



TOP 100

Probably the best GW in SM

The Official Rulebook



Summary

The document outlines the rules and regulations for the "Top 100" custom Soccer Manager Worlds game world. It emphasises fair play, respect, and community involvement. Key points include:

Governance: The game world is governed by the Top 100 Football Association (FA) and uses All-Manager Polls for rule changes.

Managerial Conduct: Active participation and clear communication are required. Formal manager contracts are no longer in effect, but performance expectations apply, with potential sackings for underperformance.

Squad Management: There's a 50-player squad limit, including players on loan to the club. Loans out do not count towards the limit. Youth Cup has no loans.

Transfers: Binding agreements are enforced, with limited exceptions for cancellation. Public announcements are needed for multi-part and future transfers. Bids for new players are capped at one million. Third-party ownership is banned. Future transfers for banned players are allowed with transparency.

Competitions: Top 100 features multiple leagues and cups (including Youth Cup and World Club Cup). Cup matches often require managers to arrange fixtures. Tie-breaker rules include away goals and Fictional Extra Time (FET). Youth Cup has specific eligibility rules and prizes, and penalties for ineligible players. World Club Cup has stricter rules for arranged games and elimination for non-compliance in S25.

Rules Enforcement & Sanctions: Rule violations should be reported to admins. Transfer bans are given for offenses like exceeding squad limits or breaching transfer rules. Manager sackings occur for poor performance or inactivity. Reprimands are also used for rule breaches.

Top 120: This serves as a feeder league for new managers to prove themselves and potentially join Top 100.

Rule Amendments: Changes are made via an All-Manager Poll. Clarifications can be sought from the Top 100 FA.

The document aims to provide clear, consolidated rules to maintain fair play, competitive integrity, and an enjoyable community experience.



Section 1: Introduction & Core Principles

1.1 Welcome to Top 100: Purpose of the Rulebook

Top 100 is a custom Soccer Manager Worlds game world, established to bring together dedicated and active managers in a highly competitive environment. This document serves as the official and consolidated rulebook for all participating managers. Its primary purpose is to provide a single, clear, and comprehensive set of regulations governing all aspects of gameplay and conduct within the Top 100 community. These rules are meticulously designed to ensure fair play, maintain competitive balance, and foster an enjoyable, engaging experience for every manager. Adherence to these rules is paramount for the integrity and continued success of the Top 100 game world.

The regulations herein cover:

- squad management
- transfers
- competitions
- conduct

All with specific sanctions for breaches, aimed at upholding the principle of fair play. This rulebook aims to prevent any form of manipulation for personal gain and to ensure that the game world operates in a fun and structured manner for the benefit of everyone.

1.2 Guiding Principles: Fair Play, Respect, and Community

The Top 100 game world is built upon a foundation of core values that extend beyond the digital pitch. These guiding principles are essential for the health and vibrancy of our community:

- **Fair Play:** This is the cornerstone of Top 100. It encompasses strict adherence to all rules outlined in this document, a commitment to competing honestly, and a refusal to exploit any game mechanics or loopholes for an unfair advantage. The objective is to prevent actions that could be construed as manipulation for personal gain.
- **Respect:** All managers are expected to treat fellow participants, including opponents and the administrative team (Top 100 FA), with courtesy and respect in all interactions, whether on the game's newsfeed, the blog, or associated social media platforms.
- **Community:** Top 100 thrives on active participation and positive engagement. Managers are encouraged to be active on the newsfeed, blog, and various communication channels such as the Facebook group, WhatsApp group chat, and Discord server. This interaction fosters a sense of "Friendship" and camaraderie, which are considered key aspects of the Top 100 experience.

The existence of multiple communication platforms signals a community that values interaction and social bonds extending beyond the game itself. This makes rules promoting good conduct and transparent communication particularly vital, as they protect not only the integrity of the



game but also the quality of these valuable community interactions.

1.3 Top 100 Administration (FA & All-Manager Polls)

The governance of the Top 100 game world is managed by two key bodies, ensuring both administrative oversight and community involvement in rule-making:

- **Top 100 Football Association (FA):** This is the Admin Team, composed of five experienced Top 100 managers: David M, Chris M, Gyan, Hugo, and Bojan. The Top 100 FA is entrusted with providing advice and guidance on all Top 100 issues. Their primary responsibility is to ensure the game world is organized fairly and operates as expected according to these rules, for the enjoyment of all managers.
- **Top 100 All-Manager Polls:** All Top 100 managers are entitled and encouraged to deliberate and vote on proposed new rules, changes to existing rules, and any other significant issues that the administration or the community chooses to bring forward.

