

RUGBY LEAGUE

TEAM MANAGER

3

PLAYER GUIDE

#MAKEIT **YOUR** LEAGUE

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PLAYERS

PRIMARY & SECONDARY POSITIONS

Each player has a primary and secondary position. Players will perform best when assigned to their primary position, perform moderately in their secondary position, and be less effective if playing out of both their primary and secondary positions. Some players have Utility Back, Utility Half or Utility Fwd as both their primary and secondary positions. These players have no primary position, but 3 secondary positions. Utility Back - Wing, Centre & Fullback. Utility Half - Half Back, Five Eighth & Hooker. Utility Fwd - Prop, 2nd Row & Lock.

CALIBRE

Each player is of a certain calibre, derived from their attribute values. The calibre of a player is a quick reference to the overall quality of the player and the range of calibre is - Elite, World Class, International, National, Professional, Semi-Pro, Amateur, Local. Some players are star players within their respective calibre bracket. For example, a national calibre player will generally perform better than a star professional player.

POTENTIAL

Each player has a potential value. This determines the rate of attribute change due to training. Players with higher potential will increase attributes at a greater rate when they train. Younger players tend to have higher potential than veteran players approaching retirement. Players with low potential may experience attribute loss even when they train.

STAFF

COACHES

Coaches are utilised during training. Any given training session will involve coaches of certain specialisations. The higher the quality of these coaches the greater the effect of the training session on the player, and the higher the chance the player's relevant attributes will increase. Also, coaches have a positional expertise. Coaches can be utilised to retrain player's primary and secondary positions to their positional expertise position.

DOCTORS

Doctors can be assigned to injured players. The higher the quality of the assigned doctor the shorter the time required for the player to heal from the injury.

PHYSIOS

Physios can be assigned to injured players. Physios prevent injured players from losing fitness while they are injured, making the players return to match action sooner after an injury.

ASSISTANTS

Assistants can be assigned to squads. An assigned assistant will manage the squad, selecting match day line ups and attending the match so the manager doesn't have to. The game will bypass matches for squads which have an assistant assigned, generating the result automatically. It's common practise to assign an assistant to the academy and alliance squad, leaving just the main squad for the manager to manage.

STAFF DELEGATION

On the Staff->Overview screen, a head coach, a head doctor, a head physio and assistants can be assigned. Once a head coach is selected, if he is ticked to draw up the training rotas, the head coach will complete the training rotas when required every fortnight. Once a head doctor is selected, if he is ticked to auto assign doctors to injured players, the head doctor will assign doctors to injured players as injuries arise. The same with the head physio.

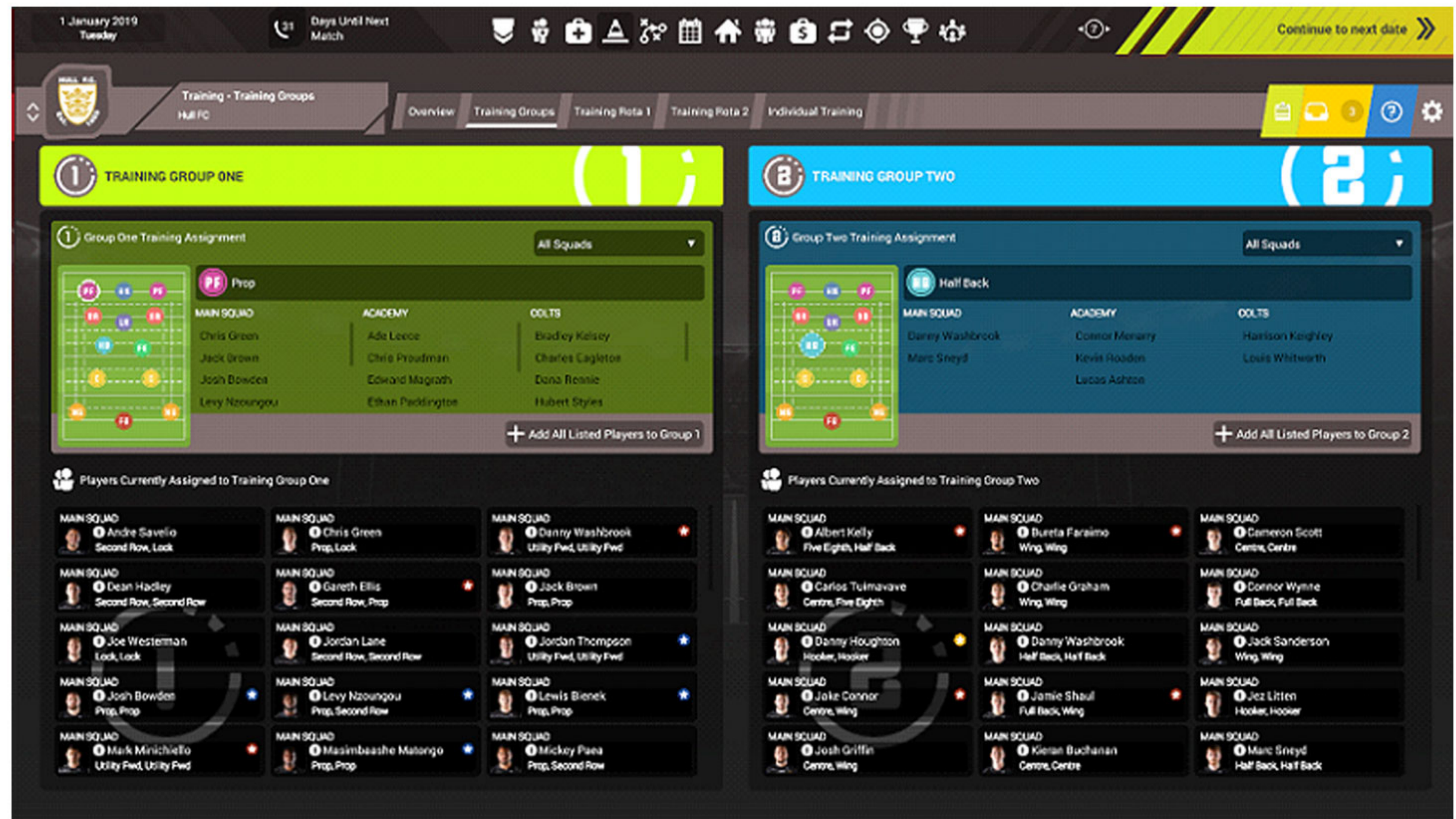
The screenshot displays the 'Staff Overview' screen for Huddersfield Giants. It features a top navigation bar with 'Overview', 'Staff Search', and 'Staff Shortlist'. Below this, there's a 'Staff Budget Overview' section showing a PAYROLL BUDGET of £2,425,000 per year, with an overall balance of £2,432,000 and zero current expenditure on wages. The main area is divided into several panels:

