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Welcome to Soccer PBM!



Summit Soccer was founded 1993 and has been running ever since. The game was re-set in April 2006 and condensed into a smaller number of highly populated leagues which makes for great competition between managers. Everything is completely computerised, using software written exclusively for the game and developed over several years. One thing to notice is that we don't use real players or teams. Why is this? Two main reasons - if the game was linked to the fortunes of real life players then the managers would not be in total control.

Remember, this is the game that puts YOU in charge and success or failure is in no-one else's hands but your own. Secondly, using real life names is OK when a league first kicks off but it looks a bit odd when Wayne Rooney is on the bench for Rochdale and Man City are about to take on Spurs in a 3rd Division relegation battle. There's no reason this couldn't be happening after a few seasons of promotion/ relegation and transfer activity! Better avoided!

THE IDEA OF THE GAME

This is a football management PBM (Play By Mail) game. As a player in the game you manage a fictitious football team through a full season of league matches as well as two Cup competitions. There are no real teams and no real players, instead the players have various ratings to tell you how skilful, aggressive or fit they are. These ratings alter depending upon how well your team is doing and whether you have any backroom staff employed at the Club to help you. As players play matches their skill rating will increase up to their maximum potential if they are part of a winning team but the opposite is also true - hit a losing streak and the players loss of confidence will mean a slump in ratings.

Keep your eye on fitness levels as well, players need a rest occasionally especially if you are also making progress in the Cup competitions! In addition to picking your team each turn you will need to negotiate contracts with your players as well as arrange transfer deals with other managers that are playing in your league. You will be required to develop your Stadium, fix admission prices, keep your Directors happy and cope with a mass of other problems, just like running a real football Club. Each week you will need to make decisions about your Club which you do on the TURNSHEET provided. You will need to return the Turnsheets by a given DEADLINE date. The Turnsheets are then processed and the results forwarded to the respective Managers, together with a fresh Turnsheets for the process to be repeated. Turnsheets can be returned by post, by fax, or by using the online turn submission at the web site.

HOW MUCH DOES IT COST?

There is a flat rate charge of £3.00 per game turn as at December 2015. There are NO extras to pay for ever, even if your team progresses in the Cup competitions or you arrange friendlies and are playing more than one match in a week. Unlike some other football games, all 'extra' print outs, friendlies and other features are FREE!!

Accepted payment methods are detailed on the Payments section of the website and include Paypal, GoCardless, Internet banking or old fashioned cheques!

Managers are not allowed to fall into a minus credit situation. If your team has no credit left then your results will NOT be printed. Your team will therefore be considered UNMANAGED and a new Manager may be assigned. Your Club may well be re-set to to the defaults so any improvements you have made as a manager could well be lost.

It is recommended that you always keep a reserve of AT LEAST one game Credit all the time. Should you miss the Deadline, for what ever reason, your turn will then still be processed (the Board of Directors will pick the team in your absence although no other decisions will be made) and your results will still be forwarded to you.

OVERSEAS MANAGERS

Non-UK Managers are very much welcome in Summit PBM. Because of the extra costs needed to Airmail turns outside the UK and the extra time it takes all non-UK turns will be scanned and sent out as an email attachment.

You can then use the online turn submission to submit your turn as the vast majority of UK managers use this method already.

The easiest payment method for overseas managers is online at the web site using all major credit cards or a PayPal account. Payments must be made in Pounds Sterling.

SEASON TICKETS

You can pay in advance for a full season at a reduced rate compared to the weekly turnfee. Details are sent at the start and in the middle of each season

REFUNDS

Please be aware that although we encourage you to pay for several turns in advance we DO NOT refund unused Game Turns.

You should therefore not pay for any turns in advance that you do not intend to use.

GAME STRUCTURE

There are 64 teams in each League, split into 4 Divisions of 16 Teams each.. The top 3 teams in each Division (apart from the Premier Division) are promoted at the end of the season, whilst the bottom 3 teams are relegated. In Division Three the last three teams will drop out of Summit and their Managers will take charge of three newly promoted teams. In addition there are two Cup Competitions -The Summit Cup and the Summit League Trophy.

Let us now move onto the game itself.....

OK then, so you have an idea what the game is about and how much it costs.... better get on and pick a team then.....

TEAM SELECTION

Each week you will need to pick 11 Players and two substitutes to make up your team. You cannot play injured or suspended players if you have other players available.

Where you have no option but to field a player that is unavailable you risk aggravating an injury still further so it's important to make sure you have enough available players at all times.



Formation.

You will need to decide a formation of Defenders, Midfielders and Attackers. Any formation can be used, but you must have at least one Player in each position.

The Player number of the player playing in goal should be written in the number 1 space, followed by the Defenders, then the Midfielders with the Attackers filling the last places. A player playing out of position will have his effectiveness reduced (see SQUAD DETAIL - ratings). So, for example if you were to play a 4-4-2 formation then No1 would be the goalkeeper; Nos 2,3,4,5 would be defenders; 6,7,8,9 would be midfielders and Nos 10 & 11 the attackers. Finally don't forget the two substitutes, Nos 12 & 14. You can use ANY formation you like, not just the ones suggested below, but there must be AT LEAST one player in each area of the field

Team Tactics

You will need to write the appropriate Tactic, A, B, C, D, or E.

Tactic - A - ULTRA DEFENSIVE - Ideal Formations - 6-3-1, 5-4-1, 5-3-2 For the Defensively minded Manager or if you are in fear of being outplayed by the opposition. The whole team will funnel back into defence the moment they lose the ball, and even when in possession they will be reluctant to come forward. You will not score many goals using this tactic, on the other hand you shouldn't concede many either!

Tactic - B - QUICK COUNTER - Ideal Formations - 5-3-2, 4-4-2.

Basically a defensive tactic, however once your team is in possession of the ball, they will attempt to play it forward quickly through the midfield. This works particularly well against opponents playing Tactic E.

Tactic - C - BALANCED - Ideal formations - 4-3-3, 4-4-2.