The establishment and use of all-Manager Polls for rule deliberation points towards a democratic approach to the governance of the Top 100 game world. This participatory model, where managers have a direct voice in shaping the regulations they play under, can foster a greater sense of ownership and investment in the community. When managers are involved in the rule-making process, the resulting rules are often better understood and more willingly adhered to. While this collaborative system promotes buy-in, it is also important to recognize that achieving consensus among a large group can sometimes be a lengthy process, potentially leading to debates or compromises. The Top 100 FA's role in guiding these discussions and ensuring fair organization provides a crucial balance, steering the community towards stable and effective governance.



Section 2: Managerial Conduct & Responsibilities

2.1 General Expectations (Activity, Communication)

Active participation and clear communication are fundamental to the smooth operation and enjoyment of the Top 100 game world. Managers are expected to:

- **Maintain Activity Levels:** Regularly log in to the Soccer Manager Worlds platform, manage their teams effectively, and ensure timely participation in all scheduled league and cup fixtures. Consistent inactivity may have repercussions, as outlined in the rules for manager sackings.
- **Engage in Communication:** Be responsive on official Top 100 communication channels, including the in-game newsfeed, private messages, the official blog, and associated social media groups. This is particularly crucial for the timely negotiation and agreement of transfer deals and the arrangement of friendly matches for cup competitions, where proactive communication is often required to confirm fixtures with opponents.

The strong emphasis on manager activity and communication, underscored by penalties for failure, indicates that maintaining a vibrant and engaged community is a high priority for the administrators. This proactive stance is intended to prevent the game world from becoming stagnant and to ensure that all competitions can be fulfilled, which is essential for a community of this scale.

2.2 Manager Contracts & Objectives

Rules on formal manager contracts with predefined targets have evolved.

- Formal **Manager Contracts**, which previously involved new managers agreeing to a specific contract length and performance targets, are **no longer in effect**. The system where unsuccessful managers were explicitly expected to resign based on these contract terms has been discontinued.

However, it is crucial to understand that general performance expectations still apply, and consistent underperformance can lead to manager sackings as detailed in Section 6.3.



Section 3: Squad Management

3.1 Squad Size Limits (Player Cap)

To ensure competitive balance and prevent the hoarding of players, a strict squad size limit is enforced:

- Managers may have a **maximum of 50 players** in their squad at any given time.
- This limit is strictly enforced.
- Exceeding the 50-player cap will result in a transfer ban.

The consistent reiteration of this rule and its associated penalty across multiple rule documents highlights its critical importance to the game world's economy and competitive integrity. This hard cap forces managers into active squad management and strategic decision-making regarding player retention, sales, and loans, thereby promoting a more dynamic player market.

3.2 Player Loans (In and Out, Squad Cap Implications)

Player loans are permitted within Top 100, subject to the following conditions:

- All loan transfers are generally allowed.
- **Squad Cap:** Players currently registered to a manager's squad, **including those on loan to that club**, count towards the 50-player squad limit. Players loaned *out* by a manager to another club within Top 100 do not count against the loaning manager's 50-player limit but will count towards the squad cap of the club receiving the player on loan.
- **Youth Cup Exception:** A specific restriction applies to the Youth Cup, where no loans are permitted at all.

The rule that "Cap includes all loan players" is interpreted to mean players currently at the club. The clarification regarding players loaned out is based on standard football management game mechanics and the need for clear, unambiguous rules.



Section 4: Player Transfers

4.1 General Transfer Rules

4.1.1 Binding Agreements & Cancellations

To maintain stability and trust in the transfer market, the following rules apply to agreed deals:

- **Binding Contracts:** Any arrangement for the sale, purchase, or exchange of a player that has been unambiguously agreed upon by both participating managers (whether via the in-game transfer system, News Feed, chat, private message, or other communication methods) is considered a binding contract.
- **No Cancellations:** Once a deal is accepted or agreed, it cannot be cancelled by either party.
- **Grace Period:** A 5-minute grace period is allowed for genuine mistakes specifically when a bid is received via the Soccer Manager Worlds transfer system and accepted *without any prior agreement having been made*.
- **Exceptions to Binding Contract:** A binding contract may be voided under specific circumstances :
 - If agreed by both managers.
 - If a manager involved in the agreement leaves the Top 100 game world.
 - If a manager involved in the agreement changes clubs within Top 100.
 - If, subsequent to the agreement but prior to the transfer's completion, one of the managers has a transfer ban imposed, the other party has the right to withdraw from the agreement.
- **Sanctions:** Cancelling an agreed deal outside of the permitted exceptions will result in a transfer ban.