- Coaching Staff:** Shows 7 coaching staff members. The 'Head Coach' is Reece Wallace. A note indicates 'Head Coach Draws up the Training Rotas' is checked.
- Medical Staff:** Shows 4 medical staff members. The 'Head Doctor' is Dr. Sean Foley, and the 'Head Physio' is Charlie Jenner. Both have auto-assignment options checked.
- Assistant Staff:** Shows 3 assistant staff members. The 'Assistant' is Wayne Toohey. There are options to assign him to the Main Squad, Academics, or Alliance, all of which are checked.
- Currently Selected Doctor:** Lists Dr. Matthew Shanahan (Healing injuries, £1,500, 3 star, 2022) and Dr. Sean Foley (Healing injuries, £1,820, 4 star, 2020).
- Currently Selected Physio:** Lists Connor Fildes (Reducing Fitness Loss, £700, 1 star, 2020) and Charlie Jenner (Reducing Fitness Loss, £1,250, 3 star, 2020).
- Currently Selected Coach:** Lists Ryan Herringway (Flare, £1,350, 4 star, 2022), Reece Wallace (Defence, £1,450, 4 star, 2020), Jamie Samia (Flare, £1,300, 4 star, 2020), Norm McDonnell (Track, £2,050, 5 star, 2020), Lewis Wharton (General Halves, £1,600, 4 star, 2022), Joshua Bambarby (Track, £1,500, 3 star, 2020), and Shayne Leese (Weights & Power Lifting, £2,150, 5 star, 2022).