This is the tactic probably favoured by most Managers and provides for a steady build up when in possession and the midfield falling back in defence when the opposition has the ball. You need a fairly well balanced team to play this successfully, since a weakness in one area of the pitch will lead to problems.

Tactic - D - DIRECT - Ideal formations - 4-2-4, 5-2-3.

The 'Direct Through Ball' to those who like this tactic, the 'Long Punt Upfield' to those who do not. When playing this tactic your team will make very little effort to pass the ball around favouring instead to boot the ball upfield and hope the waiting strikers can get on the end of it. Not for the purists of the game this one, but it can achieve results if you have one or two high rated Attackers.

Tactic - E - ALL OUT ATTACK - Ideal formations - 3-3-4, 3-4-3, 3-2-5

Exiting to watch but **VERY** risky! - your Midfield and even your Defence will get forward to support the attack at every opportunity. Using this tactic can sometimes produce some very strange results!! You should score a lot of goals, probably win a lot of fans, but the opposing forwards will think it is Christmas from the amount of chances they will get.

Aggression

You will need to choose an aggression factor from 1 to 9. The default is 5. The lower the aggression that you tell your team to play with, the more likely they are to be intimidated by the opposition but they are less likely to be injured or booked. The higher the aggression factor, the more likely they are to be booked or even sent off. You will need to find a balanced aggression level that suits your team.

Remember to take into account the TEMPER rating of your players and the REFEREE for your match (see later in this Rulebook).

Substitutions

Each match you can name TWO substitutes and name the conditions, under which the substitutions will be made. You should enter the SHIRT NUMBER of the substitute, the SHIRT NUMBER of the Player he is to replace, the number of MINUTES at which the substitution is to take place and finally, CROSS OUT any match conditions that do not apply. For example, if you only want the substitute to come on if your team was winning or drawing then you would cross out LOSING on the Turnsheet. Using the online turn submission form you simply select the conditions from the drop down box provided.

If a Player is injured during the match then the first substitute (No 12) will come on automatically. If you do not want a substitute to come on at all you should put down his Player number but leave everything else blank. He will only come on if there is an injury.

Right then, you know how to pick a team - now you need some information about the players. You'll find this on the Squad Details Sheet

SQUAD DETAILS SHEET



On this page you will see details of the people employed by your club. They are split into two sections - THE PLAYERS and the NON PLAYING STAFF.

THE PLAYERS

NO - (Number) - The number to the left of the Player's name is unique to THAT particular player. When picking your team, negotiating contracts or indeed taking any action at all regarding the player, you will need to use this number - NOT the player's name.

POSN - (Position) - Immediately to right of the Player's name is the POSITION that the player is best suited to playing. These can be G/K (Goalkeeper), DEF (Defender), MID (Midfield), or ATT (Attacker). A Goalkeeper will only play in goal, but you may sometimes have an outfield player who can play equally well in two areas, (eg D/M is a defender that can play in defence AND midfield) and very occasionally, in all three.

RAT - (Rating) - This is the all important rating of the Player's ability and can range from 1, the lowest, to 50 the highest. In the same way that there are not too many players like Messi around in the real world, not ALL players will ever reach a 50 skill rating no matter how much you coach them. The Potential max rating for each player can be anything between 30 and 50.

Only a small number of players will fail to improve past a 30 rating and equally only a small number will have the ability to reach a 50 rating - the majority will peak at around the 40 mark. You can never be certain how much a player is going to improve but a high rated scout will tell you if you scout each player individually. The rating applies only if the Player is playing in the team, in his best position. A Player out of his position will have his effective rating reduced by 50%. In other words, if you play a 30 rated DEF in midfield he will only be rated as a 15 rated MID. You can see therefore, the advantage of having Players in your squad that can play in more than one position.

FIT - (Fitness) - The Players fitness ranges from 1, the lowest, to 25 the highest. You should keep your eye on the Players fitness level since this can significantly affect performance on Match days. Resting a Player, even for one week, can considerably improve the fitness level. One of your most difficult jobs as a Manager, will be studying the fixture list to determine when, or if, you can afford to rest Players.

MPR - (Match Performance Rating) – This isn't listed on your squad sheet but does appear on the match report, it ranges from 1 (the lowest) to 9 (the highest) and indicates how close a player is currently playing to his current rating, so is a type of form indicator. The MPR tends to increase as a player plays matches but drops when the player gets injured, suspended or is dropped. Although the MPR is important the Skill Rating is much more significant of course. A 20 rated player with a MPR, or form of 2 will still be playing better than a 15 rated player with a MPR of 8 for example.

AGE - (Age) - Ages range from 17 through to around 37 but there are a small number of players around outside this range. All players will age by one year at the end of each season, it makes things simpler that way and it's one helluva birthday bash!

Note that age also seriously affects rating changes at the end of each season (see 'end of season'). If a player's rating drops too low as a result of the end of season changes the player will retire and disappear from the game.

TMP - (Temper) - The player's temper ranges from 1 (the lowest) to 25 (the highest) and indicates how likely a player is to be booked or cautioned during a game. The higher the rating the more likely he is to get on the wrong side of the ref! Some players with high temper ratings may be clever enough to avoid the attention of referees so this rating is just a rough guide. There is nothing you can do to alter a player's temper rating.

PLA - (Played) - Number of games played this season. Note this INCLUDES being name as a sub even if the player didn't get on the pitch. This is important if you are trying to get young players enough games to get an end of season ratings boost (see 'end of season')

GLS - (Goals) - Number of goals scored this season. In the case of Goalkeepers, this figure represents the number of goals conceded this season.

DIS - (Discipline) - Number of Disciplinary points 'earned' this season. A Player receives 1 point for a booking and 4 points for a sending off. There is an automatic suspension of two turns each time the points total increases by 4.

WAGES - The Player's weekly wage is determined by the Contract he has with the Club. See the section called CONTRACTS.

WKS - (Weeks) - The number of weeks remaining on the Player's Contract. Again see the CONTRACTS section.

VALUE - The Player's transfer value is determined not only by his rating, but also by his ability to play in other positions and by age. Note that the player's likely potential rating does NOT affect the value, only the actual current rating as printed

STATUS - OK indicates that the Player is available for selection. BAN or INJ, followed by a number, means the Player is banned or injured for that number of turns. Remember that injuries and suspensions last for a number of TURNS not a number of MATCHES.