4.1.2 Reporting Transfers (News Feed, Future Transfers Page)

Transparency is encouraged for certain types of transfer deals:

- **Multi-Part/Staged Transfers:** For complex transactions involving multiple parts or stages, one or both managers involved should post an outline of the deal in the News Feed with the other manager publicly agreeing to the deal.
- **Future Transfers:** Deals pre-agreed for players currently serving a transfer ban (or involving a manager under a transfer ban) should be posted by the managers on the News Feed and the dedicated Future Transfers page on the smtop100.blog.

The requirement to publicly announce these types of deals reflects a proactive administrative approach. By making such arrangements visible to the entire community, it fosters transparency, potentially preempts disputes, and discourages attempts to structure deals in ways that might circumvent other rules. This community awareness can act as a soft enforcement mechanism, complementing formal administrative oversight.



4.2 Acquiring New Players (from SM Database)

4.2.1 Bidding Process & Limits

When new players are introduced into the Soccer Manager database by the game itself, the following rules govern their acquisition by Top 100 managers:

- **Public Bids:** All bids on these newly added players must be public, i.e., undisclosed and not hidden.
- **Maximum Bid:** No bid may be higher than **ONE MILLION** (currency as per game, typically pounds sterling or equivalent). This applies to cash-only bids.
- **Sanctions:** Placing a bid higher than the one million limit will result in a transfer ban.

These rules aim to create a level playing field for acquiring fresh talent, preventing financially stronger clubs from dominating the market for new players through excessive bidding.

4.3 Specific Transfer Scenarios & Restrictions

4.3.1 Player Exchanges & Multi-Part Deals

The Top 100 rules acknowledge various forms of complex transfers and provide a framework for their regulation:

- **Types of Deals Covered:** These include one-player-for-one-player exchanges, two-players-for-one-player exchanges (as single or two transactions), three (or more)-players-for-one-player exchanges, and other multi-part or staged transfers.
- **Reporting Objections:**
 - Objections regarding the general legality of a transfer (e.g., if it violates core Soccer Manager game mechanics) should be made through the in-game "Illegal Transfer" reporting system.
 - Objections specifically concerning breaches of Top 100 rules should be made via Private Message to the designated admin (David Marsden), not by posting publicly in the News Feed, which is likely to lead to escalating public arguments.
- **Transparency for Multi-Part Deals:** As noted in 4.1.2, an outline of multi-part deals should be posted in the News Feed.
- **Completion before Onward Sale:** In any multi-part transaction, the transfer of a player must be fully completed to the purchasing club before that player can be sold on to a third club. This is to prevent 'third-party ownership'.

4.3.2 Restrictions: Re-purchasing Sold Players, Max Club-to-Club Transfers, Third-Party Ownership (TPO)

To prevent common exploits and maintain fairness, specific transfer activities are prohibited:

- **Level 3 Concerns Rule** is no longer active.
- **Re-purchasing Players Sold with Concerns:** A manager is not permitted to re-purchase any player they previously sold if that player had concerns at the time of sale, for a period of 52 weeks from the date of sale.



- **Maximum Transfers Between Two Clubs:** Managers are no longer restricted to three transfer deals with any one club, and are now able to conduct transfers as and how they see fit.
- **Third-Party Ownership (TPO):** TPO is strictly banned. This refers to situations where a player is effectively controlled or passed through an intermediary club to circumvent rules or facilitate a transfer that would otherwise be impermissible. The player must be fully transferred and registered to the purchasing club before any subsequent transfer to another club. An example provided describes TPO as a player being owned by three clubs but only having played for two, often used to avoid transfer bans.

4.3.3 "Holding" Clubs & Circumvention

The use of "friendly" or "holding" clubs to temporarily house players as a means to circumvent Top 100 rules is prohibited. This practice may be attempted for various reasons, such as :

- Selling players to a holding club before a manager switches to a new club, with the intention of then buying those players for their new team.
- Temporarily moving players to a holding club to bypass the 50-player squad limit.
- Using holding clubs to facilitate loan deals that would otherwise be against the spirit or letter of the rules (e.g., to remove player concerns or bypass rating limits).

The detailed scenarios the regulations aim to prevent, suggests an adaptive rule-making process. The specificity of these prohibitions indicates that they arose in response to past incidents or observed loopholes. This demonstrates an administrative commitment to refining rules to maintain fairness as new potentially exploitative strategies are identified by managers. This iterative approach ensures the rulebook remains relevant and effective in upholding the game world's integrity.

