
4. STRUCTURES AND COMPOSITION OF THE TOURNAMENT	3
5. SCHEDULING OF MANAGERIAL'S ACTIVITIES MATCHES	4
6. PROBLEMS OF GAME, DISPUTES AND CONDUCT OF PARTICIPANTS.....	5
7. MANAGEMENT REGULATION: DISCIPLINE CORPORATE.....	6
8. MANAGEMENT REGULATION: COMPOSITION OF TEAM.....	7
9. MANAGEMENT REGULATION: TRANSFERT MARKET	8
10. REGULATION MANAGEMENT: VALUE OF REWARDS, VALUE OF RECEIPTS AND FINANCIAL PENALTIES.....	9
11. PLAYERS SKILLS CHANGES	11
12. RESET OF THE SEASON	13
13. MISCELLANEOUS.....	13

SPIRIT OF THE TOURNAMENT

The spirit of this tournament is based on maximum sportiness and loyalty among participants. All players are invited to respect each other's and to hold, out and inside the forum, an exemplary behavior. It is hoped, therefore, that there are always episodes of fair play in occasion of defeats and injuries of the opposing players, avoiding rage with words of mockery or however ironic. It is important able to accept defeats in the right way, and rejoice of own victories, honoring always your opponent.

1. DESCRIPTION GENERAL OF THE TOURNAMENT

1.1 The tournament takes place as a managerial career online and is divided into a season where users run their football Clubs in a series of competitions (Championship, Elite Cup, Federation Cup and Super Cup), building a list of at least 16 players, to maintain economically through rewards for his achievements. The aim of the tournament is not to fail, but bringing to more and more successful own team. Participants undertake to play more consecutive seasons in order to make it fun and exciting the tournament.

2. REQUIREMENTS IN ORDER TO THERE PARTICIPATION

- 2.1.** In order to play in the tournament, you have to be equipped with fast connection (ADSL and above).
- 2.2.** Each participant must be registered on the site and have played a minimum number of matches recorded in our ranking (this number and other details of the case are indicated on the forum). He must also ensure his ability to implement his commitment to play assiduously, completing tournaments Special Event or the previous season, if already was joined in the tournament.
- 2.3.** Exceptions to the criteria set out in the preceding paragraph may be decided by management to those subjects considered worthy of trust, because of previous reports, or because they are known to the usual frequency of other sites in the world SWOS or other situations, evaluated case by case.
- 2.4.** Presence in the Italian chat: each participant must ensure that they can be present in the official chat site during the hours most common in which they play the match. The frequently presence in chat is the most immediate way to meet their opponents and to respect commitment made.

3. VERSION OF SWOS TO USE AND METHOD GENERAL OF GAME

- 3.1.** To play online games in the tournament you must have a copy and install SwosIT Pack 1.0 and Kickstart 3.1 file, downloaded from our Downloads section. You cannot participate in the tournament with other versions of the game; else the game will be de-synced!
- 3.2.** General rules of playing games:

Game mode	FRIENDLY or DIY COMPETITION based on the competitions
Duration of the match	5 minutes
Pitch	Random
Substitutions	3
Other options	Automatic Replay: OFF All players equal: OFF Autosave Highlights: OFF Menu Music: OFF
Number of pauses	There isn't a limit to the number of breaks for substitutions or tactical change, but a maximum of 2-3 is recommended for game
Team to use	Own custom team of the Career

4. STRUCTURES AND COMPOSITION OF THE TOURNAMENT

4.1. The tournament season consists of four competitions each season disputable by the participants.

4.1.1. CHAMPIONSHIPS OF “SERIE A”, “SERIE B”, “SERIE C1” AND “SERIE C2”: The C1 and C2 may need to be divided into two groups, A and B. COMPETITION MODES: Italian championship with eventful end of season.

4.1.2. ELITE CUP: is a competition involving the top five teams in Serie A from the previous season, the holder of Elite Cup, the holder of the Federation Cup and the winner of the Serie B. The teams in Serie A unqualified (from 6th place) are considered as reserve if the holders of Elite Cup and/or Federation Cup they are already qualified to participation or there are some retreats. The participating teams are divided into two groups, defined according to the rules adopted by management. Follows a knockout stage.