NON PLAYING STAFF

These employees are very important to your club. They have a rating from 1 to 25, Contracts and Transfer values just the same as the Players and can be bought or sold in the same way. You can issue instructions to them by using the correct ORDER CODE on your Turnsheets. Although you can only issue two instructions each turn do not worry, since the other Staff Members (if you have more than two) will simply carry on with the same task as in the previous week.

Non playing staff retire eventually but unlike players this is not dependent upon age.

In general non playing staff don't like being sent to College. The higher their rating the less they like it! If you leave them there for too many weeks in a row they may get annoyed and walk out on your Club - so be warned!

Head Coach(COA)

Some would consider him to be the most important position of all. He is dedicated to doing nothing but working with the Players trying to increase their rating. His success will depend on his own rating and depend on the Players he is developing. Some weeks he will have more success than others; even working with the same Players. On your Turnsheets under NON PLAYING staff, you should write down (or enter if using online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

ORDER CODE 1 WHOLESQUAD

He will work with the whole squad for the week.

ORDER CODE 2 G/K He will work with just the Goalkeepers for the week.

ORDER CODE 3 DEF He will work with his Defenders for the whole week.

ORDER CODE 4 MID He will work with his Midfielders for the whole week.

ORDER CODE 5 ATT He will work with his Attackers for the whole week.

ORDER CODE 6 PLAYER He will work with just one player for the week. After writing 6 (the Order Code) you will need to write the NUMBER of the player you want him to coach.

ORDER CODE 7 COLLEGE He will attend College for the week, in order to try and improve his own rating.

Youth Team Coach(YOU)

If your Club employs a Youth Team Coach, then you are able to run a Youth Team. Although you are not provided with week to week details (you have enough to do already), having a Youth Team means there is the possibility of young Players being promoted into your first team squad. A youth Player will be brought to your attention when the Coach thinks he is good enough and will be added straight to your first team squad. Since you can issue instructions to the Coach to concentrate on certain areas you can, to some extent, influence the type of up and coming Players.

The higher the rating of your Youth Coach, the higher the maximum rating of the players he will produce. There is no set number of weeks that it takes for a youth coach to produce a player, you'll just have to be patient, nor is there any guarantee that he will unearth a star every time. All you can do is select an area in which you want him to work, leave him to get on with his job and keep your fingers crossed!

On your Turnsheets, under NON PLAYING STAFF you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

ORDER CODE 1 WHOLE SQUAD He will work with his whole squad for the week.

ORDER CODE 2 G/K He will work with just his Goalkeepers for the week.

ORDER CODE 3 DEF He will work with just his Defenders for the week.

ORDER CODE 4 MID He will work with just his Midfielders for the week.

ORDER CODE 5 ATT He will work with just his Attackers for the week.

ORDER CODE 6 COLLEGE He will attend College for the week, in order to try to improve his own rating.

Club Doctor(DOC)



The Club Doctors' job is to treat Players AFTER they have been injured and also to prevent injuries occurring in the first place. If you have a Doctor to treat your injured Players you may find the length of time, that the Player is out injured can be reduced dramatically, particularly in the case of long term injuries and that your squad suffers from fewer injuries over the season.

On your Turnsheets, under NON PLAYING STAFF, you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER.

ORDER CODE 1 TREAT He will spend the week treating ALL injured Players and trying to lessen the chance of a player injury in the current turns matches..

ORDER CODE 2 COLLEGE He will attend College for the week in order to try to improve his own rating.

Club Physio(PHY)

The job of the Club Physio is to try to increase the players FITNESS rating. He will have no effect on a Player who is already injured. As with the Coach, his success will depend on his own rating and the players he is working with. On your Turnsheets you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

ORDER CODE 1 WHOLE SQUAD He will work with the whole squad for the week.

ORDER CODE 2 G/K He will work with just the Goalkeepers for the week.

ORDER CODE 3 DEF He will work with just the Defenders for the week.

ORDER CODE 4 MID He will work with just the Midfielders for the week.

ORDER CODE 5 ATT He will work with just the Attackers for the week.

ORDER CODE 6 PLAYER He will work with just one player for the week. After writing 6 (the order code number) you will need to write the NUMBER of the Player he is attending.

ORDER CODE 7 COLLEGE He will attend College for the week to try to improve His own rating.

Promotions Officer(PRO)

Your Club can employ a full time Promotions Officer, whose job is to raise funds for the Club. He does this by searching for sponsorship, selling advertising space in the programme and around the ground and organising lotteries etc. Generally, the higher his rating and the longer you leave him to the same task the greater will be the rewards.

On your Turnsheets under NON PLAYING STAFF, you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require

ORDER CODE 1 SPONSOR

He will spend his time on sponsorship deals. This can take a few weeks to achieve but in the end the results can be well worth it.

ORDER CODE 2 ADVERTISING

He will spend his time working on advertising deals. These take less time to negotiate than a sponsorship and the rewards are moderate. Deals do not normally fall through, but it can happen.

ORDER CODE 3 LOTTERY He will spend his time organising lotteries, raffles and other small fund raising activities. Although results from these are usually fairly small there is no risk and no time wasting.

ORDER CODE 4 COLLEGE He will attend College in order to try to improve his own rating.

Club Scout(SCO)

You can use your Club Scout as a spy to check on other Players that you might be interested in buying, or to check on your next opponents. The information that you get back will vary, from week to week, and will depend a great deal upon his own rating. Beware that a low rated Scout can sometimes not only fail to bring back the information you ask, but that information he provides may not always be entirely accurate.

ORDER CODE 1 LEAGUE He will provide you with information such as team strengths, formation and tactics used by your next LEAGUE opponents in their last match.

ORDER CODE 2 CUP He will provide you with information such as team strengths, formation and tactics used by your next CUP opponents in their last match.

ORDER CODE 3 PLAYER He will provide you with information on a specific PLAYER. After writing 3 (the order code number) you will need to write down the Player NUMBER

ORDER CODE 4 COLLEGE He will attend College for the week to try to improve his rating.