4.4 Future Transfers (Pre-agreements for players under ban)

Managers are permitted to make pre-agreements for transfers involving players who are currently serving a transfer ban, or when one of the managers involved is under a transfer ban, subject to conditions:

- **Transparency:** Such pre-agreed deals must be announced by the managers involved on the Top 100 News Feed and should be documented on the dedicated "Future Transfers" page of the smtop100.blog.
- **Eligibility:** Managers who are themselves currently serving a transfer ban are still permitted to agree to Future Transfers.
- **Completion Timeline:** Where the transfer of a player is delayed due to them serving a transfer ban, the transfer must be completed within 5 days of that manager's ban ending.



Section 5: Competitions

5.1 Overview of Top 100 Competitions

The Top 100 game world hosts a variety of official competitions designed to test managerial skill and provide diverse challenges. These include:

- Top 100 Divisions 1-5 (League)
- Top 100 Cup
- Top 100 Shield
- Top 100 World Club Cup & Shield (WCC/WCS)
- Top 100 Youth Cup & Shield

Managers can find links to the overarching "Top 100 Rules" and specific "Youth Cup Rules" on the smtop100.blog. The World Club Cup also has its own set of operational guidelines each season.

5.2 League Rules (Divisions 1-5)

5.2.1 Promotion & Relegation

The league structure of Top 100 is dynamic, with movement between divisions based on performance:

- Divisions 2-5 will see **four (4) teams promoted** to the division above and Divisions 1-4 will see **four (4) teams relegated** to the division below at the conclusion of each season.

This system is fundamental to maintaining the competitive hierarchy and providing ongoing objectives for all clubs.

5.3 General Cup Competition Rules (Applicable to WCC, Youth Cup, etc., unless specified otherwise)

5.3.1 Fixture Arrangement & Responsibilities

For cup competitions that rely on managers arranging friendly matches, the following responsibilities and procedures apply:

- **Shared Responsibility:** Both the home and away managers are responsible for ensuring fixtures are arranged and played in a timely manner.
- **Home Team:** The manager of the home team is typically responsible for initially offering the friendly fixture or sending the match invite through the Soccer Manager system.
- **Away Team:** If an invite is not received or accepted, the away team manager is expected to proactively contact the home manager to remind them or request the invite to be re-sent, ideally at least 24 hours before any scheduled kick-off time.
- **Home Team Follow-up:** Similarly, the home team should contact the away team to remind them to accept an invite if necessary.



- **Proof of Effort (WCC S25 Specific):** For the World Club Cup Season 25, a stricter rule applies: if games are not played, managers *must* proactively contact the designated admin (Bojan H for WCC S25) and provide proof (e.g., screenshots of communication) that they attempted to organize their matches. Failure to do so by *both* managers will result in both teams being eliminated from the competition.
- **Penalties for Failure (General):**
 - If a fixture is not played due to one manager's failure to arrange/accept, that manager will typically forfeit the game (e.g., a 0-3 loss awarded against them, and a 3-0 win to the opponent).
 - If an opponent can show they contacted the defaulting manager to remind them (at least 24 hours prior for Youth Cup), the opponent will be awarded a 3-0 win.
 - If both teams fail to make sufficient effort or if neither can demonstrate proactive communication (especially relevant outside the WCC S25 specific rule), the result may be recorded as a 0-0 draw with no points for either team, or in some WCC scenarios, both teams could receive a 3-0 loss on the league table.

These rules are crucial for the viability of cup competitions that are not automatically scheduled by the game system, placing a clear onus on managerial diligence.

5.3.2 Tie-Breaker Rules: Away Goals & Fictional Extra Time (FET)

When knockout stage matches in Top 100 friendly competitions are drawn, the following tie-breaker mechanisms are employed:

- **Two-Leg Ties:**
 1. **Away Goals:** The team that has scored more goals away from home over the two legs will be declared the winner.
 2. **Fictional Extra Time (FET):** If the aggregate score is level AND the number of away goals scored by each team is identical, then Fictional Extra Time is played in the second leg to determine the winner.
- **One-Leg Ties (and FET Mechanism for all applications):** If a single-leg match is drawn at full-time, or if a two-leg tie proceeds to FET, the winner is decided as follows:
 - One goal is awarded to the team with the most possession during normal time.
 - One goal is awarded to the team with the most shots on target during normal time.
 - One goal is awarded to the team who scored the first goal during normal time.
 - If the score is still level after these three criteria are applied, the team with the higher total of (possession % + number of shots on target) is awarded one additional deciding goal.