4.1.3. FEDERATION CUP: is a competition involving all participants in the season (up to a maximum of 64 participants in total); each round of match is knockout (elimination). The composition of the matches decided by management..

4.1.4. SUPER CUP: At Super Cup accessing the champions of the Elite and Federation Cup, which will compete in a game of the final (single match). If the same team won the Elite Cup and the Federation Cup last season, the final Super Cup is played between the other finalist of the Federation Cup and the winner the Elite Cup.

4.2. COMPOSITION AND VERDICT OF THE CHAMPIONSHIP CURRENT SEASON:

	SERIE A	SERIE B	SERIE C1	SERIE C2
Participants	14	14	14	14+14*
Promoted directly	-	4	4	-
Promoted by playoff	-	-	-	-
Relegateddirectly	4	4	4	4
Results and points won at the table				
Points for scored	Victory: 3 – draw: 1 – defeat: 0 – match to nullify: 0			
Points of penalties	Look paragraph 10.3.1			
Defeats at the table	2-0, to be assigned to the team found guilty of failure to dispute a match			
Match to nullify	Assigned if both teams are held responsible for the failure to dispute a match			
Game mode	FRIENDLY			
Descriptions	Match with A / R that are played in different sessions			

4.2.1. FINAL RANKING

Points earned throughout the championship will determine the final ranking.

4.2.2 In case of equality of points between two or more teams will be evaluated who have done more points in the direct matches to define the final position. If the position is decisive for the reward of the badge, the promotion or the conservations of the series of one of the teams, we will proceed to organize end of season play-offs, where necessary.

4.2.3 The sort order of the previous point, the relative number of points conquered and how to assign the results to the table also apply to rankings of the groups of Elite Cup.

4.2.4. At the end of each season, the number of promotions and relegations are decided by management, based on the number of participants.

RULES FOR THE END OF SEASON PLAYOFFS / GAME MODES -	
Match types	
Description	Double matches (GOAL AWAY DISABLED), with extra time and penalties enabled
Game play in SWOS	DIY Competition – CUP Rounds: 1 2 legs, Extra Time, Penalties
Other options	Remain valid all other options, as indicated in paragraph 3.2

4.3.1. Staff reserves the right to establish other playoffs with specific arrangements, if it occurs the need for them.

4.3.2. The result of the matches must be entered on www.senionline.it (Challenge mode). After login click on “tornei”, select the competition you have just played and then click on “Ins. Risultato”. Here you will insert your score.

4.4. GAME MODES OF PLAY-OFF OF ELITE CUP, Of FEDERATION CUP and SUPER CUP:

For all rounds of the cups, apply the rules seen in the preceding paragraph (single match with extra time and penalties activated).

4.4.1. If a team passes the turn on penalties, insertion of the result in the Panel must be managed as follows: the winning team must insert the number of goals scored at the 120th minute, with the associated scorers, plus one goal indicated as own goals. The losing team will simply indicate the number of goals and scorers at 120th.

In this way the top scorer is correct and, in the Federation Cup (which provides a management fully manual), the Staff can advance the winning team without need for further communication.

5. SCHEDULING OF MANAGERIAL’S ACTIVITIES MATCHES

5.1 The calendar of activities and management of the matches of the various competitions are divided into five parts, corresponding to intervals of weeks, denominated SESSIONS.

CALENDAR OF ACTIVITIES IN THE VARIOUS SESSIONS					
ACTIVITIES / SESSION	During of the session	Transfer market open?	Resale to free agent?	Renew contracts?	Activities
Session 0	1 week	Yes, initial	Yes	Yes	No competitions
Session 1	2 weeks	Yes	No	Yes	League Elite / Fed / Super Cup
Session 2	2 weeks	Yes	No	Yes	League Elite / Fed Cup
Session 3	1 week	Yes	No	Yes	Playoff/ Change Skill

5.1.1. During the sessions is purely indicative and approximate. Depending on requirements, the Staff may decide to prolong or shorten it. In between sessions there may be a break, to allow Staff perform maintenance operations in the Panel.

5.2. SESSION OPERATIONS - WHERE TO PLAY: If there are games not played, Staff provides to assign the results at the table according to these criteria:

a) Win at the table (2 to 0) to the user who has played more games.

b) Draw at the table (2 to 2), if users have played the same number of games.

