



the official rulebook of the

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# Gaussian Reciprocity League

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the only one  
using the innovative

## **PERPETUUM MODE**

Offering colpacci  
since 2015

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# TEAMS

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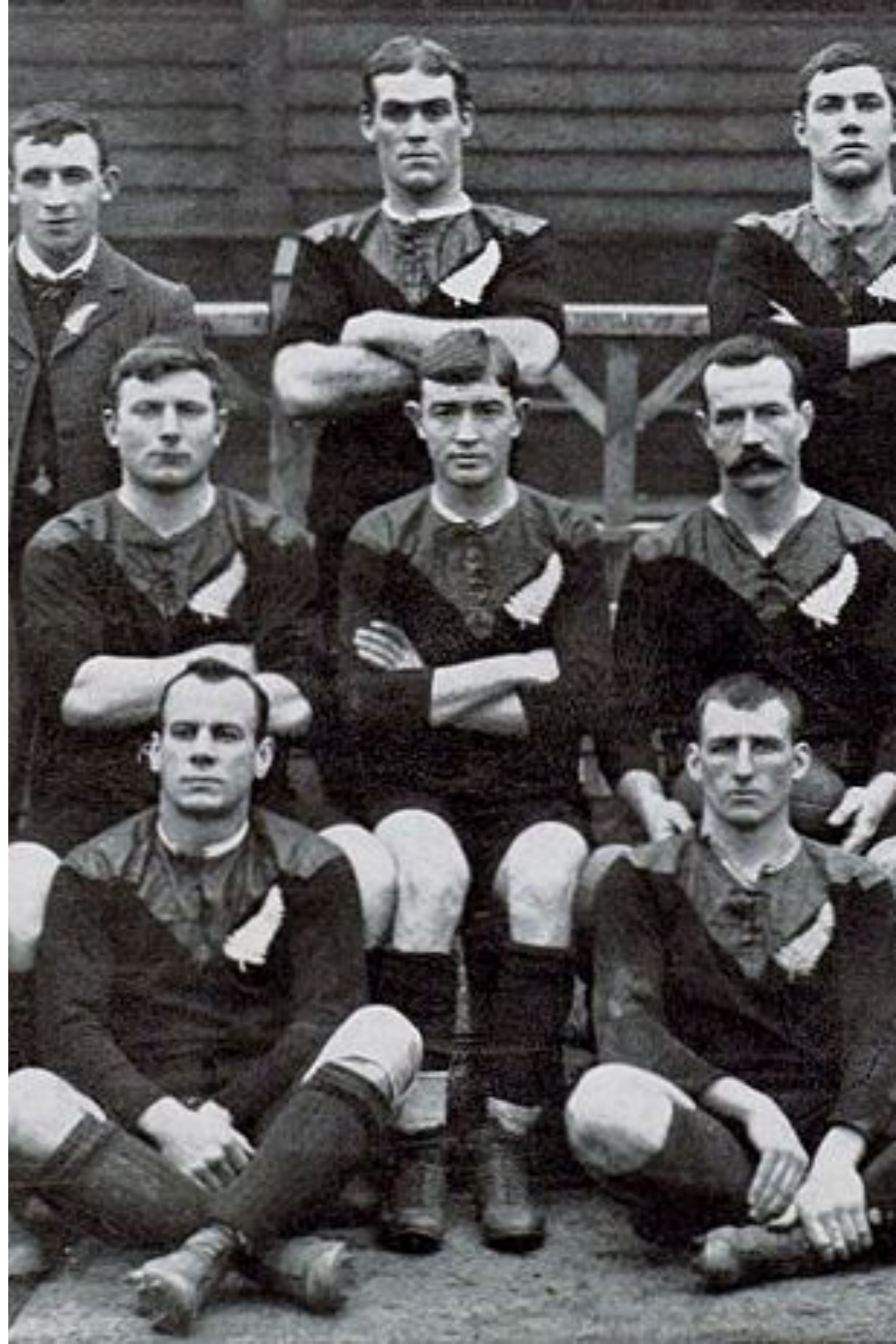
# TEAMS

Eight teams are admitted to the league each year.

