

FFO RULES – WORK IN PROGRESS

INTRODUCTION

FFO is a highly addictive and fun football management game featuring over 2,000 of the world's best current football stars. Best of all, it's free to play.

The league structure is split into two: an English "side" and a European (EFL) "side". Each "side" has three leagues of 20 teams. The English side has the Premier League, Championship, and League One. The EFL side has EFL1, EFL2, and EFL3.

Clubs in EFL3 and League One are currently non-playable and are used as a background league to develop new players, test new ideas, and provide more depth to cup competitions.

There are generally two league games per week on Monday and Friday, with Wednesday being used for cup games. All teamsheet **deadlines** are **2 pm on game day**, with games being posted to the site between 8pm and midnight.

The cups mentioned earlier are of two types: Inter-league cups such as the Champions League, Dave Phillips Trophy, Darren Bradwell Cup, and FLT. Domestic Cups are played using clubs from your own "side". These are the FA Cup and EFL Cup.

TEAMSHEETS

A team sheet is the selection of players, formation and tactics you make for each game along with a set of instructions for your players to follow in certain situations. The team sheet should be in TXT format.

All team sheets must be submitted via the team sheet submitter on the main site. Submission instructions can be found there. Deadline to sheet is 2pm (UK time) on the day of the game.

Here are the minimum and maximum number of players allowable for each playing position:

Min DF = 3

Max DF = 5

Max DM = 2

Min MF = 0

Max MF = 6

Max AM = 3

Min FW = 1

Max FW = 4

Error Watch:

The FFO Error Watch is a point-based system created to try and minimise the amount of team sheet errors in a team sheet when it is submitted.

Every team starts the season on 0 points, with the following additions/deductions:

Set Sheet used if you get 5+ error points, +2 if errors, -1 if error free.

Get 5+ points for a 2nd time and set sheet used + fine.

A team cannot go above 5 points or below 0 points. New managers to FFO are exempt to the error watch for their first three rounds, and a new managerial appointment sees the count reset to zero. At the end of the season, all points are reset.

Missing Sheets:

If you miss a sheet the following punishments happen

1st - Use of standard sheet (442N)

2nd - Use of standard sheet plus 5mil fine

3rd - Use of standard sheet, with reserve keeper, 5m fine, 1 point deduction

4th - Use of standard sheet, with reserve keeper, 5m fine, 4 point deduction

5th - Use of standard sheet, with reserve keeper, 5m fine, 6 point deduction
6th - SACK, fines returned to club once they find a new manager

MATCHES

What happens after you've submitted your team sheet? The biggest part of any footballing game. Match Day!!

Between 8pm and midnight of match day, your league admin will use automated scripts to download the teamsheets sent by managers in the league. The scripts then check the sheets for errors and report back to the admin for resolution. If no issues are found then the code runs the games, puts everything in the correct folders ready to upload. This is fully automated. Games are then uploaded.

IN GAME ABS

For each action a player makes in the game, he will receive ability points. The Season 5 Abs for each cup competition and league are given below:

CL

AB Goal = 36
AB Assist = 36
AB Victory Random = 0
AB Clean Sheet = 37
AB Ktk = 39
AB Kps = 32
AB Sht On = 30
AB Sht Off = 29
AB Sav = 32
AB OG = -10
AB Defeat Random = 0
AB Concede = -10
AB Yellow = -4
AB Red = -15

Prem/EFL1/DPT

AB Goal = 34
AB Assist = 34
AB Victory Random = 0
AB Clean Sheet = 35
AB Ktk = 37
AB Kps = 30
AB Sht On = 28
AB Sht Off = 27
AB Sav = 30
AB OG = -10
AB Defeat Random = 0
AB Concede = -10
AB Yellow = -4
AB Red = -15

Champ/EFL2/DBC/FLT

AB Goal = 33
AB Assist = 33
AB Victory Random = 0
AB Clean Sheet = 34
AB Ktk = 36
AB Kps = 29
AB Sht On = 27

AB Sht Off = 26
AB Sav = 29
AB OG = -10
AB Defeat Random = 0
AB Concede = -10
AB Yellow = -4
AB Red = -15

Injuries and Suspensions:

After each round a report of injuries and suspensions is published for each league. Links can be found on the league pages. These should be checked along with your roster to ensure you do not pick players who are unavailable for selection.