ORDER CODE 5 POTENTIAL He will find out the max potential skill rating of any player. After writing 5 (the order code number) you will need to write the NUMBER of the Player and the CLUB he is at (even if it's your own club).

Head Groundsman(GRO)

The Head Groundsman is in charge of all Stadium maintenance staff. Without him your Stadium would very gradually deteriorate, resulting in falling crowds and less income. The results that he can achieve depend upon his rating and how long he can be assigned to a particular task. On your Turnsheet you should write down (or enter if using the online turn submission) his Player NUMBER followed by the ORDER CODE NUMBER you require.

ORDER CODE 1 PITCH He and his staff will concentrate on the playing pitch; trying to improve its condition.

ORDER CODE 2 NORTH He and his staff will concentrate on the NORTH stand, trying to improve its state of repair.

ORDER CODE 3 SOUTH He and his staff will concentrate on the SOUTH stand, trying to improve its state of repair.

ORDER CODE 4 EAST He and his staff will concentrate on the EAST stand, trying to improve its state of repair.

ORDER CODE 5 WEST He and his staff will concentrate on the WEST stand, trying to improve its state of repair.

ORDER CODE 6 COLLEGE He will attend College for the week to try and improve his rating.

SUMMARY OF NON PLAYING STAFF ORDER CODES

	ORDER CODES						
	1	2	3	4	5	6	7
COACH	Squad	G/K	Def	Mid	Att	Player	College
YOUTH	Squad	G/K	Def	Mid	Att	College	
DOCTOR	Squad	College					
PHYSIO	Squad	G/K	Def	Mid	Att	Player	College
PROM	Sponsor	Advert	Lottery	College			
SCOUT	League	Cup	Player	Max Rating			
GROUNDS	Pitch	North	South	East	West	College	

So, now we've picked a team and given those lazy staff at the Club something to do... time for the match. Hang on though... we need a Stadium to play in. Although you get a large injection of cash at the start of each season, it is the gate receipts that provide the week to week income so look after your Stadium! You'll find all the info on the Ground Details Sheet

GROUND DETAILS SHEET

Full details of your home ground are provided on the sheet entitled Home Ground Information.

Home Following

The Home Following is the number of fans that want to come and see your home matches. The 'following' will rise and fall depending upon your match results, the level of facilities and the admission prices. The actual crowd at your game will be your 'following' PLUS 10% of the away teams 'following', as long as your Stadium is big enough to hold all the fans. If you are continuously getting capacity crowds then it would be sensible to increase the size of your Ground. However it is NOT a good idea to build a massive Stadium with no fans since playing your games in front of a quarter full Stadium will lessen your home advantage



Admission Prices

There are two admission prices - for seats and for standing. The recommended admission prices are issued each season on the Prize Money and TV Sponsorship sheet which you will find in the Downloads section of the website if you are joining the game after the start of the season.

These prices however are only the defaults, as with all areas you have complete control and are free to alter them as you wish. Raising prices will mean a reduction in the number of people who want to come to your matches (Home Following) whilst reducing them will have the opposite effect. It is not recommended that you stray too far from the default prices as if you increase prices above a level that your fans find acceptable they will boycott your games and may take a LONG time for them to forgive and come back.

For the purposes of this simulation all the standing places are filled up first on Match days. For example, if you have a total ground capacity of 10,000 standing and 10,000 seated, a 14,000 crowd will result in income from 10,000 at standing price and 4,000 at seating price. You can raise and lower the admission price as you wish but only by £1 each turn. On your Turnsheets, under GROUND INSTRUCTIONS you should write down (or enter if using online turn submission) the ORDER CODE NUMBER you require.

ORDER CODE ADM 1 RAISE Standing price in all Stands by £1.

ORDER CODE ADM 2 RAISE Seating price in all Stands by £1.

ORDER CODE ADM 3 LOWER Standing price in all Stands by £1.

ORDER CODE ADM 4 LOWER Seating price in all Stands by £1.

Facilities.

The ground Facilities are measured in 20 levels from Level 1 (lowest) to Level 20 (highest). Each facility can be raised by only one at a time, and the work is carried on the week that you issue the instruction. On your Turnsheet, under GROUND INSTRUCTIONS, you should write down (or enter if using the online Turn submission) the ORDER CODE NUMBER you require.

Occasionally Facilities will drop by a level to reflect a gradual deterioration through the season so you will need to check them each week and make sure that they are maintained at a reasonable level.

ORDER CODE FAC 1 SAFETY RATING up by one level Cost: £25,000
 ORDER CODE FAC 2 FLOODLIGHTS up by one level Cost: £10,000
 ORDER CODE FAC 3 SCOREBOARD up by one level Cost: £2,000
 ORDER CODE FAC 4 SOUVENIR SHOP up by one level Cost: £10,000
 ORDER CODE FAC 5 CAR PARKING up by one level Cost: £20,000
 ORDER CODE FAC 6 PUBLIC FACILITIES up by one level Cost: £25,000
 ORDER CODE FAC 7 DISABLED FACILITIES up by one level Cost: £10,000
 ORDER CODE FAC 8 SNACK BARS up by one level Cost: £10,000

The Pitch

The condition of your pitch is also measured in 20 levels from Level 1 (lowest) to Level 20 (highest). Gradually throughout the season the condition of the pitch is likely to deteriorate, particularly if you find yourself playing extra Cup matches on it. Installing underground drainage and/or underground heating, although expensive, can slow this decline dramatically. You can also instruct your Head Groundsman, if you have one, to spend some time concentrating on the pitch and that can improve its condition.

As a last resort you can lay new turf, although you should bear in mind near the end of the season that the pitch will improve anyway during the close season break. A bad playing surface will tend to lessen your advantage as the Home Team and make results slightly more unpredictable. On your Turnsheet, under GROUND INSTRUCTIONS you should write down (or enter if using the online Turn submission) the ORDER CODE NUMBER you require.