TRAINING

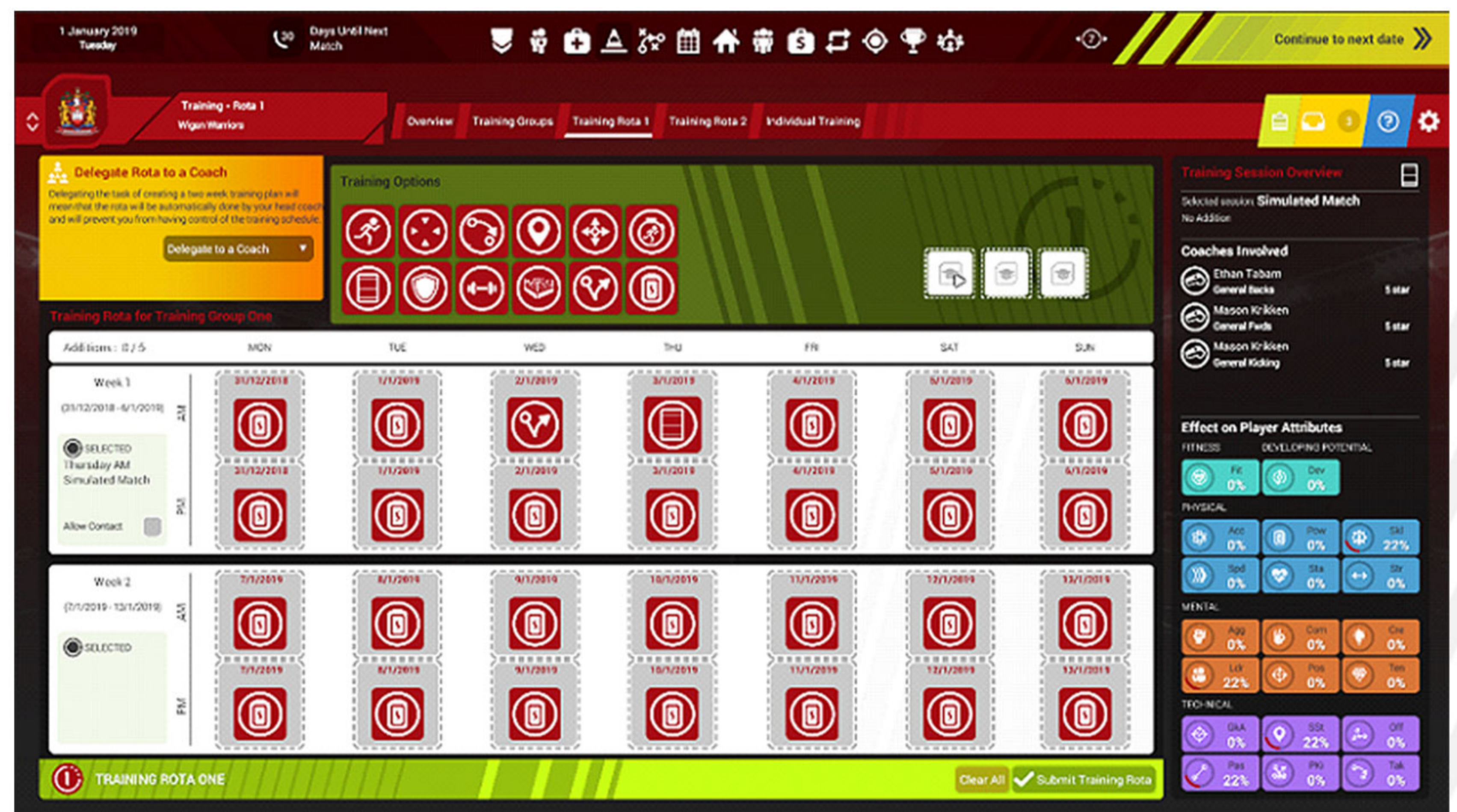
TRAINING GROUPS

There are 2 training groups at the manager's disposal. Each training group carries out different rotas of training. Training group 1 carry out training rota 1, and training group 2 carry out training rota 2. This means manager's can separate players, commonly into forwards and backs, and each group can have a different training regime.



SETTING TRAINING ROTAS

Every fortnight, training rotas must be submitted. If a head coach is selected, they can be delegated the task of completing and submitting the rotas. Right click a training session in the rota to cancel it, then drag and drop session from above into the rota to assign sessions. Once a session is assigned, it can be selected by left clicking it. Once a session is selected information such as coaches involved and effects on attributes can be seen on the right. Also once a session is selected, the addition can be added. This improves the selected session in one way or another and the changes can be seen on the right.