Player Charts:

In addition to the injury and suspension reports there are player reports for top goal scorer, most shots, most assists, and most passes and so on. These are updated after every round.

TRANSFERS

A massive part of FFO is the opportunity to improve your team by transferring players and/or cash to and from your club. Transfer windows are weekly and run from 9pm Sunday until 9am Saturday. Transfers are processed on Saturday, ready for Monday match days

Transfer Rules:

All transfers are officially binding (and able to be processed) **ONLY ON THE Forum!** Public and private agreements made through other media are in no way binding except by the honour of the managers involved. Once a deal is officially binding and provided it does not violate transfers rule, it **WILL** be processed.

Transfers that are deemed corrupt or rigged will be cancelled.

During the season, clubs can sign up to 6 players and sell up to 6 players per weekly transfer window.

The EOS transfer windows will be a 'transfer bonanza' There will be no limit on the number of players that can be brought in or sent out as long as none of the transfers violate the transfer rules.

If you sell a player, you cannot sign that player back to your current team for a minimum of one calendar year. This restriction applies even if you change teams. This restriction is removed if the player is legally transferred from his new team to a team that is not your former or current team.

Transfers must be completed in full at the time of the transfer. There are two financial aspects and one practical aspect to this.

The first financial aspect is that a team may not go into debt to complete a transfer. If a team attempts a transfer that will put them in debt, that transfer will be reversed.

The second financial aspect of this is that future payments are not allowed. If a transfer deal seems a bit light from one side and then at some point in the future a deal that seems to be a 'make-up' deal is agreed to by the two teams in question, the deals will be scrutinized, and a decision will be made by the administration.

If the administration finds the deal to be in order, it will stand. If the administration finds the deal to be a future payment type situation, **BOTH** parties will be found in violation of these rules and will be punished accordingly in addition to possibly finding the deal reversed (if possible).

Sell Him Now (SHN):

Players that are no longer of value to your club, may be sold for their SHN value at any time while the transfer window is open. The SHN values for Season 5 are given below and are also shown in detail for each player on your club page:

All values are in thousands for each skill level.

Main Skill

13=1000
14=1000
15=3000
16=5000
17=10000
18=12000
19=16000
20=25000
21=35000
22=45000
23=55000
24=70000
25=80000
26=90000

Secondary Skill

15=4000
16=6000
17=8000
18=10000
19=12000
20=15000
21=20000
22=25000

Goalkeeper

16=500
17=500
18=3000
19=6000
20=10000
21=15000
22=20000
23=25000
24=30000
25=35000
26=50000
27=60000

Age

31=90
32=80
33=70
34=60
35=50
36=30
37=0

LOANS

Sometimes the loan of a player can be more desirable than a permanent transfer. This is a situation in which the player's rights are retained by one team while he plays for another.

Loans are a type of transfer. Therefore, all the rules that apply to transfers also apply to loans as well. The additional rules regarding loans follow.

Each team is allowed to loan in up to 2 players.

A team may not purchase additional loan-in slots.

Each team is allowed to loan out 2 players with no fee to the league. A team may buy up to two additional loan-out slots for an £8,000,000 fee per slot to the league.

There is a maximum skill level for a loan player at the beginning of his loan. A player may increase his playing level during the loan and remain on loan.

1st Tier: 19

2nd Tier: 18

Clubs may only loan a maximum of 1 player from any club.

Loan Period:

The minimum loan period is 4 weeks. The maximum is one season. All loan players are returned to their home teams on completion of a season. You may loan a player to the same team for more than one season, but a new deal must be worked out between seasons.