ORDER CODE PIT 1 Install UNDERGROUND DRAINAGE Cost: £100,000
 ORDER CODE PIT 2 Install UNDERGROUND HEATING Cost: £100,000
 ORDER CODE PIT 3 Lay NEW TURF Cost: £ 50,000

The Stands

Your ground is divided into four main areas - NORTH, SOUTH, EAST, and WEST. Each area has a Stand with two ratings. The State of repair refers to the general CONDITION from Level 1(lowest) to Level 10(highest).

Rather like the pitch, this rating may fall throughout the season and Stands in a poor state of repair can result in unhappy crowds, which in turn lessens your home advantage.

The Structure refers to the TYPE of Stand, from Level 1(a basic terrace) to Level 10(a multi-level all seater). The higher levels of Stand also have Executive Boxes attached, which provide a guaranteed income of £1,000 each per match, regardless of any other factors. You can only increase ONE Stand by ONE level each turn

Construction will take THREE turns to complete, from the turn that you issue the instruction and will begin AFTER that weeks matches have been played. Furthermore, whilst the Stand is being upgraded that section of the ground will be CLOSED and your ground capacity reduced accordingly. The different types of Stand are as follows:-

LEVEL	STANDING	SEATED	EXEC BOXES
1	2,500	0	0
2	5,000	0	0
3	5,000	2,500	0
4	5,000	5,000	0
5	2,500	7,500	0
6	0	10,000	5
7	0	12,500	10
8	0	15,000	15
9	0	17,500	20
10	0	20,000	25



To upgrade a Stand by one level costs £200,000, to be paid on the week that you issue the instruction. You can only issue ONE Stand Upgrade Order per turn and you MUST wait for confirmation that the building work is completed and the Stand has re-opened before you can develop that particular Stand again.

On the Turnsheet under GROUND INSTRUCTIONS you should write down (or enter if using the online Turn submission) the ORDER CODE NUMBER you require.

ORDER CODE STA 1 Upgrade NORTH Stand by one level.

ORDER CODE STA 2 Upgrade SOUTH stand by one level.

ORDER CODE STA 3 Upgrade EAST stand by one level.

ORDER CODE STA 4 Upgrade WEST stand by one level.

Now that you know how to build a Stadium to make Old Trafford look like a Council park pitch there's just one problem... your team is, well, let's just say not very good! Time to buy some new players and / or non playing staff

TRANSFERS

A very important part of Summit PBM is the buying and selling of Players and a very important part of that is the online game forum. I would advise ALL managers to create a forum login as this is the place where most deals get done!

Selling Players.

There are three ways you can sell a Player.

(1) Direct - You can make a deal directly with another Manager. The transfer fee that you put down on the Turnsheets must match EXACTLY the fee put down by the other manager, and must be put down on the SAME week. Transfer fees should be approximately, though not necessarily exactly, equal to the Players market value. If you try to sell a Player for a lot LESS than he is worth your Directors may intervene. On the other hand, should you try to sell a Player for a lot MORE than he is worth then the buying Club Directors might block the deal.

On your Turnsheet under CONTRACTS/TRANSFERS, you should use the ORDER CODE: TRAN 1 followed by the Player NUMBER followed by the Transfer FEE followed by the buying club.

(2) Auction - You can put a Player up for auction. He may or may not appear on the auction list the following week and if he is he will be sold to the highest bidder. No matter what fee he is sold for, or even if he is not sold at all, your Club will only receive HALF his current value. This effectively amounts to sacking the Player and should be used with caution. On your Turnsheet, under CONTRACTS/TRANSFERS, you should use the ORDER CODE: TRAN 2 followed by the Player NUMBER.

(3) List - You can place a Player on the Transfer List where he will be put on show for all other Managers to see. He will appear on the Transfer List for about THREE turns. Unlike putting him on the auction, this does not mean that he will leave the Club. It merely indicates to the rest of the League that you are open to offers for him. The Transfer Fee that you are asking for him should be roughly equal to his market value. Once another Manager contacts you and a deal is agreed, you should follow the procedure (1) above. On your Turnsheet, under CONTRACTS/TRANSFERS, you should use the ORDER CODE: TRAN 3 followed by the Player NUMBER followed by the fee required.

Buying Players

There are three ways that you can buy a Player.



(1) Direct - You can make a deal directly with another. The transfer Fee that you put down on the Turnsheets must match EXACTLY the fee put down by the other Manager and must be put down on the SAME week. Transfer fees should be approximately, though not necessarily exactly, equal to the Players market value. If you try to buy a Player for a lot MORE than he is worth your Directors may intervene. On the other hand, should you try to buy a Player for a lot LESS than he is worth the Selling Club's Directors may block the deal. On your Turnsheets under CONTRACTS/TRANSFERS, you should use ORDER CODE: TRAN 4 followed by the Player NUMBER followed by the selling Club.

(2) Auction - You can buy a Player at auction. These Players are either new finds from outside the League that are looking for a Club, Players who have been put up for auction by their previous Clubs, or Players that have been unable to agree a new contract with their previous Club. These Players are simply sold to the highest bidder. There is a minimum bid that is indicated, but there is no limit to the amount a Club can bid for a player. On your Turnsheets, under CONTRACTS/TRANSFERS, you should use ORDER CODE: TRAN 5 followed by the Player NUMBER followed by the amount BID.

(3) List - You can make an offer for a Player who appears on the Transfer List. This does not mean that you will buy the Player, it merely tells the other Manager that you are making an offer for the Player concerned. If the other Manager contacts you and a deal is agreed you should follow the procedure(1) above. On your Turnsheets under CONTRACTS/TRANSFERS you should write the ORDER CODE: TRAN 6 followed by the amount OFFERED followed by the selling CLUB.