Each team must have between 25 and 45 players to take part into the league.

No team can have goalkeepers from more than 2 Serie A teams.

In the converse case, they have to desvinculate players as soon as allowed to respect this rule.

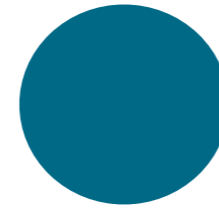




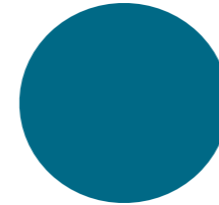
# MERCATO



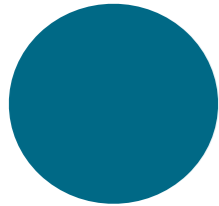
# MERCATO



Every team receives 200 fm (from sponsor) every summer, plus the awards given by the competitions.

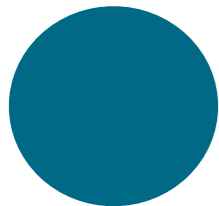


On the 15th August, salaries for the players are due.



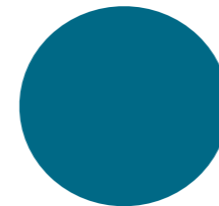
Desvinculations are admitted at any time in the summer and winter mercato sessions before the deadline, getting the current S or S\* value of the player from the Pippo's Excel File.

**Exception:** if before the end of the summer real mercato a player leaves, the team recovers his salary.



## SUMMER MERCATO:

- ROUND I OF BUSTE: from the 15th Aug to the 1st giornata
- ROUND II OF BUSTE: between the 1st and 2nd giornata
- DEADLINE FOR SUMMER DESVINCULATION: two days after the end of the real mercato
- ROUND III OF BUSTE: between the deadline and the following giornata.



## WINTER MERCATO:

- ROUND I OF BUSTE: from the 15th Jan to the following giornata
- ROUND II OF BUSTE: between the two next giornate
- DEADLINE FOR WINTER DESVINCULATION: two days after the end of the real mercato
- ROUND III OF BUSTE: between the deadline and the following giornata.



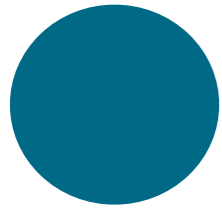
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# COMPETITIONS

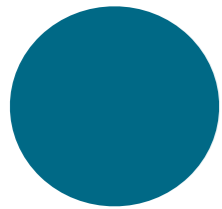
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# COMPETITIONS

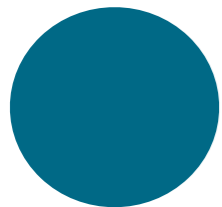
Which, when, how, why\*



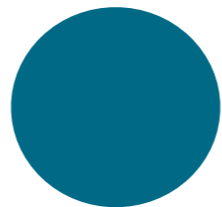
Formations must be inserted at the latest 1 minute before the match (can be recovered by the system).



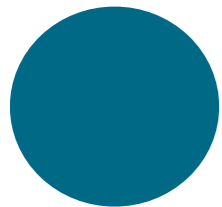
Admitted modules are 343 - 3412 - 3421 - 352 - 3511 - 433 - 4312 - 442 - 4141 - 4411 - 4231 (3 changes max).



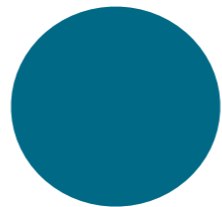
Statistical Alvin482 used for the marks.



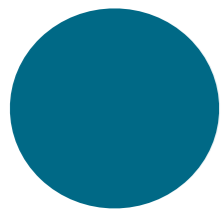
First goal at 66 points, each successive after 4 points.