Is opened, at the beginning of each session, a dedicated thread, to solicit the performance of games missing and to clarify any doubtful positions, availability problems, etc.

The direct elimination matches will be evaluated individually, case by case.

Staff, however, reserves the right to modify the results obtained in case of obstructions.

5.3. SCORED NOT INSERTED OR NOT CONFIRMED: If at the end of a session have not been confirmed and / or inserted match scored in the Panel management (ball icon in pink), the results are confirmed as partially inserted in the Panel, in the presence of the result screen. Users are ever advised to save on your PC screenshots of its achievements so to publish them so, in the case of non-confirmation of the opponent, in the relevant topic Comments to match (or similar). In the absence of confirmation of screenshots and the game is considered null result. In case of no indication of the markers from the user is assigned a corresponding number of own goals.

5.4. The schedule of tournament is shown randomly and you can play against any opponent, without respecting the order of the list.

5.5. At the sessions there is the update of contracts / salaries / HDF game / loans / financial statements, made by the Panel Managerial by Staff, which reserves the right time necessary to complete the operation.

6. PROBLEMS OF GAME, DISPUTES AND CONDUCT OF PARTICIPANTS

6.1. INTERRUPTION RANDOM CONNECTION DURING THE MATCH: In this case, the game should be replayed restarting from score before interruption. It is necessary to observe the following procedures in the replay of the match :

6.1.1. IN THE CHAMPIONSHIP AND IN THE ROUNDS OF ELITE CUP: If you know the minute when you are interrupted the match you have to replay recovering the remaining time of the interrupted game. If instead you do not know the minute when the game was interrupted, you must:

1.1.a) repeat it completely, if you are interrupted in the first half; 1.1.b) repeat only one half, if it was interrupted in the second half.

6.1.2. IN THE PLAYOFFS: For interrupted games that are played with extra time and penalties activates "if the result up to the time of the interruption was different from draw, you need to create a new game and play the remaining minutes. The results obtained in the 2 matches will be added together to determine the final score.

In case of a victory of one of the two teams, you must simply record the result resulted from the addition of the two score; in the case of equality of aggregate score, need to create other matches waiting the 90th minute, at which point you played extra time and the possible penalties and the end result will be the addition of penalties more than the total of two match scores.

6.1.3. In case of expulsion at the start of the game player who receive red card should be substituted.

6.2. ABSENCES SHORT, LONG AND RETIRE - For cases of impossibility to play match of the tournament (e.g. PC problems, accidents, or other), the participant must inform Staff for absence in the future. Depending on the length of the same and the impact that would have on the regular execution of seasonal competitions, Staff reserves the right to withdraw the player. The criteria by which to value the

situation are chosen at the discretion of Staff.

6.2.1 If a user decides not to sign up for the season, he may ask for his team's "freezing" (can not be frozen for 2 consecutive seasons) for the next season (in which he will not play, do no market operation from the panel). This team will not participate in the championship but its pink will remain unchanged. If the team president decides to rewrite the championship after the freezing season, he will start from a lower league. Salaries will not be credited but the cost of freezing is:

- **10 milioni per la serie A.**
- **milioni per la serie B.**
- **milioni per la serie C1**
- **milioni per la serie C2.**

6.2.2 In case of relegation in the last disputed championship, the team will continue to participate in the league starting from a category below than that he should be in season he was suspended from.

6.2.3 If, after a season of suspension, the chairman of the team does not ask for the registration to the new season, the team will be dismantled. (Users will still be able to subscribe in the future starting from the lowest category with a new team).

6.3 ABSENCE WITHOUT REASONS: Where a user is registered to the season but not participate actively to it (i.e. in cases where this does not play at least 60% of the competitions programmed), his team will be officially relegated with a "warning" to the user interested. If this user were to be defaulting again, his team will be disqualified from all competitions and that user will be denied indefinitely entry to any tournament and competition organized by www.swosit.com

6.4. DISPUTES - By participating in the season you expect maximum loyalty, of fairness and collaboration with the Staff and their opponents in order to make it easy the management of the tournament and his pleasant execution. In the case of disputes, the Staff tries to decide the maximum fairness and justice. Shall be authentic, in the final decision, the testimonies of others participants and presentation of screenshots and logs of conversations.

