

Gameplan College Version - Rules Update

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INTRODUCTION TO COLLEGE FORMAT

These leagues use the standard rules, with a few minor modifications, as follows:-

LEAGUE FORMAT

There are 12 teams in each league. There is no divisional structure. The regular season schedule is eleven games. You play each team once, so it's not a balanced schedule in terms of games at home and on the road (but the balance should alternate from season to season). League stats appear in weeks 4, 8 and 11.

COLLEGE TEAMS

Teams that have been set up so far are Alabama, Auburn, Brigham Young, Colorado, Florida, Florida State, Miami, Michigan, Nebraska, Notre Dame, New Mexico, Oklahoma, Ohio State, Pittsburgh, Penn State, Tulane, Tennessee, UCLA, USC and Washington. These are the teams for which roster names and numbers exist. These are not up to date, complete or accurate, but they are available if you can't name and numbers your players yourself.

BOWL GAMES

There is one round of playoff games to decide who plays in which bowl games (gold, silver and bronze, with consolation bowls for each). Playoff positions are decided by team rankings, as follows:

4th ranked plays at 1st ranked, with 3rd at 2nd: the winners play for the Gold Bowl.

8th ranked plays at 5th ranked, with 7th at 6th: the winners play for the Silver Bowl.

12th ranked plays at 9th ranked, with 11th at 10th: the winners play for the Bronze Bowl.

In each case, the playoffs losers play for the corresponding consolation bowl.

ROSTERS

Initial roster selection are normal, but with player ages modified to be in the range 1-4. Experienced players are more effective than inexperienced players (so keep a squad of balanced ages). Player names should be appropriate (historical or current - look through the last couple of year's drafts for a start). There is no reduced effectiveness, but player experience does count.

LOSING POINTS

The rate of LPs during the season, including week 11, is increased by two extra LPs each turn (so it's three for a win, four for a tie and five for a loss).

GRADUATIONS

Year 4 players of any value graduate and disappear at the end of the season, to be replaced with zero value year 1 players. Graduations are notified AFTER the bowl games. There will usually be compensation in LPs for reasonable numbers of graduations (and more for unreasonable numbers).

RECRUITING

There is no draft at the end of the season, and there are no free agents. In training camp you get to recruit three players of any value up to three. These can be specified by draft codes rather than just

coaching codes (the code specifies the player type and one of his strengths, and any further strengths are filled out from the usual strengths for the type). Cost is 10 LPs per strength.

Note: Recruiting works the same as the version 2.15 create-a-free-agent routine, except the guy goes straight on your roster and there's no extra cost.

Note that when recruiting (as with coaching) it's important that you don't give your new player the same shirt number as another player on your roster (unless he's in the right position). Otherwise the recruitment will fail.

COACHING

When you coach a no-star player in the college version you get either a one-star player for 15 LPs (the strength chosen the normal way, by the coaching code) or a two-star player for 25 LPs (if you've got the extra 10 LPs: the second strength is the "normal" next strength for the player type). This is to make the recruiting round less important (should you be daft enough to miss it). Coaching for no-star players is the same as normal.

Note that in this version you almost certainly will create players through coaching as there is no other way to put players on your roster (except the three recruits). Given the rate at which LPs are earned during the season, if you don't spend them on coaching as they become available then don't expect to still be competitive by season end.

WAIVERS

Waivers in a college league are not very sensible, but it is still desirable that you be able to dump players if appropriate. The number of LPs normally paid on a waiver is divided by the age of the player (so you can shuffle one-year players as you like, but would be very unwise to unload more experienced players).

GAME BALANCE

The game balance is slightly different, in that the mobility of quarterbacks is not so restricted, and you will probably find that running to the outside is more effective than in normal leagues. Defences will be slower to make automatic adjustments to opposing offences, so a balanced offence is less important than in the regular game. Scores and stats are much more variable than in the pro version. These differences are in addition to any caused by the different balance of rosters or roster sizes.

OVERTIME

There is no overtime played in this version.

RANKINGS

We used to operate a complex ranking system intended to simulate the real life ranking system, but this has now been deleted and we rank teams simply on results and scores. Not many people seem to regard the college ranking system as a positive feature that we should include in the game (someone said "like including rain in a cricket simulation") and we can make the format more general-purpose to run other leagues based on national leagues or the world league. Or even leagues with imaginary or historical teams.