You may make multiple short-term loans of the same player to the same team during a season if each of the loans is at least 4 weeks.

NEW MANAGERS

Managers with less than 3 months concurrent experience in FFO are allowed to make deals but every transfer will be reviewed by admin before it is processed. If we feel any transfer does not benefit the new manager's club, we will cancel the transfer. After 3 months of consistently playing, a manager will be considered 'experienced' and every transfer made by the manager will no longer be reviewed.

TRANSFER POSTS

The title for the transfer thread should have one of the following formats (with explanations):

E_Haaland mnc rma 100,000,000 (Player's name, selling club's 3-letter code, buying club's 3-letter code, amount)

E_Haaland mnc rma LOAN 10,000,000 (Player's name, 3-letter code of the team giving the loan, 3-letter code of the team taking the loan, LOAN, amount)

E_Haaland rma mnu LOAN RECALL (Player's name, 3-letter code of the team returning the player, 3-letter code of the team recalling the player, LOAN RECALL)

A_Ayew cry fre 8,000,000 (Player's name, selling club's 3-letter code, free market's 3-letter code, amount)

In the body of the message, you should write "'Team Name' confirms."

WAGES

Players must earn a monthly wage. The value of their wage goes up with their skill. The values are updated weekly along with the transfer processing rerun. The Season 5 wages are given below:

Wages

All values are in thousands for each skill level.

Main Skill

15=100

16=200

17=300

18=400

19=600
20=800
21=1000
22=1200
23=1400
24=1600
25=2000
26=2250
27=2500
28=2750

Secondary Skill

17=300
18=400
19=500
20=600
21=800
22=1000
23=1200
24=1500
25=2000

Goalkeeper

18=200
19=300
20=400
21=600
22=800
23=1000
24=1200
25=1500
26=2000
27=2500
28=3000
29=3500

GATES

Each month your club will earn money via ticket sales.

League

Prem/EFL1 - £30 per ticket

Champ/EFL2 - £25 per ticket

Cups

CL - 2,000,000 per game per club.

DPT - 1,500,000 per game per club.

DBC - 750,000 per game per club.

FLT - 500,000 per game per club.

FA/EFL Cup - 2,500,000 per game per club.

MINIMUM MINUTES

Each player in FFO has a contracted number of minutes they must play in order to not be released at the end of the season. These change from season to season and can be found on your club page.

The minimum minutes required for Season 5 for each player are derived from the following data sets.

Main Skill

12=45

13=45
14=90
15=180
16=360
17=720
18=1080
19=1440
20=1800
21=1800
22=2000
23=2000
24=2000
25=2000
26=2000
27=2000
28=2000

Secondary Skill

Just testing

14=400
15=500
16=600
17=700
18=800
19=900
20=1000
21=1000
22=1000
23=1000
25=1000
24=1000

Age

19=-800
20=-600
21=-400
22=0
23=0
24=0
25=0
26=0
27=0
28=0
29=0
30=0
31=-200
32=-300
33=-400
34=-500
35=-600
36=-700
37=-800

CUPS

League games are not the only games your club has in FFO. You are automatically entered into 2 cup competitions.

Domestic Cups:

The FA Cup and EFL Cup are an exclusive cup for each "side" of the game. Containing 60 teams, this is single leg straight knockout format. The Semi Final and Final are played at neutral stadiums.

The format for the FA Cup and EFL Cup is given below:

Round 1 – 40 Champ and League One (or EFL2/3) enter. 8 have a bye to round 2 with 16 ties to get 16 winners

Round 2 - 16 winners + 8 byes = 24 R2 ties to leave 12 winners

Round 3 – 12 winners plus Prem/EFL1 teams in 16 ties

European Cups: These are interleague competitions.

Qualification:

CL - 8 Prem Teams, 8 EFL1 teams - 1st to 8th.

DPT - 8 Prem Teams, 8 EFL1 teams - 9th to 16th.