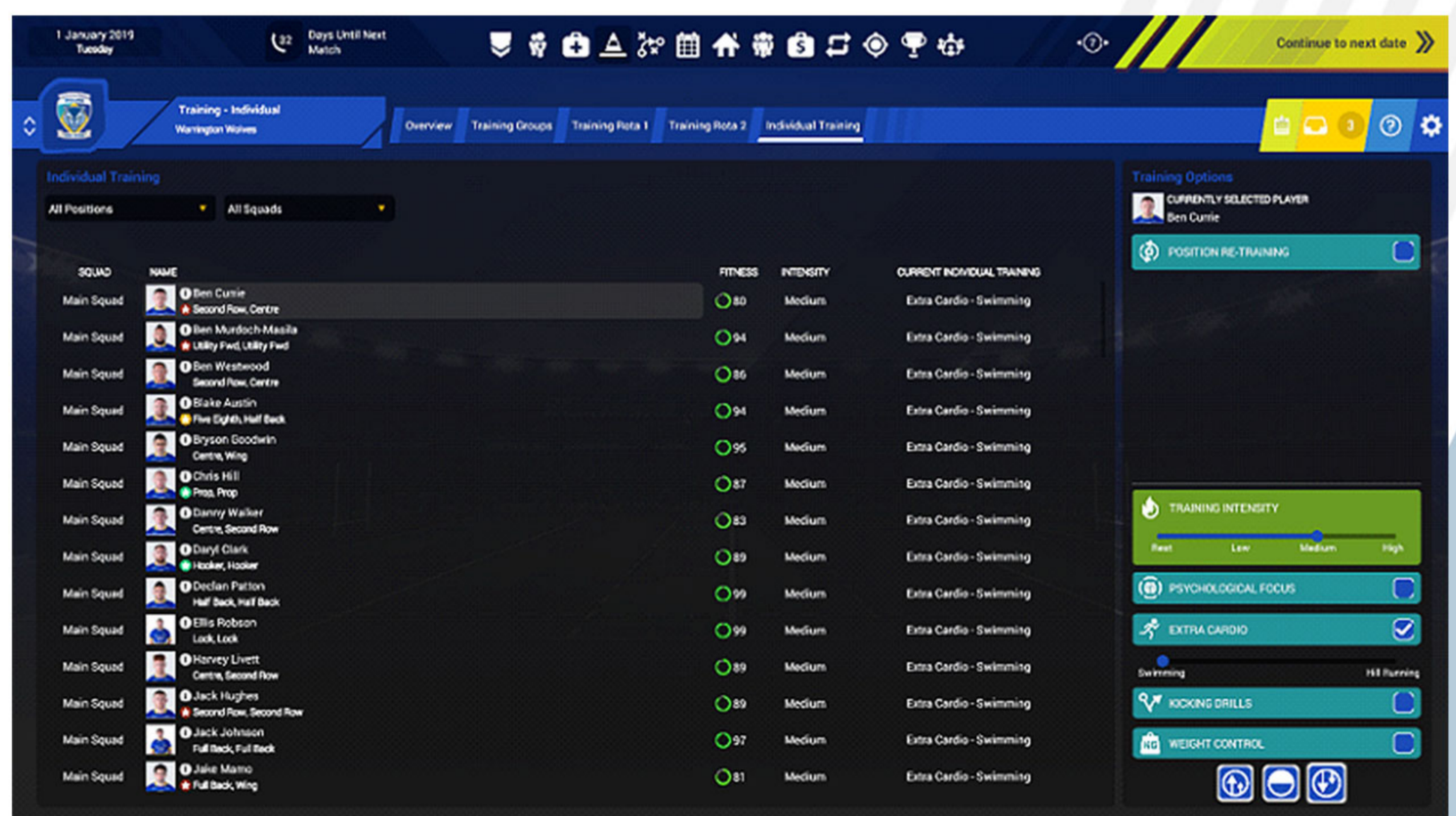


INDIVIDUAL TRAINING

The higher the intensity of individual training, the greater the effect on attributes, but the higher the chance of injury.

PLAYER DEVELOPMENT

Players develop attributes in the short term throughout the season through training and match time. A portion of the average attribute change over the season for each attribute is carried over to a long term permanent change at the end of the season.