Summary of Transfer Codes

SELLING A PLAYER					
ORDER CODE	ACTION	WRITE OR INPUT ON TURNSHEET			
TRAN1	DIRECT	TRAN1	PLAYER NO.	FEE	CLUB
TRAN2	AUCTION	TRAN2	PLAYER NO.		
TRAN3	LIST	TRAN3	PLAYER NO.	FEE	
BUYING A PLAYER					
ORDER CODE	ACTION	WRITE OR INPUT ON TURNSHEET			
TRAN4	DIRECT	TRAN4	PLAYER NO.	FEE	CLUB
TRAN5	AUCTION	TRAN5	PLAYER NO.	BID	
TRAN6	OFFER	TRAN6	PLAYER NO.	OFFER	CLUB

Swapping Players

Players can be swapped between two Clubs providing they are roughly of equal value, or a player might be used as part of a cash + player deal involving a higher valued player. As always, both Managers need to write the deal on the SAME week and the details must match EXACTLY. On your Turnsheets under CONTRACTS/ TRANSFERS you should use the ORDER CODE: TRAN 7 followed by your player NUMBER + amount of CASH (0 if none) - for - other player NUMBER + amount of CASH (0 if none) - with which CLUB.

For instance if I wanted to transfer my player number [0001] to a Club called Steves Stars[779] in exchange for their player [0122] plus £500,000 then I would write:

TRAN 7 - [0001] + £0 for [0122] + £500,000 with Club 779

Loaning Players

Players can be loaned between two Clubs, which could well be of benefit to both parties. It can be a way of giving players on the fringe of the first team a regular game, which in turn may well increase the rating. It is up to the player whether he accepts going on loan or not and normally only young players in need of games for an end of season ratings boost will agree.

You can only have a maximum of THREE loan players in your squad. Players can be loaned for a MAXIMUM of 4 weeks at a time but it is quite an expensive way of getting players into your Club. The Club RECEIVING the player shall pay his wages PLUS £1,000 X his rating to the lending Club. Borrowing players doesn't come cheap! In other words to borrow a 15 rated player would cost you £15,000 per week (paid to the lending Club), AND you would need to pay his wages aswell. On your turnsheet under CONTRACTS/TRANSFERS you should use the ORDER CODE: TRAN 8 - followed by the player NUMBER - followed by the number of WEEKS (1, 2, 3 or 4) - followed by the other CLUB

If you are a new manager at your Club then your playing staff should all be signed to reasonable contracts. Unfortunately life doesn't stay that easy! Eventually their contracts start to run out and although some will be happy to stay (probably at a vastly inflated wage) a small number will want to move on.

CONTRACTS

Every Player, or member of the Non-playing staff has a Contract detailed on the SQUAD DETAILS page. The WAGE is per week and WKS is the number of weeks that the Contract has still to run. You can offer anyone a new Contract once the WKS column has ticked down to 4, although whether they accept or not is another matter. Once the figure in the WKS column falls to zero that person is then OUT OF CONTRACT with the club and becomes a free agent. Should this situation persist for more than THREE WEEKS, he will leave the Club and you will receive compensation of only HALF his market value.

Usually when a player has around 4 weeks of his contract left he will notify you if he is willing to sign for your Club again and tell you the new contract he is asking for. You don't need to offer him exactly what he wants but it is in your own interests to finalise a contract as quickly as possible. Sometimes a player will simply refuse to re-sign and will want to leave the Club. If that is the case then you should try and sell him to another Club as soon as possible. Remember, if you allow him to leave as a free agent then you will receive only HALF his value!



On your Turnsheets under CONTRACTS/TRANSFERS you should write down CON to indicate a Contract instruction followed by the Player NUMBER, followed by Weekly wage offered, followed by the number of weeks. CON-PLAYER-WAGE-WKS. The following turn you will be advised whether the Player has accepted your offer.

OTHER BUSINESS

You will find a section on your Turnsheets entitled Other Business. You can use this section to issue instructions that are not covered by any of the previous Sections.

Club News

In your Club news section you will find a matter that may require a decision to be made on your part. Should this occur, you will find the appropriate Order Code Number for the response that you wish to make is supplied and this should be used in the Other Business section. Throughout the course of the season you will encounter many different scenarios, some good and some not so good. Some are a bit of fun and others are deadly serious! You should be aware that your response in some cases can have a major bearing on your season, therefore consider the particular situation VERY carefully.

Programmes

Before each Home game you will need to check the number of Programmes you have ordered and decide whether you need to make a change. For the purpose of this simulation we assume each person who attends a match buys one programme. Thus with a 12,500 crowd you have the potential to sell 12,500 programmes. If you print MORE programmes than you can sell then you are wasting money since the unsold programmes are destroyed and you will still have paid the printing costs. If you print LESS programmes than you can sell then you are losing potential income. Programmes can be a handy form of income since they cost only 50p each to print yet sell for £2.00.

Remember that the crowd at your Home games will be your Home Following PLUS 10 per cent of your opponents Home Following, as long as they can all fit into your Stadium. If you wish to change your order for programmes, on your Turnsheets under OTHER BUSINESS you should use the ORDER CODE: **PRO 1** followed by the new **NUMBER**.

If you have a Home League match and a Home Cup match in the same week you can issue a special order for cup match programmes only. You should write the ORDER CODE: **PRO 2** followed by the **NUMBER**. Your Orders for League and Cup programmes will remain as they are for every match until you issue another Order to change them.

Policing

You must inform the Chief Constable of the level of Policing you require at Home matches. The different levels are shown below but you should remember the levels shown against each crowd are only the RECOMMENDED levels. They do not GUARANTEE that there will be no trouble at your ground. If you have a Policing level of MORE than the recommended level then you are probably wasting money since no amount of Police can prevent determined trouble-makers. If you have a Policing level of LESS than the recommended level then you run the risk of crowd violence, damage to your ground, and even a fine from the authorities.

POLICE LEVEL		CROWD
1	LOW	Under 5,000
2	BELOW AVERAGE	5,000 – 10,000
3	AVERAGE	10,000 – 25,000
4	ABOVE AVERAGE	25,000 – 40,000
5	HIGH	40,000 – 60,000
6	VERY HIGH	60,000 – 80,000

Each level of Policing costs £2,500. If you wish to change the level of Policing, on your Turnsheets under OTHER BUSINESS you should use the ORDER CODE: **POL 1** followed by the new **LEVEL**.