**BONUS:** goal (2), penalty scored (1.5), penalty saved (3), quality assist (0.5/1/1.5 depending on level).

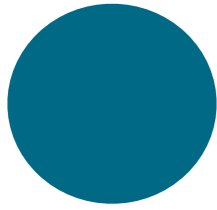


**MALUS:** goal taken (-0.5), penalty failed (-2), yellow card (-0.5), red card (-1), autogol (-2).

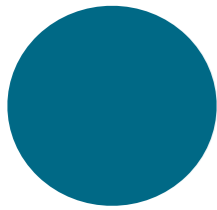


**MODIFIATORS:** *FairPlay bonus* (2), *Captain bonus* (double the distance from 6 of its mark without bonus/malus), *Rendimento bonus* (5/3/2/1/-1/-2/-3/-5 if 11/10/9/8/3/2/1/0 players have exactly mark 6 without bonus/malus).

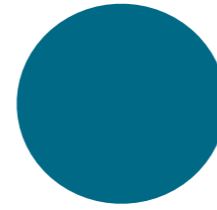
# FORMULA ONE RACE



**WHEN:** every giornata, for a total of 38 games.



**SPECIAL RULES:** points goes in the formula one setting: 25-18-12-8-4-2-1.



## FINAL PRIZES:

- |    |       |    |       |
|----|-------|----|-------|
| 1. | 60 fm | 5. | 20 fm |
| 2. | 45 fm | 6. | 15 fm |
| 3. | 35 fm | 7. | 10 fm |
| 4. | 25 fm | 8. | 5 fm  |





# CHAMPIONSHIP

**WHEN:** andata and ritorno twice for a total of 28 matches.

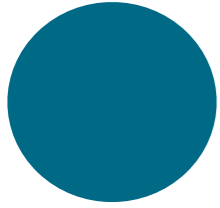
Starts on the 4th giornata, with a pause of one giornata between the first and second turn, two between the second and the third and one between the third and the fourth.

**SPECIAL RULES:** playing at home assures a 1.5 bonus points thanks to the supporters.

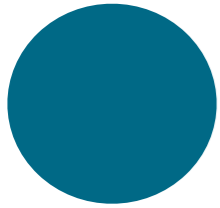
## FINAL PRIZES:

- |          |          |
|----------|----------|
| 1. 40 fm | 5. 20 fm |
| 2. 35 fm | 6. 15 fm |
| 3. 30 fm | 7. 10 fm |
| 4. 25 fm | 8. 5 fm  |

# CHAMPIONS' LEAGUE

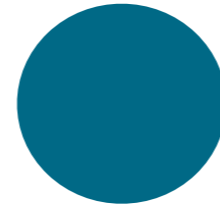


**WHEN:** the six group matches (andata and ritorno) are played just before the corresponding Champions' League games. The semifinals (andata and ritorno) are played just before the real-world quarterfinals and the final just before the return of the real-world semifinal.



**SPECIAL RULES:** playing at home assures a 2 bonus points thanks to the supporters.

Two groups, with the first and second ranked teams in each being qualified to the semifinals.



**FINAL PRIZES:** in each group

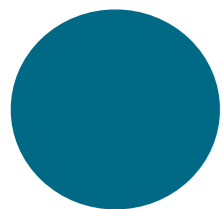
1. 25 fm
2. 20 fm
3. 10 fm
4. 5 fm

Extra 25 fm for the winner and 10 fm for the other finalist.



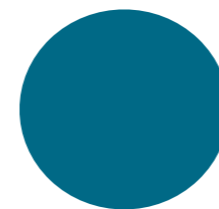


## COPPA CASINO

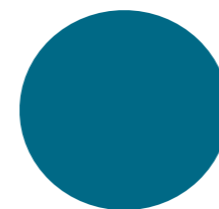


**WHEN:** the most chaotic cup of the league is only taking place on the infrasettimanali turns of Serie A: the first, the last and the (rounded down) middlest.\* \*\*

It is in the tournament format: quarter finals, semifinals and final.



**SPECIAL RULES:** no special rule applies.



**FINAL PRIZES:** 20 fm to the winner.

\* In case there are at least 6 infrasettimanali, the Coupe Carrefour is also played

\*\* In case there are less than 3 infrasettimanali, the Auchighlander Pokal is played instead: it takes place on the 7 most chaotic giornate of the season (infrasettimanali, after national sostas, at Christmas and last giornata).