TACTICS - ATTACKING



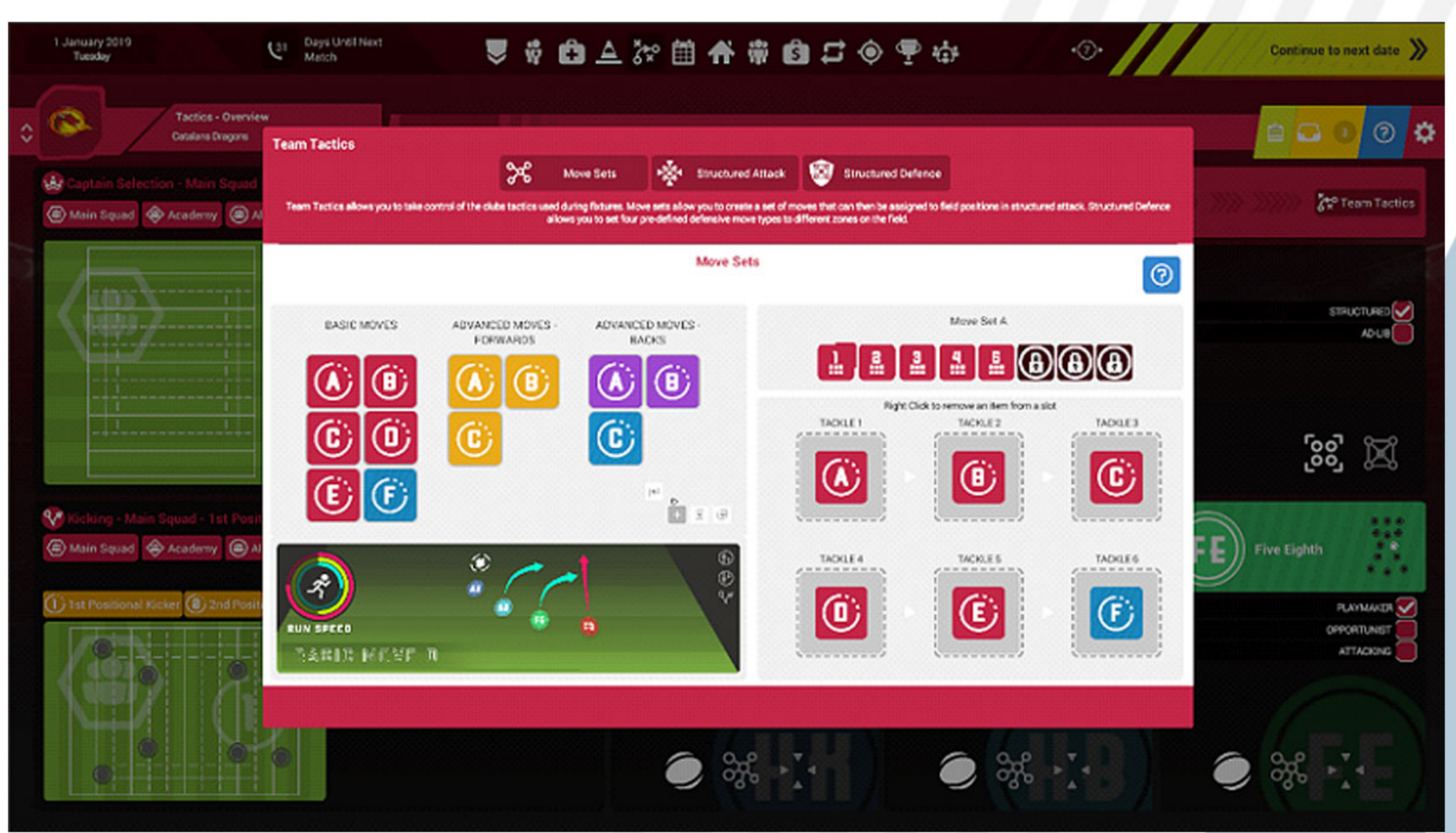
ATTACKING STYLE

There are 3 types of attack style :

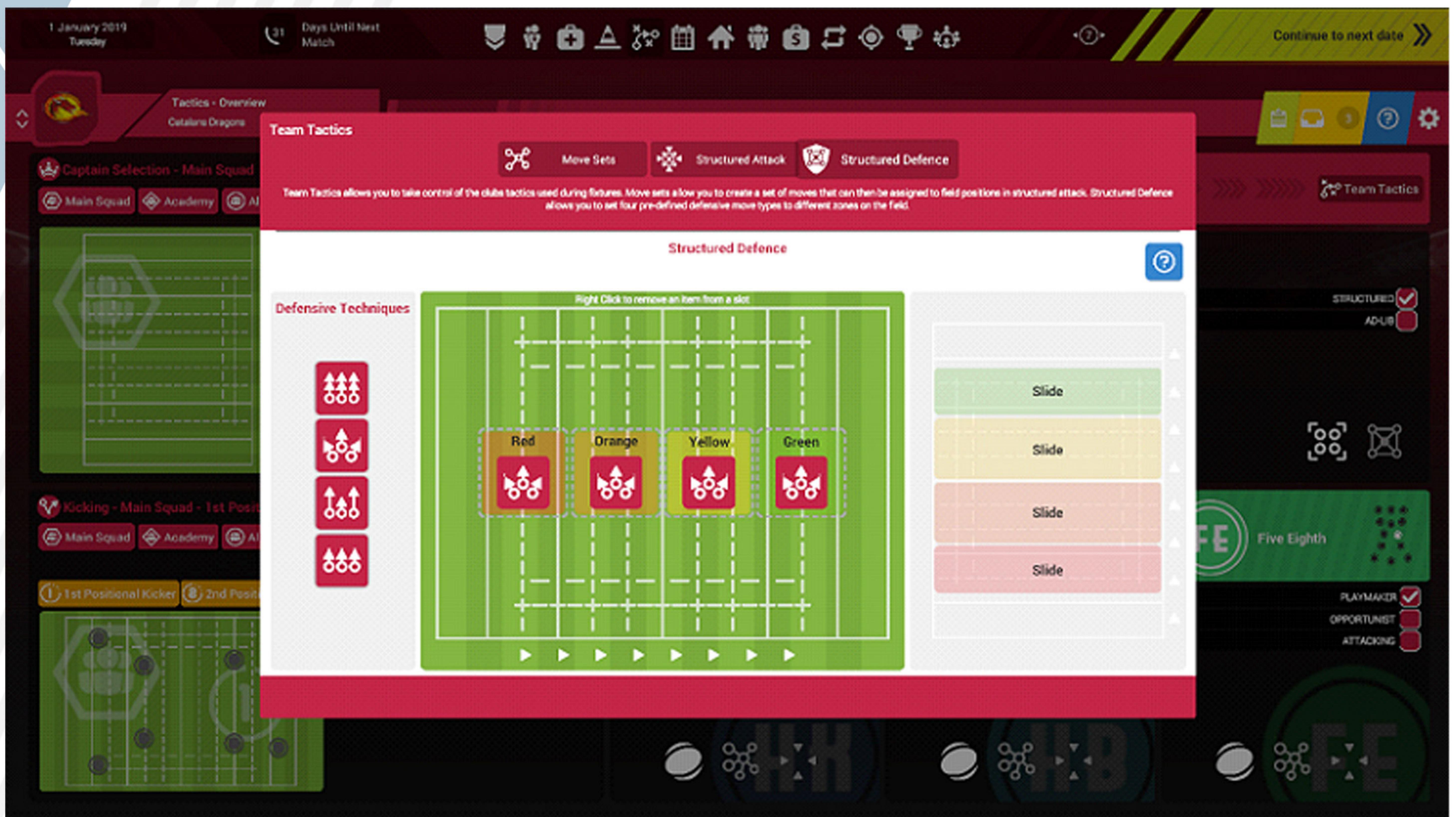
- Structured Flexible, fill move sets with desired moves, then allocate to various zones of the pitch. When your team has the ball you carry out the relevant move from the relevant move set for the area of the pitch the ball starts in for each tackle. So the move carried out is from differing move sets depending where the ball is at the start of the move.
- Structured Rigid, fill move sets with desired moves, then allocate to various zones of the pitch. When your team receives the ball the relevant move set is selected from the zone where the ball is received, then that set carried out in its entirety regardless of where the ball moves to throughout the set.
- Ad-Lib Move by Move, apply moves to the move queue in the match as the game unfolds.

