



CrewCup World

- Playbook Season 15 -

ENGLISH | PORTUGUESE | FRENCH | RUSSIAN | SPANISH | GERMAN

Start: November 4th, 2023

1 FORMAT



Each division has 4 groups with 4 crews each. Excluding the Champions League, Europa League and Conference League.

These 4 crews each have 4 managers who compete in a league against 15 other managers from other crews (managers at the top).

The graphic below shows which teams are promoted and relegated.



Cada divisão possui 4 grupos com 4 tripulações cada. Excluindo Liga dos Campeões, Liga Europa e Liga Conferência.

Cada uma dessas 4 equipes tem 4 dirigentes que competem em uma liga contra 15 outros dirigentes de outras equipes (Treinador no Topo).

O gráfico abaixo mostra quais times são promovidos e rebaixados.



Chaque division comprend 4 groupes de 4 équipages chacun. Hors Ligue des Champions, Ligue Europa et Ligue de Conférence.

Ces 4 équipages comptent chacun 4 managers qui s'affrontent en ligue contre 15 autres managers issus d'autres équipages (Entraîneur au Top).

Le graphique ci-dessous montre quelles équipes sont promues et reléguées.



В каждом дивизионе имеется 4 группы по 4 экипажа в каждой. За исключением Лиги чемпионов, Лиги Европы и Лиги конференций. В каждой из этих 4 команд есть по 4 менеджера, которые соревнуются в лиге с 15 другими менеджерами из других команд (Топ-менеджерская лига). На графике ниже показано, какие команды повышаются и понижаются.



Cada división tiene 4 grupos con 4 tripulaciones cada uno. Excluidas Liga de Campeones, Liga Europa y Liga de Conferencia.

Cada uno de estos 4 equipos tiene 4 gerentes que compiten en una liga contra otros 15 gerentes de otros equipos (Entrenador en la cima).

El siguiente gráfico muestra qué equipos ascienden y descienden.



Jede Division hat 4 Gruppen mit je 4 Crews. Ausgenommen die Champions League, Europa League und Conference League.

Diese 4 Crews stellen je 4 Manager, welcher in einer Liga gegen 15 andere Manager aus anderen Crews antreten (Manager an der Spitze).

Die Grafik unten zeigt welche Teams auf- und absteigen.



2 CALCULATION

 Each manager starts with **2000 points**. A manager receives 200 points for achieving the goal and 100 points for each place above the goal, but also loses 100 points for each place below the goal. In addition, each point gained in the league brings 15 points. Penalties will also be considered. Coefficient from former editions has been removed.

 Cada gerente começa com **2.000 pontos**. Um técnico recebe 200 pontos por atingir a meta e 100 pontos por cada posição acima da meta, mas também perde 100 pontos por cada posição abaixo da meta. Além disso, cada ponto conquistado no campeonato vale 15 pontos. As penalidades também serão levadas em consideração. O coeficiente das edições anteriores foi removido.

 Chaque manager commence avec **2000 points**. Un manager obtient **100 points** pour chaque place au-dessus de l'objectif, mais perd également **100 points** pour chaque place en dessous de l'objectif. De plus, chaque point gagné en championnat rapporte 15 points. Des pénalités seront également prises en compte. Le coefficient des éditions précédentes a été supprimé.

 Каждый менеджер начинает с **2000 очков**. Менеджер получает 200 очков за достижение цели и 100 очков за каждое место выше цели, но также теряет 100 очков за каждое место ниже цели.. При этом каждое очко, набранное в лиге, приносит 15 очков. Штрафы также будут учтены. Коэффициент из прежних редакций был удален.

 Cada gerente comienza con **2000 puntos**. Un entrenador recibe 200 puntos por alcanzar la meta y 100 puntos por cada lugar por encima de la meta, pero también pierde 100 puntos por cada lugar por debajo de la meta. Además, cada punto ganado en la liga aporta 15 puntos. También se tendrán en cuenta las sanciones. Se ha eliminado el coeficiente de ediciones anteriores.