If you have a Home League match and a Home Cup match in the same week you can issue a special order for Cup match Policing only. You should write the ORDER CODE **POL 2** followed by the **LEVEL**. Your Orders for League and Cup Policing Levels will remain as they are for every match until you issue another Order to change them.

GENERAL MESSAGE.

At the end of your Turnsheets there is a space for you to write a message that will be printed with next week's results for all the Managers in the League to read. You can write virtually anything here, whether connected with the game or not, but please keep it short. Needless to say, nothing abusive or offensive will be printed!

OTHER GAME FEATURES

Friendly Matches

Each week you will have the chance to play a friendly game against another Club from your own league. You can only arrange ONE friendly per week and the game will be cancelled if either of the Clubs are involved in a Cup or Trophy match that week.

Friendly matches provide no income but they DO affect players skill ratings in the same way as a League or Cup game. Players can also be booked or injured in these games. There is a space on your turnsheet to arrange friendlies, which then take place the following week. So if you want a friendly for Week 12 you would write it on the Turnsheets that you are filling in for Week 11, that way a team selection sheet can be sent to you for the match along with your Week 11 results package. Remember that the game must be written down by BOTH Managers on the same week.

If you're unable to arrange a friendly with another Manager then the Summit F.A. will do it for you! Simply write a '0' in the Team space on the Turnsheets and you will be fixed up with a game against an unmanaged team if one is available. You cannot choose which team your friendly will be against if you use this option nor can you choose where it will be played.

No Friendlies can be played on Weeks 6, 8, 15, when all teams are involved in Cup or Trophy matches, or on the first week of the season.

Referees

You will know in advance who the referee will be for your next match(es) and just as in real life, each Summit referee has his own character. Every referee will have a "booking rating" that appears after his name, which ranges from 1, the lowest (very lenient, inclined to let the game flow and very reluctant to book players), up to 10, the highest (very strict, whistle happy, and will book or send off any player at the slightest excuse). It may be worth reducing the aggression level you play if you have a 10 rated referee.

Sponsorship Payments

At the end of each season there are very substantial Sponsorship payments made to each Club based on the previous seasons league position. These payments will vary from season to season and will be listed on the Season Prize Money sheet at the start of each season which is available in the Downloads section of the website.

The same sheet also details how much TV revenue you will receive as well as sponsor payments for progress in the Cup and Trophy. Unlike the other payments, the Cup and Trophy prize money is paid throughout the season following the completion of each round.



Financial statement

This shows your weekly Bank Balance. You are not allowed an overdraft and should your Bank Balance fall below zero you may find your Directors stepping in to reduce costs or even sell a Player. You will have no control over their actions. Your Club's main income week to week (as opposed to prize and TV income) will be from gate receipts. In the case of League games and Trophy matches (which are played over two legs), the Home team takes 75% of the gate income and the Away team takes the remaining 25%. In the Summit Cup, and the League Trophy Final, which are one-off Cup Ties, all gate receipts are split evenly between the two Clubs.

Directors' News

This will give you an idea of how happy the Directors are with your performance. You may choose to ignore this altogether, but you should remember that the directors can, if they wish, override most decisions that you make especially when dealing in the transfer market. Directors tend to become unhappy if you have a negative bank balance, not enough fit players to pick a team or if they are stepping in to block your transfer deals.

Televised Games

Any matches that are televised live will be chosen by the TV Companies and the Clubs will receive £100,000.

Fixture List

Shows the fixtures and results for your Club for the entire season. You won't get a fixture list EVERY week – they will be mixed in with the Information Sheets outlined below.

The schedule of Cup and Trophy matches is as follows:

Week 6: Trophy Round 1, 1st legs Week 8: Trophy Round 1, 2nd legs
 Week 10: Trophy Round 2, 1st legs Week 12: Trophy Round 2, 2nd legs
 Week 15: CUP Round 1 Week 16: Trophy Round 3, 1st legs
 Week 17: CUP Round 1 replays Week 18: Trophy Round 3, 2nd legs
 Week 19: CUP Round 2 Week 20: Trophy QF, 1st legs
 Week 21: CUP Round 2 replays Week 22: Trophy QF, 2nd legs
 Week 23: CUP Round 3 Week 24: Trophy SF, 1st legs
 Week 25: CUP Round 3 replays Week 26: Trophy SF, 2nd legs
 Week 27: CUP QF Week 28: Trophy FINAL
 Week 29: CUP QF replays Week 31: CUP SF
 Week 33: CUP FINAL

Information Sheets

Various information about your league is produced each week by the Summit software. These include a Directory of Managers plus addresses and phone numbers if available, plus league data such as Top Scorers, Highest Paid Players, Highest Wage Bills, Most Disciplinary Points, Largest Grounds etc etc. There is also a Representative Team picked from each Division based on highest rated players.

Obviously a lot of this information will not alter too much from one week to the next so for this reason we don't print all the data each week. You'll receive these sheets 'in rotation' and should receive each different set of data every 4 / 5 turns or so.

END OF SEASON CHANGES

Apart from the major sponsorship payments there are a few other changes that happen at the end of each season. All players age by a year (some party THAT must be!), promotions and relegations take place and players ratings will alter slightly according to their age.

Older players ratings may drop due to ageing and younger players can get a ratings boost from the experience of playing in matches during the season.

Older Players:

Players aged 31 will drop by between 0 and 1 skill points

Players aged 32 will drop by between 0 and 2 skill points

Players aged 33 will drop by between 0 and 3 skill points

Players aged 34 will drop by between 0 and 4 skill points

Players aged 35 will drop by between 0 and 5 skill points

Minus a max of 1 point for every year older than 35

Young Players:

Players aged 21 will increase by between 0 and 1 skill points

Players aged 20 will increase by between 0 and 2 skill points

Players aged 19 will increase by between 0 and 3 skill points

Plus a max of 1 point for every year younger than 20

In order to benefit from this rating boost up to a maximum of a 25 skill rating **young players need to have played at least 15 games during the season.** This includes being named as sub (whether played or not) and appearances on loan but NOT friendlies.

Players that have played 20 games during the season can increase to a maximum rating of 30 and 25 games increases this to a maximum 35 skill rating.