6.5. BEHAVIOR IN THE COMMUNITY – Even the conduct of the participant in the season community spaces (forums, chats, etc.) is taken into account for decide on a possible official exclusion. We therefore invite all participants to keep an exemplary behavior; even in the practice of the traditional happiness associates to the community grew up around our site since its first foundation.

7. MANAGEMENT REGULATION: DISCIPLINE CORPORATE

7.1. Each participant gets right to join the season with one and only one Club.

7.2. It is therefore forbidden to create a new username and register for the season with a second team; Both teams will be excluded indefinitely from the season. Staff reserves the right to sanction further this user to protect the community.

7.3. You must not be substituted by other person to play your games or manage your team. Because this point is not objectively verifiable by the Staff, please participants observe it as a matter of ethics and respect vs. others users.

7.4. During the management cannot make substitutions of the team, neither of Presidents. If there are Presidents absent without explanation, for long periods, the respective team is considered as withdrawn from competition and their assigned matches lost at the table. Also in this case, exceptions to the criteria set out above may be decided by management to those subjects considered worthy of trust, because of previous relationships, or because they are known to the usual frequency of other sites in the SWOS world or other situations, evaluated case by case.

7.5. Every new team created is insert in last series present of the current season. In exceptional cases, (such as a reset of the season), the Staff may decide at its discretion the inclusion of new participants in the higher classes. It is in effect the "Veteran's rule" for long seasoned players who have missed a season due to reasons series and / or sensible. These players are allowed to re- register them in the lower series where he was before the abandonment and / or take over running presidents who have withdrawn without having played any match.

7.6. INITIAL BUDGET it is given an initial budget according to the division where will join the career: Serie

INITIAL BUDGET NEW COMPANIES					
BUDGET IN:	SERIE A	SERIE B	SERIE C1	SERIE C2	SERIE D
Value balance start (mln €)	90	70	60	50	40

7.7 CHANGE OF NAME OF THE TEAM The change of team name is conditioning:

7.7.1 If the season is about to start after a total reset, following a long period of inactivity of the site (see section 11.1 of the Regulation), it is possible to change the name of society.

7.7.2. If, however, the seasonal tournaments are played regularly, you cannot change the name of the Company, unless it is authorized to do so by the Staff, in consultation with other participants the season, which must agree.

7.8. Logo, Colors social, and City Stadium, Coach, Tactics (and any and all other parameters not cited here) can be varied at will at any time. Because the logo is loaded manually in the Panel by management, please do not change it often. In any case, the logo will not contain the stars within it, as long as they do not appear graphically different from Star used by management to symbolize the winner of an edition of Serie A.

7.9. ABANDONED: A team is considered retired when it is publicly certified by management on the forum. The retiree has consequences in terms of transfers. See in this regard, paragraph 9.5 of the Regulation.

7.10 SETTING THE FORMATION: It is mandatory set the formation in the panel management. The teams without formation set are not exportable in updates of the HDF file and then playing with the SwosIT pack would not be available. Therefore, the Staff will update HDF at the beginning of the season (end of Session 0) and at the beginning of the second round (the end of the sessions 1 and 2). For other updates "Intermediate" teams without formation set will not be updated regularly.

8. MANAGEMENT REGULATION: COMPOSITION OF TEAM

8.1. TEAMS REQUIREMENT. A minimum of 16 players is required for every team, including 2 goalkeepers. Teams can buy a maximum of 20 players, but in SWOS only 16 players are eligible to take part in the panel. The user will have to choose his 16 eligible players before the start of every session, including them in the specific line-up page.

8.1.1. In case of users not completed own team at the end of the market session 0, we distinguish two cases:

- Newly registered users: the team will be not admitted to the season, except countermand by the Staff.
- Users registered for at least one year: Staff will evaluate each case.

8.1.2 If at the end of Sessions 0, 1 and 2, a team will have less than 16 players, Staff will automatically integrate the missing players, setting them all with skill to 0 and fictitious names. Furthermore, the team will have a sanction:

Average salary = Total salaries / number of players of team

Economic sanction = Average Salary * (16 - number players of team)

8.1.3 No sanction is provided for similar situation at the end of the Sessions 3 and 4.

8.1.4. If salaries will exceed €20 million, a charge will be calculated on the budget (See Chapter 10.3.2 for details)

8.2. PERSONALIZED PLAYERS. Each company can create (or acquire from other teams) from 1 to 2 custom players through the menu item SETTINGS (the custom players are players that can be created by choosing the name and skill at the skill level at will).

