



**PBEM**  
manager

# Rulebook

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# How the game works

## Welcome to PBEM Manager

PBEM manager is a brand new and totally original play by e-mail football manager game. In PBEM manager you will take control of all aspects of managing a football club, you must take care of your club's scouting, transfers, tactics and finances.

You will have to pit your wits against other managers in the transfer market and in the dug-out, set up deals by directly contacting other managers or by going onto the PBEM manager forum on our website.

PBEM Manager works by having a rating system based on real life performances. We have a huge database of 18,000 players who are constantly being assessed and player ratings will change based on real life performances, it will be up to you to scout out and judge players to get the best deals.

## Turn process

The game is played by your turn sheet being sent out to you, you then fill it in and send it back before the turn deadline with all your instructions, the games and transfers are then processed and the results sent back to you.

Players turns will be processed on the same day as the turn deadline, the deadlines will be set at 10am on the day of the turn and the turns will be sent out between 5pm and 6pm.

## Pricing

PBEM Manager's turn fees are just £2 per turn and £1 per turn for any extra clubs you manage. These prices compare favourably with other PBM football games

PBEM Manager	£2.00	Summit PBM	£3.00
IOTP	£2.25	Einnek	£2.00
Ultimate Europe	£3.00	Pro Soccer	£2.50

To make a payment you must login to pbemmanager.com and go to your account page and top up your balance, every time a turn is played and your turn sheets are sent out the turn fee will come off your balance, if your account balance is negative when the turn is processed then you will not receive your turn until you make a payment, your team will be reserved for 2 turns before it becomes available to other managers.

## Setups

PBEM Manager has 2 different setup types, English setups and European setups. The English setups will have all 92 English clubs available to manage and all major English Cups (FA Cup, League Cup, Community Shield, FL Trophy) plus the Champions League, Europa League and Super Cup for clubs who have qualified. European setups will have 120 available clubs to manage these are the top divisions from England, Spain, France, Italy, Germany and Scotland (Germany and Scotland have had 2<sup>nd</sup> tier clubs added to bring the number to 20) these setups will also have the Champions League, Europa League and Super Cup but it will not have any English cup competitions instead it has one cup involving all the manageable clubs (Euro Trophy).

## League and Cup structure

I am sure you are familiar with the way these competitions work but here is a brief explanation of the structure of each league and cup because there are a few differences.

### English Setups

**Premier League** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Premier League each season.

**Championship, League 1 and League 2** – 24 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Championship each season. The top 2 teams are automatically promoted and the next 4 teams (3<sup>rd</sup> to 6<sup>th</sup>) qualify for the play-offs. The play-offs semi-finals are played over 2 legs **home and away** (the higher placed team at Home in the 2<sup>nd</sup> leg) 3<sup>rd</sup> place plays 6<sup>th</sup> and 4<sup>th</sup> plays 5<sup>th</sup>.

**FA Cup** – The FA cup is competed for by all 92 league teams, the Premier League and Championship teams do not enter until the 3<sup>rd</sup> round. There are no non-league teams so 40

clubs will receive a bye to the 2nd round. There are no replays in PBEM Manager all games go to ET and pens.

**League Cup** – The League Cup is also contested by all 92 league clubs, clubs competing in European competitions will enter in round 3 and the other Premier League teams will enter in round 2. The semi-finals are played over 2 legs (no away goals).

**Community Shield** – The winner of the Premier League and the FA Cup from the previous season contest the Community Shield.

**FL Trophy** – This cup is only contested by clubs in League 1 and League 2. There are no replays or 2nd legs. 16 teams will receive a bye to the 2nd rnd.

**Europa League** – The Europa League is competed for by clubs which have qualified the previous season. There are no qualifying rounds each qualifier goes straight into the group stage. There are 12 groups of 4 with the top 2 from each group qualifying for the last 32 along with the 3<sup>rd</sup> place clubs from the 8 Champion's League groups. The rounds are then played over 2 legs excluding the Final, away goals are considered.

**Champion's League** – The Champion's League is competed for by clubs which have qualified the previous season. There are no qualifying rounds each qualifier goes straight into the group stage. There are 8 groups of 4 with the top 2 from each group qualifying for the last 16 and the 3<sup>rd</sup> place clubs going into the last 32 of the Europa League. The rounds are then played over 2 legs excluding the Final, away goals are considered.