# SUPERCOPPA & SUPERMEGACOPPA

**SPECIAL RULES:** in the *Supercoppa* the winner of the previous *Championship* challenges the winner of the previous *Coppa Casino* (or the other finalist, in case of coincidence).

In the *Supermegacoppa* the winner of the previous *Formula One Race* challenges the winner of the previous *Champions' League* (or the other finalist, in case of coincidence).

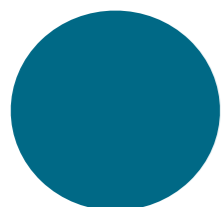
**WHEN:** the *Supercoppa* is played on the 1st giornata, the *Supermegacoppa* on the 2nd giornata.

**FINAL PRIZES:** 5 fm to the winner of the *Supercoppa*, 10 fm to the winner of the *Supermegacoppa*.



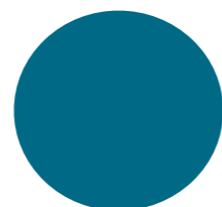


## THE JUDGMENTS



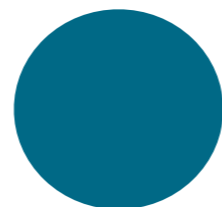
**SPECIAL RULES:** the *Bobby's Christmas Judgement* and the *Pippo's Summer Judgment* are not official competition (hence they do not enter the Albo d'Oro).

A lost match gives 0 points, a draw 4 and a win 8 points.



**WHEN:** Bobby's tournament is from the 3rd to the 16th giornata.

Pippo's is from the 25th to the 38th.



**FINAL PRIZES:** each team earns prize according to their final points.



**VARIA**

# COMPENDIA

The GAZZETTA DELLA GAUSSIAN is the only official broadcast of the league. Do not trust or buy any other newspaper, please.

Please resolve any conflicts between players by referring to this rulebook.







## Coppa Casino

2016/2017

AS Broma

2017/2018

AS Broma

2018/2019

The Terrons

2019/2020

SC Enculette

2020/2021

The Terrons

2021/2022

Gotham City

2022/2023

Boca Seniors

## Coupe Carrefour

2020/2021

Noidea

## Auchighlander Pokal

2023/2024



# RECORDS

Highest score in a giornata

**98**  
(AS Broma, in FOR 2020/21)

Most points in Championship

**60**  
(AS Broma, in 2020/21)

Most points in Formula One Race

**584**  
(Noidea, in 2020/21)

Highest busta

**326**  
(Boca Seniors for Lukaku, Sept 2023)

Highest increase of salary

**1 → 43**  
(Atletico/Real Scarpone for Vlahovic,  
from Sept 2019 to Jan 2022)

Highest team paid salary

**467**  
(AS Broma, Aug 2021)

TITOLARI				V	FV
	Gollini	ATA		6	6
	Hernandez T.	MIL		8	12
	Manolas	NAP		5.5	5.5
	Tomiyasu	BOL		5.5	5.5
	Hateboer	ATA		6	6
	Lazzari	LAZ		6.5	6.5
	Pasalic	ATA		7	9
	Zielinski	NAP		7.5	10
	Diaz B.	MIL		7.5	10
	Rebic	MIL		8.5	16
	Damsgaard	SAM		6	6
PANCHINA				V	FV
	Dzeko	ROM		7	8.5
	Mayoral	ROM		-	-
	Candрева	SAM		6	6
	Fares	LAZ		5.5	5.5
	Pellegrini Lo.	ROM		6	6
	Benali	CRO		6	6
	Ruiz	NAP		7.5	9.5
	Zappacosta	GEN		7.5	9.5
	Tonelli	SAM		5.5	5.5
	Colley	SAM		-	-
	Yoshida	SAM		6	7
	Cragno	CAG		6	6
ALTRI PUNTI					
Modificatore Fairplay					2
Modificatore Rendimento					2
Bonus Capitano					1.5
Note: Ultima modifica via web il 11/05/2021 alle 17:55:47					<b>98</b> TOTALE