MOVES & MOVE SETS

There are 6 basic moves, 3 advanced forwards moves and 3 advanced backs moves. In the tactics screen allocate 6 moves per move set, then allocate 12 move sets to the 12 zones of the pitch. These tactics are used with a structured flexible and a structured rigid attack style. The number of move sets available is determined by the rating of the tactical briefing facility.



TACTICS - DEFENSIVE



DEFENSIVE STYLE

There are 4 defence tactics :

- Blitz, move up fast to minimise the amount of territory gained by the attacking team
- Slide, traditional rugby league defence pushing up and outwards as the ball is passed wide
- Umbrella, move up fast on the edges forcing play down the middle of the pitch
- Conservative, move up slowly conceding territory but conserving energy

HALVES SETTINGS

There are 3 settings for Half Back, Five Eighth and Hooker :

- Attacking
- Opportunist
- Play Maker

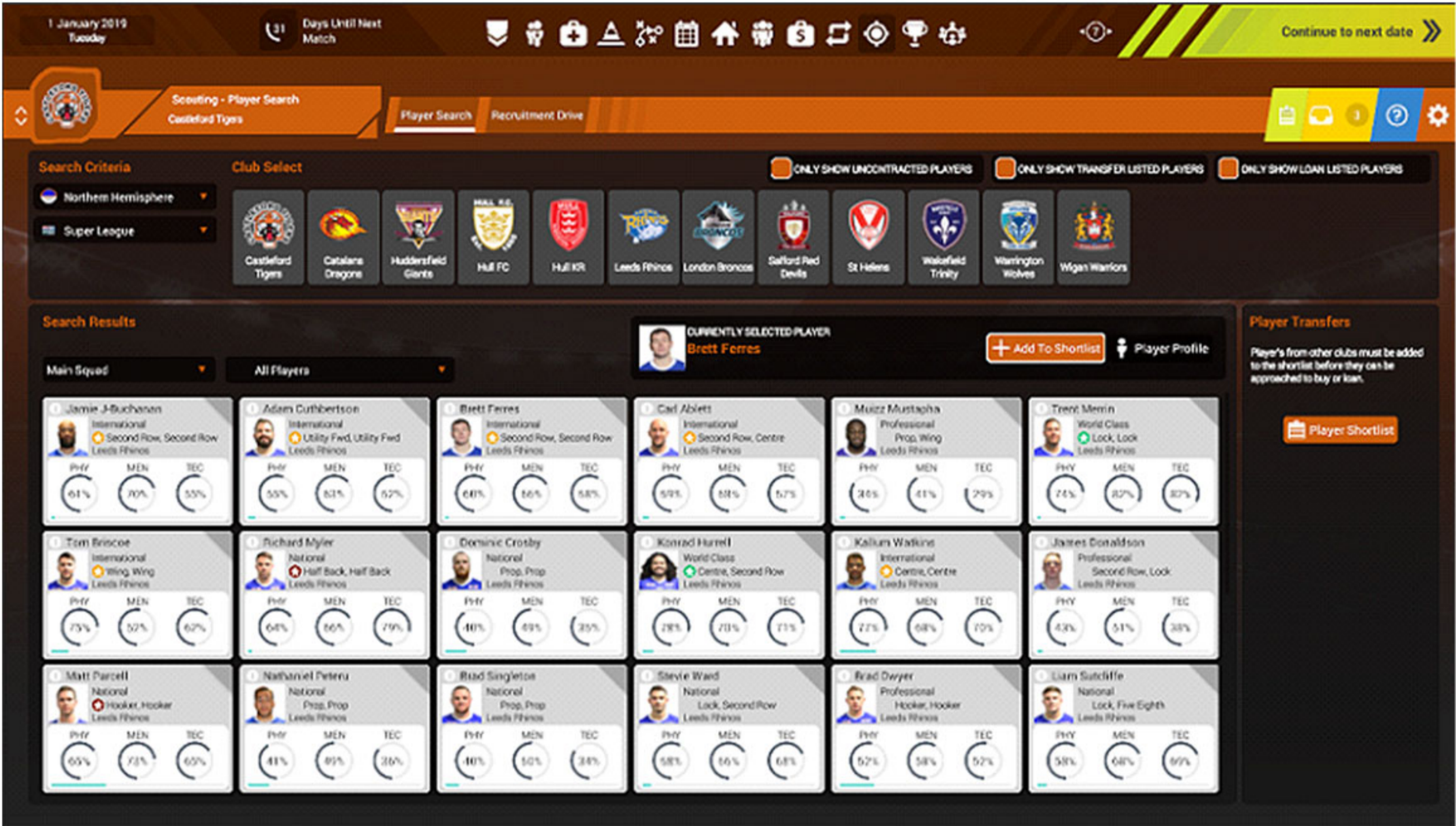
The setting determines how likely the player is to over ride the current move and take on the defensive line themselves.