DBC - 17th in Prem, 17th in EFL1, 3 promoted teams from Champ, 3 promoted teams from EFL2, 3 losing playoff teams in each league, 7th in Champ, and EFL2.

FLT - 3 relegated Prem teams, 3 relegated EFL1 teams. 8th-20th Champ and EFL2. 1st to 20th League One and EFL3.

Format:

CL - Group stage then 2-legged knockouts plus final.

DPT - Group stage then 2-legged knockouts plus final.

DBC - Group stage then 2-legged knockouts plus final.

FLT - Single-leg knockout until QF then 2-legged knockouts plus final.

Each winner will gain access to the higher competition in the next season. If needed, the lowest-placed league qualifier will lose their place to the cup winner (e.g., 8th placed in EFL1 lose CL place as 10th placed EFL1 team wins the DPT or CL).

END OF SEASON

Retirement:

Players who remain valuable (having a SHN PRICE) to their teams will retire at the end of the season in which they turn 37 years old. Players which are classified as "old" (31 and up) and have no SHN PRICE will retire. This adjustment ensures a smoother transition while allowing managers to plan for player retirements in advance.

Aging:

Players age one year at the end of every season.

Youth Rerates:

Youth players will gain abs at the end of each season until they turn 22. See below for details

Rerate values for young players are as follows:

Age 18: +200/+100/+100

Age 19: +300/+200/+200

Age 20: +400/+300/+300

Age 21 - +500/+400/+400

Veteran Rerates:

All players classified as "old" will receive negative rerates starting from age 31.

No derates will be applied at EOS 3 for old players.

Rerate values for old players are as follows:

Age 31: -200/-200/-200

Age 32: -300/-300/-300

Age 33: -500/-500/-500

Age 34: -700/-700/-700
Age 35: -900/-900/-900
Age 36: -1200/-1200/-1200

Prizes:

At the end of the season all clubs will earn prize money

League:

Prem/EFL1 -

- 1 - £30,000,000
- 2 - £22,000,000
- 3 - £21,000,000
- 4 - £20,000,000
- 5 - £19,000,000
- 6 - £18,000,000
- 7 - £17,000,000
- 8 - £16,000,000
- 9 - £15,000,000
- 10 - £14,000,000
- 11 - £13,000,000
- 12 - £12,000,000
- 13 - £11,000,000
- 14 - £10,000,000
- 15 - £9,000,000
- 16 - £8,000,000
- 17 - £8,000,000
- 18 - £7,000,000
- 19 - £7,000,000
- 20 - £7,000,000

Champ/EFL2 -

- 1 - £20,000,000
- 2 - £17,000,000
- 3 - £15,000,000
- 4 - £14,000,000
- 5 - £13,000,000
- 6 - £12,000,000
- 7 - £10,000,000
- 8 - £9,000,000

9 - £8,000,000
10 - £7,000,000
11 - £7,000,000
12 - £7,000,000
13 - £6,000,000
14 - £5,000,000
15 - £5,000,000
16 - £4,000,000
17 - £4,000,000
18 - £4,000,000
19 - £4,000,000
20 - £4,000,000

Cups:

CL

Winner - £20,000,000

Runner Up - £12,000,000

Semi - £9,000,000

QF - £5,000,000

DPT

Winner - £15,000,000

Runner Up - £9,000,000

Semi - £7,000,000

QF - £4,000,000

DBC

Winner - £10,000,000

Runner Up - £8,000,000

Semi - £5,000,000

QF - £3,000,000

FLT

Winner - £7,000,000

Runner Up - £4,000,000

Semi - £2,000,000

QF - £1,000,000

FA/EFL Cup

Winner - £10,000,000

Runner Up - £8,000,000

Semi - £5,000,000

QF - £3,000,000

Sponsor Pot:

Each club will then be ranked at the end of the season to see who has over and under performed compared to the previous season. A £300,000,000 prize pot will then be shared out with the teams performing best getting the most and those not performing getting the least.