(a) Custom-owned players may be varied at will during session 0 (initial kick-off before the start of the Championship). The balance is charged / accredited based on the changes made to the players' skills;

b) During session 1, 2, 3 and 4 (final, end of season), only their role can be changed. This change does not involve debiting / accruing in the balance sheet..

- a) During the Session 0, users can edit the custom players whenever they want: the budget will increase or decrease according to the skills they have chosen
- b) During the other Sessions, users can edit only the playing position of the custom players (at no additional cost).

9. MANAGEMENT REGULATION: TRANSFERT MARKET

9.1. HOW TO PURCHASE A PLAYER: In order to buy a player, the President can:

- a) Create a custom player (see previous paragraph for further information);
NOTE: once created, the Budget is CHARGED for the value of the used skills.
- b) Buy a player by bidding during a 24 hours auction from the FREE AGENT MARKET.
NOTE: the Budget is CHARGED for the value of the last increase.
- c) Purchase from another team after direct negotiation with the other President;
NOTE: the CHARGED budget is for the value agreed with the other Club.
- d) Obtaining a loan of a player from another team, after direct negotiations with its President.
NOTE: The balance is CHARGED to the value agreed with the other Club; team that get the loan must pay the salary of the player, all the time that they will be loan.
- e) Obtain a player by an exchange from another Club due to the acquisition of a player of yours from that Club.

9.1.2. All the acquired players subscribe a contract for 1 to 3 seasons (if owned), or for 1 to 3 sessions, during the current season (if obtained by a loan). During the session 3 and 4 (final transfer market), the loans are blocked.

9.2. SALES OF PLAYERS The sales of the players (leaving the own roster) can be made as follows:

- a) End of the contract. The player becomes/return a FREE AGENT: NOTE: the player's value won't be accredited into the Budget. "Taking care of own business is an EXCLUSIVE responsibility of the President". The Staff won't consider any complaint or dispute.
- b) Release the player on a free transfer. The player returns to the FREE AGENT MARKET; if the player is a custom one, it will be deleted from the database;
NOTE: The balance is CHARGED with a penalty, calculated in proportion to the value of the player and the years of the contract remaining.
- c) Accepting an offer for a player for sale on the 24 hours auction (the player for sale can't be withdraw from the market until the end of the auction; the bidder can't offer less than the value of the player; NOTE: At the end of the auction, the offer is automatically accepted and the player is purchased by the other Club; The Budget is credited by the value of the last offer.
- d) Accepting an offer for a player by a private negotiation; NOTE: if the offer is accepted the player is purchased from the other Club; The Budget is credited by the value of the negotiation.
- e) Transfer to another Club as technical counterpart if a player is moved to that Club
- f) Resale to FREE AGENT MARKET, when possible (see next point).

9.3. RESALE TO THE FREE AGENT: It is possible resale to the FREE AGENT up to 3 players; they can be resold to the FREE AGENT MARKET during the session 0 or during the session 4; the Budget is credited by the value of the player.

9.4. DISPUTES IN THE PRIVATE NEGOTIATIONS: All the negotiations described above can be done inside the Pannello. Nothing prohibits the Presidents from making more complex negotiations. In case of disputes about the private negotiations, the Staff will make a decision considering the discussions in the forum.

9.5. DEALING WITH PRIVATE CLUB OF PRESIDENTS retired from the SEASON

It's forbidden to negotiate with the Clubs that are retired. All the negotiations with these Clubs will be cancelled.

9.6. The Presidents are free to negotiate their players on the forum.

9.7. CANCELLATION MARKET OPERATIONS The Staff reserves the right to cancel market operations performed if the management so requires.

9.8. MODIFICATION OF THE AUCTION DEADLINE: The Staff reserves the right to postpone or to advance the deadline of the auction for the FREE AGENT

9.9 UNFAIR COMPETITION: It's categorically forbidden to interfere with the auction of other players for the sole purpose of damaging the opponents. These operations will be punished with a penalty of €5 millions. The recurrence of such behavior could determine the perpetual disqualification of the guilty President and his Club. NB: The Staff reserves the right to decide when to apply this rule. Any type of protest or complaint will be ignored. N.B. Edit the custom players for the sole purpose of gaining money in order to raise an offer during the auction, is considered "unfair" if the President is not able to cover the offer.