BUYING A PLAYER

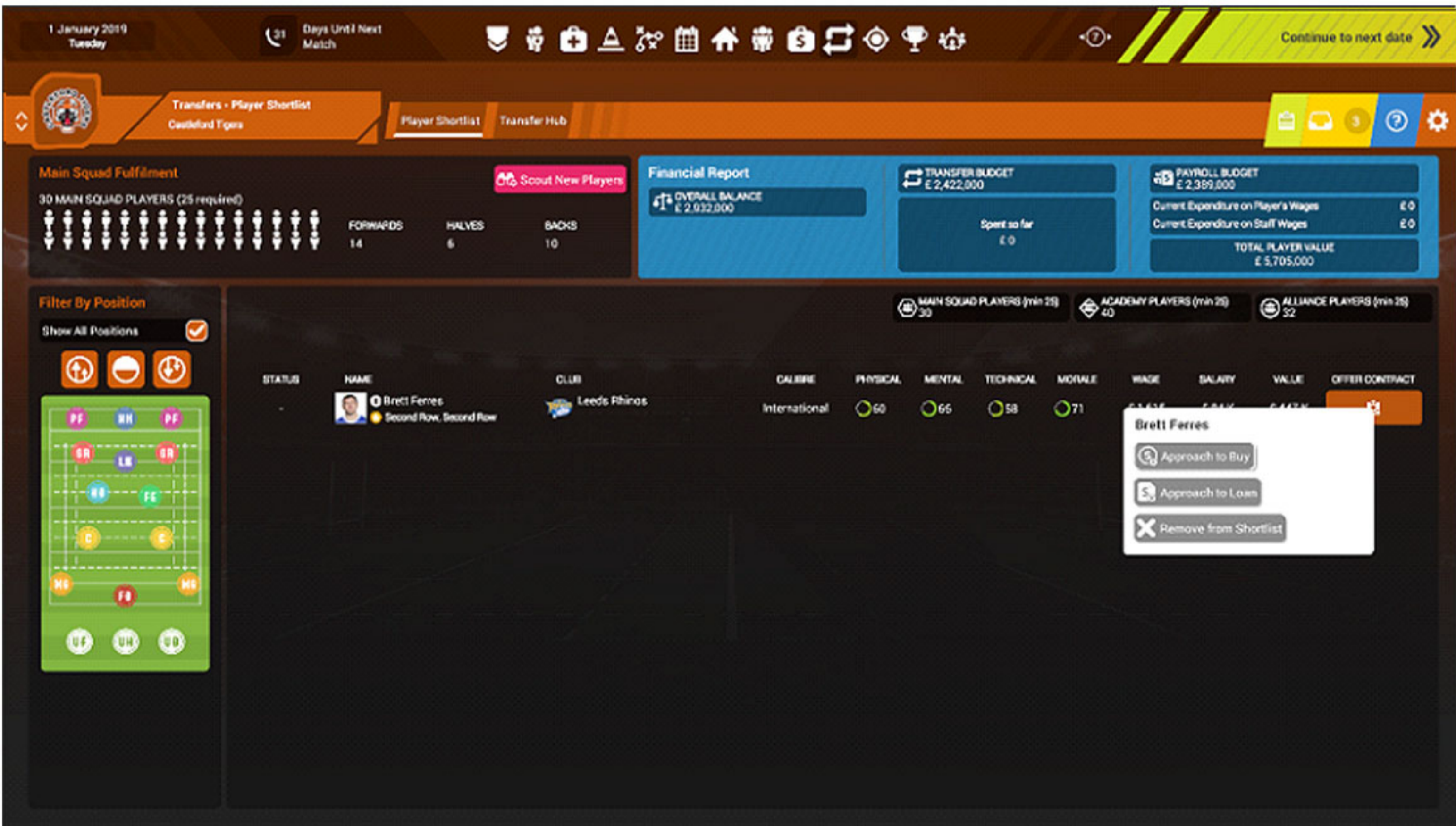
DEFENSIVE STYLE

There are 4 steps to buying a player :