## European Setups

**Premier League** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Premier League each season.

**La Liga** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the La Liga each season.

**Serie A** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Serie A each season.

**Bundesliga** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Bundesliga each season.

**Ligue 1** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the Ligue 1 each season.

**SPL** – 20 teams will play each other twice home and away, 3 points for a win and 1 for a draw, if teams are equal on points Goal Difference then Goals scored will rank them. 3 teams are relegated from and 3 promoted to the SPL each season.

**Euro Cup** – The Euro Cup is a competition which involves all 120 manageable clubs in the setup, each round is played over 2 legs and considers away goals. 8 clubs will receive a bye to the 2nd round.

**Europa League** – The Europa League is competed for by clubs which have qualified the previous season. There are no qualifying rounds each qualifier goes straight into the group stage. There are 12 groups of 4 with the top 2 from each group qualifying for the last 32 along with the 3<sup>rd</sup> place clubs from the 8 Champion's League groups. The rounds are then played over 2 legs excluding the Final, away goals are considered.

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## Database

The PBEM Manager database will consist of over 750 clubs and over 18,000 players. The database will be constantly updated and we will be looking to add more clubs and players in the future. The database includes real-life information on all these players plus a player rating.

The player variables are:

Name - The players full name.

D.O.B - The players date of birth.

Age - The players age.

Nationality - The players nationality (denoted by a flag)

Position(s) - The players position(s)

Rating - The players PBEM Manager rating.

## Real-life club - The players current club in real life.

Now obviously the players name, D.O.B and age will not change but the other variables will all be constantly updated, all database changes will appear on the website every Friday.

When you play the game there will be more player variables but these will change from setup to setup. These are explained in the squad list section of the Turnsheets part of this rulebook (page6).

The club variables are:

Name - The clubs name.

Nation - The nation the club plays in.

League - The league the club currently plays in.

Stadium - The name of the club's stadium.

Capacity - The capacity of the club's stadium.

Players - How many players are on the database that play for the club.

Average rating - The average rating of all players at the club.

## Player Ratings

PBEM manager has a database of over 18,000 players who are constantly being assessed on their real-life performances. Player ratings will change based on real life performances, these changes will be uploaded on the

website on Friday evening every week, managers are encouraged to post and debate player ratings on our website forum.

Now football is a game of opinions and not everyone is going to agree so keep it respectful and say why you think a certain player should be up or down rated. The table on the right shows a guide to the player ratings, players will increase and decrease depending on their real-life success or failure.

Many aspects are included in a players rating

## Website

Our website [pbemmanager.com](http://pbemmanager.com) is where you can login, post on the forum, search the player database and chat and banter with other managers. Once you have registered you will receive an automatic e-mail and a team will be assigned to you within 48 hours.

## Cheating

PBEM manager does not tolerate cheating any manager caught cheating will be banned from the game without any refunds, if any manager suspects another manager of cheating they should explain why and email us at [support@pbemmanager.com](mailto:support@pbemmanager.com), the game will work a lot better if everybody plays fair but this can't always be guaranteed.

## Your turn

As the manager of your club you are responsible for filling out your turn sheet which includes all your instructions for the current turn, selecting the team line up, tactics and substitutions this part is situated at the top of your team sheet. You must fill in all 3 sections for each match, you will either have 1 or 2 matches each turn.

## Manager report

The first page of your turn sheet is the manager report page, the first section of this page lists your club information as well as your manager info, account details and stadium info. It will also keep you up to date with any stadium expansions you currently have underway.

The next section of this page is your messages, here you will see all your messages for this turn, these could be anything from private messages from other managers to messages from your staff informing you of injuries, suspensions, transfer outcomes, cup draws and prize money you have received.

The last section of this sheet is the finances part, this will list all of your income and expenditure for the turn. You are responsible for overseeing the finances of your club so make sure you do not overspend or your chairman will not be happy.

## Team selection

Selecting your line up for each match is an important part of any managers job, you must select your starting 11 and 7 substitutes (all PBEM manager matches have 7 subs) you must select the player from the left side box and then choose which position you would like them to play. You must not choose the same position more than once, you must also enter your formation. You can play players wherever you want but players played out of their position will not perform to their usual standard, the more different the position the worse effect it has.