For each game played above 25 the maximum rating that a young player can get boosted to is increased by 1 to a maximum of 40 assuming that the players max potential rating is that high (see 'Rating' on Page 6)

GAME PRIZES

The game prizes are simply the BEST around. We give away top quality Championship Shields, superb Trophies and medals! Alternatively you can exchange your prize for even more game credit if you prefer. You will find the prizes on offer listed on your turn.

In addition to these prizes, EVERY manager receives personalised CERTIFICATE at the end of each season with their name, club name and finishing position in their league. As if that were not enough you can also win a small prize EVERY TURN such as an exclusive Summit PBM pen or fridge magnet in the Forecast 5 prediction competition!

HOW TO SEND IN TURNS

By far the most popular method of returning turnsheets is using the online turnsheet submission form at the web site. Not only does this cut out the risk of your turn being delayed in the postal system but you will also receive an instant confirmation that your turn has been received and a copy of the turn that you just submitted for your own reference.

Alternatively of course you can post your turns:

Summit Soccer,
9 Speechly Drive
Rugeley,
Staffordshire,
WS15 2NZ

SUMMIT FORUM

If you want to get the most out of the game it is essential that you visit the website forum at least occasionally. A broad range of topics get discussed and most managers use it to arrange transfer deals. Any urgent information about the game is also posted there first as it is an instant way of contacting managers

CHEATING

We hope that Managers will play the game in the spirit that it is intended but inevitably there will be some who seem intent on bending the rules to their own advantage. In fairness to the other managers and to protect the long term interests of the game we will take action against managers who we feel are abusing the rules. This could mean a total block on transfers to or from a club or even stopping a manager from playing. Summit is an extremely fairly run game and it is intended that it is kept that way!

SOME FINAL POINTS.

If you want advice on how to play the game then the website forum is the place to start as it is frequented by managers who are very experienced and will be more than happy to help. If you have a question that is specifically related to your club then you can open a Support Ticket by clicking the Support tab on the website menu.

At first you will probably have enough to do running one Club but many managers like different challenges so you can take on an extra Club or Clubs if you wish.

IN THE INTERESTS OF FAIRNESS TRANSFERS ARE NOT ALLOWED BETWEEN TWO TEAMS RUN BY THE SAME MANAGER, OR BETWEEN TWO MANAGERS FROM THE SAME ADDRESS.

In all other respects the Clubs are treated separately and you will receive separate sets of results.

The aim at Summit PBM is to run an efficient and enjoyable game, that is complex without being complicated. Hopefully that aim has been achieved and you will enjoy playing!

Frequently Asked Questions

Got a problem? See if your question is answered here.

[1] I've just lost this weeks match even though my ratings were better than the other teams! How come?

A - Welcome to the most commonly asked question here at! Total player ratings are printed as an indication of the overall strengths of the two teams. The computer though, doesn't look at 'total ratings' when playing the match but at INDIVIDUAL players ratings. A team with a seemingly poor total defence rating might have an extremely highly rated goalkeeper who performs miracles in goal! or a highly rated attacker who wins the game single-handedly! You have to remember that good players can play badly.... and poor players can play above themselves... just as in real life!

Again, just as in real life it can be impossible to explain an individual result but at the end of the season the good teams will be at the top of the League and bad ones at the bottom plus there will be a considerable gap between them!

[2] Am I allowed an overdraft with my Club? *A - No you are not. If you were to leave your Club then it wouldn't be fair to ask the new Manager to take over a Club that was heavily in debt and equally it would be unfair to other Managers to simply write that debt off. If your Club goes into debt then don't think you've got away with it! Your Directors will be watching the situation and will suddenly, without warning place on the auction list enough players / staff to cover the debt.*

[3] How many players can I have in my squad? *A - You are allowed a squad of 21 players in total and believe me when injuries and suspensions start to take their toll you'll need them!! If you sign more players than allowed then as above, don't think you've got away with it! Your Directors are likely to auction players (usually your BEST ones!) to bring the squad size down to 21.*

[4] Can I have more than one of each non playing staff? *A - Nope definitely not! The only exception is a Scout.... You can have two of those! If you want to replace a Coach, for example you'll have to get rid of your existing Coach before signing his replacement. As with [3] and [4] above, not only will your Directors auction off any duplicate staff you may sign but in this case you may receive an extremely heavy fine aswell.*

[5] My player refuses to sign a new Contract. What can I do? *A - Sell him! Simple as that! It is very unusual for a player to change his mind when he wants to leave a Club and if you don't sell him on to another Club then you'll only get half his value if he goes for auction. A huge wage offer MIGHT tempt him into staying if it isn't blocked by your Directors first but do you really want a player that wants to be somewhere else?*

[6] What's the point in improving Ground facilities such as snack bars when they provide no income? *A - It's true that snack bars, in common with other Ground Facilities don't provide any direct income for your Club. Improving facilities however increases your Home Following slightly and therefore the attendance.*

[7] How can I please my Directors? Nothing I do seems to make them happy! *A - Threequarters of Managers in real football will be asking the same question! Directors will never be totally happy unless you are 10 points clear at the top of the Premier League with £200 million in the Bank! - even then it's not certain. There's no easy answer to this but the answers you give in the Club News section of the game can have a big effect, aswell as the Clubs bank balance.*

[8] Can I play injured or suspended players in matches? *A - No, you run the risk of making an injury much worse and even of making him retire altogether.*

[9] Can I have a free credit for introducing my friend to Summit Soccerleague? *A – This question just creeps in at number 9 so I can't ignore it! To be honest we don't really want you to encourage friends who might not really want to become Managers at all, just to gain the free credits. Most managers enjoy the game more with a couple of friends playing and so don't need any encouragement to get them involved.*

[10] Is there a break between seasons *A -There is usually a gap equivalent to missing one turn. The kick off date for the new season will be the deadline date on your Week 1 turnsheet.*

And finally!! Do not get discouraged. Building a Summit club can be a long process sometimes but the satisfaction is all the sweeter. As an anonymous non-league Manager once said after his 14th defeat in a row "Just wait until next week - I think we're starting to get it right now!"