 Jeder Manager startet mit **2000 Punkten**. Ein Manager erhält 200 Punkte für die Zielerreichung sowie **100 Punkte** für jeden Platz über dem Ziel, verliert aber auch **100 Punkte** für jeden Platz unter dem Ziel. Darüber hinaus bringt jeder gewonnene Punkt in der Liga 15 Punkte. Auch Strafen werden berücksichtigt. Der Koeffizient aus früheren Ausgaben wurde entfernt.

Example 1:

A manager reached the 2nd place in the league with 64 points. He bought one player from another player in the league.

$$(2000 + (6 - 2) \times 100 + 200 + 64 \times 15 - 100) = 3.560$$

(Start + Objective + Points - Penalty)

Example 2:

A manager reached the 16th place in the league with 9 points. No penalties.

$$(2000 + (6 - 16) \times 100 + 9 \times 15 - 0) = 1.135$$

(Start + Objective + Points - Penalty)

If this player leaves the league, this manager counts 0 points for the crew's result.

3 PENALTIES

- Replacement of a Manager after the start of the League - 100 p
- Buying Player from another Manager - 100 p
- Leaving the League will result in 0 Point for the crew - 0 p (see Example 2)

4 RULES



Anything that is not disabled is allowed, although anything that gives a direct advantage will be disabled. There are hardly any penalty points, because leaving the league or the crew automatically means a disadvantage for this crew.



Qualquer coisa que não esteja desativada é permitida, embora qualquer coisa que dê uma vantagem direta será desativada. Quase não há pontos de penalização, porque sair da liga ou da equipa significa automaticamente uma desvantagem para esta equipa.



Tout ce qui n'est pas désactivé est autorisé, même si tout ce qui donne un avantage direct sera désactivé. Il n'y a pratiquement pas de points de pénalité, car quitter la ligue ou l'équipage signifie automatiquement un désavantage pour cet équipage.



Разрешено все, что не отключено, хотя все, что дает прямое преимущество, будет отключено. Штрафных очков практически нет, потому что выход из лиги или экипажа автоматически означает для этого экипажа невыгодное положение.



Todo lo que no esté deshabilitado está permitido, aunque se deshabilitará todo lo que dé una ventaja directa. Apenas hay puntos de penalización, porque abandonar la liga o el equipo significa automáticamente una desventaja para este equipo.



Es ist alles erlaubt, was nicht deaktiviert ist, wobei alles, was einen direkt Vorteil verschafft, deaktiviert sein wird. Es gibt kaum Strafpunkte, denn das Verlassen der Liga oder der Crew bedeutet automatisch einen Nachteil für diese Crew.

5 LEAGUE SETTINGS

Private league Only managers invited by you can join.	☒	Transfers Allow buying and selling players.	☒
Cup Play without a Cup tournament.	☐	Pre-season Prepare your team with 4 pre-season days.	☒
Training Camps Disallow going on Training Camps.	☐	Timers Disallow instantly finishing timers.	☐
Secret Trainings Disallow scheduling Secret Trainings.	☐	Items Disallow the use of Inventory items.	☐
Club Funds compensation Disallow compensation for Club Funds.	☐		

6 FREQUENTLY ASKED QUESTIONS (ENGLISH ONLY)



Frequently asked questions are answered here



Perguntas frequentes são respondidas aqui.



Les questions fréquemment posées trouvent leur réponse ici



Ответы на часто задаваемые вопросы здесь.



Las preguntas frecuentes se responden aquí.



Hier werden häufig gestellt Fragen beantwortet.

Q: When I get promoted or relegated, which Division do I play in?

The Divisions in the following season will be created with the crews remaining in the Division as well as promoted or relegated crews.

Q: Am I allowed to buy and sell players from other managers?

It is forbidden to buy managers from other managers in the league. It is not forbidden to make transfers before the first transfer simulation.

Q: Which team do I have to choose?

With Season 15, there is no more draw or raffle for the teams. Each manager is allowed to choose any team. This reduces the issue we have to recreate a league, when a manager chooses the wrong team.

Q: Why can't I find my Crew in the league?

The "Manager of the Top" League requires 16 Players of 16 Crews. Hence, a Division will only come about, when there are at least 16 crews available. It is about first come first serve for the crews in the lowest Divisions.