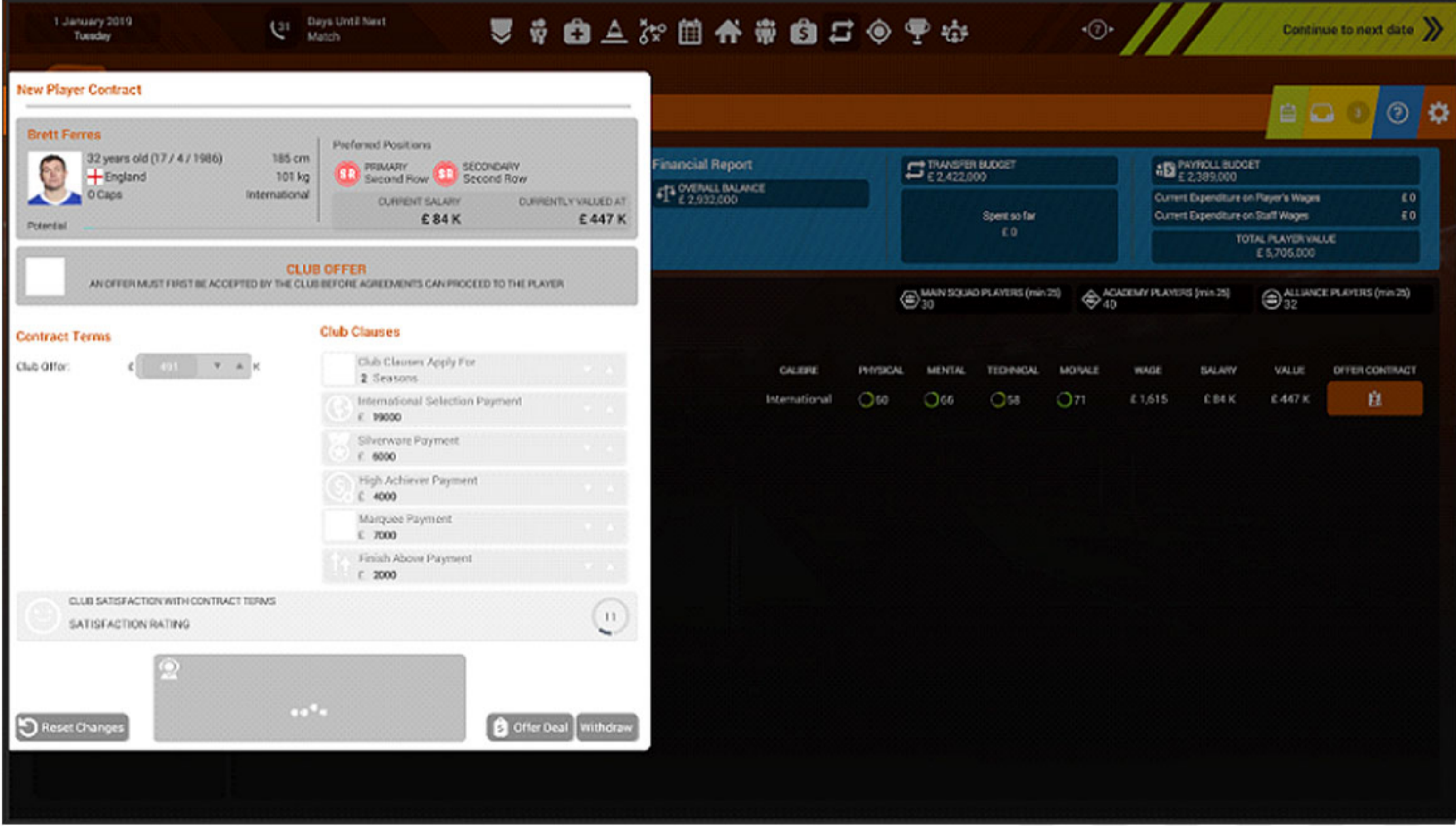
1) Navigate to Scouting->Player Search and use the controls to find the player to be bought. Highlight the player and click Add to Shortlist.



2) Navigate to Transfers->Player Shortlist, hover the cursor over the Offer Contract icon and click Approach to Buy.



3) Use the controls from the panel which slides in to build your offer to the club the player is contracted to. The higher the Satisfaction Rating the more likely the club is to accept your offer. If the player is currently uncontracted this step is skipped.



4) If the club accepts your offer, or if the player is current uncontracted, now use the controls from the panel to build your offer to the player. The higher the Satisfaction Rating the more likely the player is to accept your offer. If the player accepts your offer he will join your club and is immediately available for selection.