For Champ/EFL2 - this will be a 200mil prize pot

NEW PLAYERS

As players are lost for not meeting minute requirements or retiring - new players are needed into the game to replace them. New stars are also needed to keep the game fresh, give managers a target to spend money on and to ensure the transfer market is active. New players arrive in FFO in 3 ways.

Auction:

The FFO Auction is one of the games most loved features.

Each preseason and midseason a pool of new players is auctioned. The format of the action can change from time to time. Most auctions are known as "Blind" auctions. This means managers make a bid via PM to a special auction account and at the end of the process the highest bidder wins

FFO Academy:

Please see the Academy section of the rules for more details on this feature of the game.

FFO Shop:

The FFO Shop gives managers to improve their club outside of the transfer market

Buy Him Now:

The Buy Him Now list is a way to sign "squad" players into your team. These are low cost and low skill. It is a list of players who are not "first team quality". These are usually players that will sit on the bench or not play much - squad fillers to enable each club to fulfil the number of players required for each squad. This function is open every close season.

STADIUM UPGRADES

Upgrades to your stadium capacity are a great way to increase your club's income. A thread on the forum will open every preseason to allow this to be purchased.

The matrix of costs for Season 5 for each 5k upgrade is given below:

Capacity: 30,000 --> 35,000	Cost: 5,000,000
Capacity: 35,000 --> 40,000	Cost: 5,000,000
Capacity: 40,000 --> 45,000	Cost: 6,000,000
Capacity: 45,000 --> 50,000	Cost: 7,000,000
Capacity: 50,000 --> 55,000	Cost: 8,000,000
Capacity: 55,000 --> 60,000	Cost: 10,000,000
Capacity: 60,000 --> 65,000	Cost: 12,000,000
Capacity: 65,000 --> 70,000	Cost: 14,000,000
Capacity: 70,000 --> 75,000	Cost: 15,000,000
Capacity: 75,000 --> 80,000	Cost: 16,000,000
Capacity: 80,000 --> 85,000	Cost: 17,000,000
Capacity: 85,000 --> 90,000	Cost: 18,000,000
Capacity: 90,000 --> 95,000	Cost: 19,000,000
Capacity: 95,000 --> 100,000	Cost: 20,000,000

The only caveat to stadium upgrades is that you can only upgrade by 10k per season.

CARETAKERS EXPLAINED

In FFO there are some clubs that just cannot seem to keep hold of a manager, or just don't seem to attract a manager. This is where caretakers step in. These are trusted managers who take over the club to ensure they do not just rot. Their main task is to make them a more appealing prospect. Caretakers cannot be at a club in the same league as their main team or the same "side" of the game.

Caretaker Rules:

Work towards reducing the age of the side where possible. Try not to sign older players, even if they are to be the best player in your team although some older players are allowed.

Do not sell star youth players unless for a deal that the admin team approve. Try to build around these players.

Make the club as profitable, reducing wages and increase gates where possible.

ACADEMY

A unique feature to FFO, the FFO Youth Academy is one of a kind. Each club has an academy for the training of young players. Weekly training updates, a mid-season live event, and options to upgrade your facilities make this new feature an exciting addition to the game.

Set Up:

In November 2023, the Academy feature was set up. This involved all 80 playable clubs gaining 7 academy players. These were assigned at random from a pool of players.

Weekly Sessions:

Each week of the season (20 weeks), the players in your academy will receive training. A weekly update will be available on your club page, where you can see details of how your players are progressing.

Midseason Event:

Once every season, there will be a Midseason Event. This MAY be live on Youtube/Twitch/Discord, but details will be posted to the forum around the time.

In this one-off event, 1 of your players will receive either a positive or negative event. This will lead to either abs gain or loss.

New Player Intake:

You are allowed to acquire two players per offseason to augment your academy. This includes those found by your scout(s). The costs for players from the youth intake are as follows:

- Premier League/EFL1 teams: £12,000,000 per player
- Championship/EFL2 teams: £8,000,000 per player

The maximum number of players in your academy remains 12, with a minimum required of 4.