## Positions

There are 32 positions in PBEM Manager, the pitch on the next page displays the positions as they appear on the pitch.

There are more than 1 of each position except for Goalkeeper.

There are more advanced positions which will involve more forward runs etc.



### GK – Goalkeeper

Your Goalkeeper is a very important position, make sure you are not playing anyone out of position here.

### CB – Centre Back

The centre back position is at the heart of defence, they will mainly look to clear balls into your box and mark the strikers of the opposing team.

### RB – Right Back

The right-back position is a wide defensive position the player will look to get forward more if you pick RB2.

#### LB – Left Back

The left-back position is a wide defensive position the player will look to get forward more if you pick LB2

#### RWB – Right Wing Back

The right-wingback position is a more attacking version of a full back RWB2 is even more attacking.

#### LWB – Left Wing Back

The left-wingback position is a more attacking version of a full back LWB2 is even more attacking.

#### DM – Defensive Midfielder

The defensive midfield position is designed to break up attacks and to link play between the defence and the midfield how much of each will depend on your team tactic.

#### CM – Centre Midfielder

The central midfielder plays in the middle of the pitch he is a playmaker and will look to create attacks and retain possession.

#### RM – Right Midfielder

The right midfielder plays out wide in the midfield and will look to get crosses in and beat his full-back.

#### LM – Left Midfielder

The left midfielder plays out wide in the midfield and will look to get crosses in and beat his full-back.

#### RW – Right Winger

The right-winger is a wide attacking player who will look to score goals and create chances RW1 will have fewer defensive duties than RW2.

## LW – Left Winger

The left-winger is a wide attacking player who will look to score goals and create chances LW1 will have fewer defensive duties than LW2.

## ST – Striker

The striker position is your main attacking threat, how he will play will depend on your team tactic, direct will see him play like a target man well Gegen-press will see him press the defence more.

## Team Tactics

As the manager of your club you must select the tactics for each game the first choice you must make is your overall team tactic this will set the way your team is going to play, there are 6 types of team tactic, you must fill in the “Tactic” box on your team sheet with the corresponding number shown in the table on the right.

## Attacking

The first tactic is the attacking tactic this is pretty self explanatory, this tactic will encourage your players to get the ball forward faster and more often. This will give you more opportunities to score but will also leave you more exposed at the back. Attacking tactics work best against lesser opposition but are weak against counterattack.

## Defensive

The next tactic is the defensive tactic, this will encourage your players to be more cautious and take less risks, get more people behind the ball, this will keep you more solid at the back but will leave you a bit short up front.

## Possession

The possession tactic will see your players play to keep the ball and wear the opposition down they will apply a patient build up and look to create

openings with passing and open up their opponents. The possession tactic works best against lesser opposition.

### Counterattack

The counterattack tactic can be very effective against attacking teams, teams using this tactic will sit back and soak up pressure and look to hit teams fast on the counterattack.

### Direct

The direct tactic is not one for the purists, teams employing this tactic will look to get the ball forward as soon as possible, will play a lot of long balls and crosses into the box, try this and you could become the next Neil Warnock or Tony Pulis!!

### All-out attack

This tactic is similar to the attacking tactic but even more attacking, you should use this tactic sparingly it is very risky, your whole team will pile forward looking for a goal.

### Park the bus

The park the bus tactic is similar to the defensive tactic but more extreme teams will play with 10 men behind the ball and look to frustrate and keep out the other team.

### Gegen-Press

The Gegen-press tactic as used by Jurgen Klopp very high intensity pressing this is very draining of players fitness.

### Tiki-Taka

High possession tactic as used by Barcelona and advanced by Pep Guardiola.

## Defensive line

You must choose your teams preferred defensive tactic, high line, deep or normal.

## High line

Using the high line tactic will see your defence use a high line this can be susceptible to long balls and through balls.

## Deep line

Using this tactic will see your defence try to play through the middle of the pitch, this tactic works best when you are superior to the opposition and you have good central players.

## Normal

Using this tactic will see your team show no preference to playing out wide or through the middle, this works best with balanced teams.

## Attack route

You must choose your teams preferred attack route, central, mixed or wide. Try to utilise your best attacking players by playing to them.