9.10 LOANS: A team can loan one player to another, for one, two or at most three market sessions. At the end of the loan the player returns in pink to the legitimate owner. Throughout the loan period, the payer of the player is paid by the team who is lending him. You can borrow up to 4 players. You can also receive up to 4 players on loan from other teams. Players borrowed do not affect the maximum number of players in pink (20 ndr.).

9.11 EXTRA-PANEL AGREEMENTS Presidents can enter into more complex arrangements than the management panel may have for its programming limits. This means that you can generate accrued payments, long-term technical counterpart agreements, etc., provided that these market movements respect the regulation of the market itself. The staff strongly recommends using the panel for all market operations and reminds you that running out of it involves a risk component that the staff will neglect, except ONLY for cases of irregular agreements.

10. REGULATION MANAGEMENT: VALUE OF REWARDS, VALUE OF RECEIPTS AND FINANCIAL PENALTIES

10.1. Scheme of the value of the premiums received by Club to the achievement of certain season objectives. The amounts shown are in millions of euros (€ million).

REWARDS FOR SEASONAL OBJECTIVES ACHIEVED							
REWARDS (in € millions) for:	Victory	Promotion to upper division	Permanence	Relegation to lower division	1° top scorer	2° top scorer (**)	3° top scorer (**)
SERIE A	10	-	7	3	1	0.75	0.5
SERIE B	-	12	5	2.5	1	0.75	0.5
SERIE C1	-	10	4	2	1	0.75	0.5
SERIE C2	-	10	3	-	1	0.75	0.5
Elite Cup	4	-	-	-	1	0.75	0.5
Federation Cup	3	-	-	-	1	0.75	0.5
Super Cup	1	-	-	-	-	-	-

10.1.2. ()** The same team cannot win two prizes of top scorers' ranking. : If a Club has 2 scorers in first and second in top scorers' ranking of championship, the Club will win only the reward for first place of top scorers' ranking. The second reward will be won by following Club a) In case of equality of goals scored between players of two or more different companies, the reward is assigned to all the companies involved;

b) If two or more players of the same team score the same number of goals valid for obtaining a reward, it is, of course, assigned only once to the Club.

10.2. RECEIPTS FOR THE RESULTS OF MATCHES The business for wins, draws and losses are indicated directly into the panel management, in the Budget section.

10.3. PENALTIES AND FINANCIAL

PENALTIES Are applied fines or penalties of ranking, in the following cases:

10.3.1. If at the beginning of the new season, in session 0 (after getting reward for season) the Club will have a negative balance (indicated with colour red) will punish with the following penalties:

a) If the negative balance will be less than -1 million €, you will only receive a formal

warning to avoid in the future this situation without penalties of points;

- b) If the negative balance will be between -1 and -3 million € million, Club will have a deduction of three (3) points penalty for the next league;
- c) If the negative balance will be between -3 and -5 million € million Club will have a deduction of five (5) points penalty for the next league;
- d) If the loss exceeds -5 million €, the team will be declared in bankrupt, players will be put automatically in free agent and the Club will restart from the last series available.

Staffs recommend all Presidents, at the end of the season, to improve the budget taking advantage from the transfer market.

10.4 SALARY CUP

Surpassing the 16 million € of salary, it will be debited 150% of salary surplus on balance
Surpassing the 18 million € of salary, it will be debited 200% of salary surplus on balance
Surpassing the 20 million € of salary, it will be debited 250% of salary surplus on balance

11. PLAYERS SKILLS CHANGES

11.1 YEARS PLAYERS

- Any player will lose a skill in speed after 5 seasons under contract (even without consecutive). This also means that after 4 seasons it will no longer be possible to boost it in speed.
- At the seventh season, another skill will be taken at speed (with a minimum of 5).
- After 10 seasons under contract (even non-consecutive) the withdrawal will take place (when a player withdraws, half of the value of his card will be credited to the club). The retired players will "re-emerge" then in the next season with their original features. Players who are actually retired from playing football will not be re-inserted.
- Each two consecutive seasons of inactivity at the Free Agent will rejuvenate by 1 year, players with an age of 3 or 4 instead of 2 consecutive seasons with the Free Agent will be reborn with the original features.