Scouts:

These are available for purchase during the preseason period, yielding one player per season for five seasons. The initial player will be scouted upon the acquisition of the scout. Managers are allowed to sign one scout per offseason, with a maximum limit of two. The costs for scouts are as follows:

- Premier League/EFL1 teams: £45,000,000 per scout
- Championship/EFL2 teams: £25,000,000 per scout

Investing in a scout incurs a short-term expense for the long-term benefit of saving £15 million across five players.

Coaches:

Recognizing the pivotal role coaches play in a player's development, we are introducing end-of-season sessions for every academy player. This will entail an additional 5 training weeks per coach. Managers are permitted to purchase one coach per preseason, up to a maximum of two coaches per club. Each coach will be contracted to your club for three seasons, with a cost of £20,000,000.

Facilities:

Contemplating an upgrade to your facilities? It's a one-time cost for years of additional benefits. Upgrading will grant your club an extra mid-season event at a fixed cost of £35,000,000, irrespective of the league. Keep in mind that mid-season events can have positive or negative outcomes, so proceed at your own risk.

These enhancements are designed to elevate the FFO Academy experience and provide managers with strategic choices to shape the future of their teams. We look forward to witnessing the positive impact these changes will have on the league.

Promoting Academy Players:

Players in your academy are eligible for call up when they reach 20 years old. This can only be done at the start of the season.

Once the players reach 22 years old, they will automatically be called up to your main roster. Should your academy drop below 4 players, you will be automatically assigned enough players to reach the minimum level. These players will cost as per the details above.

In addition, you must always have one goalkeeper in your academy, but you cannot have two.

Players called up from the academy cannot be sold until they are 22 years old. However, they can be loaned out.

The cost for loaning an Academy player out to another club is £5m, paid by the parent club.

MEDIA

FFO allows managers to write media/press around their club and the game to raise funds for their club. This can be in text format or video format.

Media Income:

Media Income is limited to £4,000,000 per month with a £1,000,000 overspill to the next month. We understand life is busy and we want the media to be creative rather than a chore.

Media posts will be paid at £2000 per word. Video media will be judged on its length and quality in an ad-hoc basis. The details of this will be added to the thread once judged by the admin team

Media Post Rules:

Please refrain from losing your temper and insulting other managers.

Cyber bullying won't be tolerated.

If you are copying and pasting into media articles, please use the quote code. However, things which are your own work such as tables of statistics or predictions do not need to be placed inside quote tags as these are your own work, so you deserve the credit for them.

Teamsheet Bonus:

If you don't miss any teamsheets in a month you will also be granted £1,000,000 in media money.

Missing a sheet removes £500,000 from this fund, with 2 sheets removing all of it

MISCELLAENEOUS

Captains:

Each preseason you will be asked to pick a captain. This player cannot be sold while captain.

Captains aged 30 and under will receive 500 main ab. These will be removed when the player stops being captain.

Players 31 and over will receive 1000 main skill abs.

Captains may be changed at midseason. There will be an announcement on the forum to this effect at the appropriate time.

Debt:

You must not go into debt. Being in debt carries punishment.

Transfers that put you into debt may be cancelled or reversed.

Slipping into debt due to wages vs gates carries its own risk but you have 1 week to resolve this debt.

Recurring issues will be punishable.

Finance Limit:

A finance cap is set to be enforced in May 2024. This will be after the preseason auction between S3 and S4. Any money over £300,000,000 will be removed from your club.

Squad Requirements:

You must have 23 players in your squad at all times with a maximum of 4 goalkeepers

Referral Scheme:

Should you introduce a new manager to FFO (so long as not from same IP) and they stick around for 2 seasons then you will be rewarded. Both clubs would be given £25,000,000.

Admin Discretion:

Punishments, disputes and rulings will be undertaken by the admin team. We have the final word and will be transparent in our decision making.