## Wide

Using the wide tactic will see your team look to play the ball out wide and launch attacks down the wings, play to your strengths and use this tactic when your wingers are much better than the opposition full backs.

## Central

Using this tactic will see your team try to play through the middle of the pitch, this tactic works best when you are superior to the opposition and you have good central players.

## Mixed

Using this tactic will see your team show no preference to playing out wide or through the middle, this works best with balanced teams.

## Aggression

You must enter an aggression rating for your team (a number from 1-10), the higher rating you enter the more aggressive your team will play, this will increase the chance of them receiving red and yellow cards but will stop more attacks and intimidate the opposition, a low aggression rating will make your players less aggressive and decrease the likelihood of them receiving red and yellow cards. You should consider the referees strictness rating when entering your team's aggression rating as a strict ref will increase the chance of him producing yellow and red cards.

## Substitutions

You must also enter your sub instructions there are 6 conditions which can be used for subs which are in the box on the right. You must enter the shirt number of the player you want to come on and the player you want to come off in the next box, you can also change your tactics using the tactic box and the position you would like the sub to play in we have provided a few examples below. You can also use the sub boxes to change your tactics depending on the conditions without doing a sub, you just need to leave the sub on and off boxes blank and if you don't want to change tactics when you do a sub then leave the tactics box.

## Example 1

	MIN	CON	ON	OFF	TAC	POS
SUB1	60	6	18	9		ST2
SUB2						

In this example number 18 is going to replace number 9 in the 60<sup>th</sup> minute with no condition this means it will happen no matter what the score.

## Example 2

	MIN	CON	ON	OFF	TAC	POS	
SUB1		70	3	16	4	1	AM2
SUB2							

In this example number 16 is going to replace number 4 in the 70<sup>th</sup> minute with condition 3 (if losing) this means it will happen only if you are losing the match in the 70<sup>th</sup> minute.

The tactic will also change to 1 (Attacking).

He will play in position AM2.

## Example 3

	MIN	CON	ON	OFF	TAC	POS

<b>SUB1</b>		60	3	16	4	1	AM2
<b>SUB2</b>							

In this example number 16 is going to replace number 4 in the 70<sup>th</sup> minute with condition 3 (if losing) this means it will happen only if you are losing the match in the 70<sup>th</sup> minute.

The tactic will also change to 1 (Attacking).

## Example 4

		MIN	CON	ON	OFF	TAC	POS
<b>SUB1</b>		60	3	16	4	1	AM2
<b>SUB2</b>							

In this example number 16 is going to replace number 4 in the 70<sup>th</sup> minute with condition 3 (if losing) this means it will happen only if you are losing the match in the 70<sup>th</sup> minute.

The tactic will also change to 1 (Attacking).

He will play in position AM2.

## Transfers

Transfers are a major part of your job as manager of your club, you will be wholly responsible for player recruitment and sales. The transfer section of your turn sheet is situated below the team sheet section, you can do 5 transfers per turn, you can either set up deals with other managers or make bids for players at unmanaged or external clubs, you can also make 1 free agent bid per turn.

You have 2 boxes to enter arranged transfers with managed clubs, you must arrange these deals with other managers then both of you must enter identical details in the box for the transfer to go through.

You have 2 boxes to make bids for players at external clubs, you will find out if your bid has been accepted, rejected or negotiated when you receive your turn again.

You also have 1 box to make a bid for a free agent, you can only bid cash of course and you must bid at least 80% of the players value, the highest bid wins, in the event of 2 equal bids the player will choose which club he wants to join, he will simply sign for the biggest/highest ranked club.

You can add transfer clauses to your arranged transfer deals, you can arrange to pay a transfer fee in instalments or add a sell on % for the next transfer fee.

#### Transfer results

The transfer was successful and has gone through

The other manager did not put down a deal.

The other manager did put down a deal but it did not match.

The external club rejected the offer.

The external club accepted the offer and the transfer has gone through.

The transfer was put through correctly but could not go through.

#### Squad size

Number of goalkeepers

Not enough money

Player is transfer banned

#### External/unmanaged bids

External and unmanaged clubs will bid for your players and others in the game, you can accept these bids on your transfer sheet.