11.2 MODIFICATION TO SKILL

At the end of each season the skills values of some players will be increased / decreased, based on two criteria: Team Championship placement over the previous season.

Difference in team league leagues compared to previous season.

If the outcome is better, the team receives a positive skill point, if it is inferior to a negative skill point, if it is equal, it does not receive any skill points.

Special cases:

Retrievers will get a positive skill point if they return to the top category, otherwise they will take -1. The promoters will take the positive skill point in case of salvation, otherwise they will take -1. The new ones will take the point of positive skill:

- if you save
- if network difference is greater than +30.

Teams returning from freezing do not have the right to any skill point.

11.2 Each participant may decide which players in their team are worthy of growth and those who have not been up to their value. Below are the criteria that determine the increase / decrease of skills:

11.3 Regulating the changes.

Every single player can be modified by one season point skill (either in positive or negative). You can not use your earned and lost earning points to change a custom.

It is possible to change the goalkeepers simply by communicating if they want to increase / decrease their value. Presidents can use skill points to modify any of their players, even those loaned.

Modifiable players are all pink and owned players at the end of session 2 (then you will not be able to buy and immediately modify a player you just bought).

The minimum value of a player to lower the skill must be greater than or equal to 27, so you can not de-player a player that is below that threshold (you can increase your skills). If you do not have editable players with a value ≥ 27 you will have to deploy the strongest player in pink.

Negative skills points must be mandatory in the main skills of each role: Defender (RB-D-LB): TA, BC, SP, HE.

Midfielders (RW-M-LW): PA, TA, BC, SP. Forwards (A): SH, BC, SP, FI, HE.

Regulation changes:

Each player can be modified by only one skill point per season (positive or negative).

You can use a skill point (positive) to change the role of a player (not the GK).

You cannot use the skills points to edit a custom player.

You can change the goalkeepers simply by increasing / decreasing its value, bearing in mind that + 1 / -1 skill point is equivalent to a change in the price.

The presidents can use their skill points to change any player, even those that have been loaned.

The players that can be modified are all players in the squad and owned at the end of the session 2 (you will not be able to buy and immediately change a player you have just purchased).

The minimum value of a player whose skill must be greater than or equal to 27, you cannot weaken a player who is under 27 threshold (But you can increase their skills instead). If you do not have any players with value of greater than or equal to 27, you will have to weaken the strongest player in your team.

The decreasing skill depend on the role, you can only decrease these skills:

Defenders: TA, BC, SP, HE.

Midfielders: PA, TA, BC, SP.
Forwards: SH, BC, SP, FI, HE.

11.4 Time Modes and Modification Criteria

Players who want to edit are reported by the end of session 3 in a special post in the forum.

If a player does not communicate the changes within this deadline or erroneously communicates, the staff will arbitrarily modify the skills by using only the malus and by reducing any skills to random players.

If at the end of the season you have received 4 or more tables at your side (not null but offensive) then you will not be able to improve your players and you will receive 2 negative skills that will be awarded to SP at random three random players.

12. RESET OF THE SEASON

12.1. If, for various reasons, the smooth rotation of the seasons can not be observed (for example the closure of the site for a long period of time, or because it must be fully updated the database of players, who in the meantime has become obsolete), the Staff, when you start to play, decide to / reset the season. This decision has the following consequences:

- a) If their presidents join again in the tournament, the teams continue to exist, preserving their rank. If the previous season was finish regularly they will start again from the same series for which you were qualified to play (promotions and relegations become effective, unless the repechages (promotions to an higher division of the case). If the previous season had not been completed Staff will choose based number of participants.
- b) Presidents are given the opportunity to rename their company if they wish;
- c) The financial statements of the teams are reset, returning to the initial budget of the series in which they will participate.
- d) All players are reassigned to FREE AGENT

13. MISCELLANEOUS

13.1 Are considered integral parts of the regulation all official communications regarding the season, written on the site and on the forum by the Staff;

13.2. In the case of controversy here is not regulated, Staff shall judge according to the principles of sportsmanship, fairness and justice.