These clear, objective criteria are essential for resolving drawn cup ties fairly and ensuring the integrity of all knockout competitions.



The following table summarizes the Fictional Extra Time (FET) criteria:

Criterion	Goal(s) Awarded	Applicable To
Most Possession	1 goal	One-Leg Ties; Two-Leg Ties (if proceeding to FET)
Most Shots on Target	1 goal	One-Leg Ties; Two-Leg Ties (if proceeding to FET)
Scored First Goal	1 goal	One-Leg Ties; Two-Leg Ties (if proceeding to FET)
Highest (Possession % + Shots on Target) Figure	1 deciding goal	If still tied after the above three FET criteria applied

This table provides a quick reference for managers to understand how FET outcomes are determined, which can be particularly useful in closely contested matches.

5.4 Specific Competition Rules

5.4.1 Top 100 Youth Cup & Shield

The Youth Cup and Shield are designed to showcase young talent and have specific regulations:

- **Player Eligibility:**
 - Players are generally eligible if they are **21 or younger at the start of the season**.
 - The specific cut-off date for player eligibility (e.g., for S25, players turning 22 on or after 8 April 2025 could still play) is announced via newsfeed, Facebook, WhatsApp, and updated on the website. Managers are responsible for verifying their squad's eligibility.
- **Loans:**
 - Managers cannot loan youth players to or from other clubs for the Youth Cup/Shield.
- **Prizes:**
 - The previous system of winners receiving exclusive rights to a new free agent player ended after Season 17 due to some managers attempting to gain an unfair advantage.
 - **Wild Card Prize:** A draw is held for all non-final winning managers who completed all their group stage and knockout games without any forfeits (due to fielding overage players or failing to organize a fixture). Three managers are selected to win a "wild card" prize, allowing them to choose a new player during the following season.
 - Prize winners are responsible for monitoring bids on their claimed player and messaging other managers to withdraw bids. Claimed players must be announced on the newsfeed promptly and bid on the same day they are added. Winners must ensure they have squad space.
 - If prize winners claim the same player, priority is awarded to the first manager drawn in the prize draw.



- **Penalties for Overage Players:**
 - Managers are responsible for checking their opponent's team for ineligible (overage) players and reporting any instances to David Marsden via Private Message promptly (no later than 10 pm the following Monday).
 - Playing an overage player results in an **automatic forfeit** of the game (0-3 loss recorded, 3-0 win to the opponent).
 - If both teams play ineligible players, the result will be a 0-0 draw with no points awarded to either team.
- **Penalties for Failing to Arrange Fixtures:** Refer to Section 5.3.1.
- **Disputes:** Any disputes related to the Youth Cup will be settled by the Top 100 FA.
- **Admin Action Example:** In Season 25, five clubs faced an admin crackdown for squad eligibility violations in the Youth Cup, resulting in forfeited prize draw chances.

The evolution of Youth Cup prizes, shifting from a direct player pick for the ultimate winner to a "wild card" draw rewarding diligent participation among a wider group, suggests a strategic administrative response. This change was made because some managers were "bending the rules for an unfair advantage" when the top prize was directly tied to winning. By decoupling the most coveted individual player prize from outright victory and instead rewarding completion of fixtures without rule breaches, the administration aims to incentivize fair play and full participation across the board, rather than encouraging a "win-at-all-costs" mentality that might lead to rule violations.

5.4.2 Top 100 World Club Cup (WCC)

The World Club Cup (WCC) brings together all teams from the Top 100 game world. For Season 25, specific adjustments have been made:

- **Format S25:** For Season 25, there will be only one consolidated WCC competition (previously WCC & WCS). All 100 teams were included in a random draw, creating an elimination bracket from the first round. Some teams received byes due to the number of participants.
- **Match Structure S25:** Every round will be played over two legs (home and away).
- **General Rules:** All other competition rules remain the same as in previous seasons, including the use of Fictional Extra Time (FET) to decide ties after two legs where away goals do not produce a winner (see Section 5.3.2).
- **Fixture Arrangement & Penalties S25:**
 - A significant rule change for S25 addresses issues with unplayed games: "History taught us that too many games can be too much for some managers to handle."
 - Managers **must be proactive** if their WCC games are not being played. They are required to contact the designated admin (Bojan H for S25) and provide **proof** (e.g., screenshots of communication attempts) that they tried to organize their matches.
 - If such proof is not provided by managers when games go unplayed, **both teams involved will be eliminated** from the competition. Their opponent in the subsequent round will receive a bye.
- **Older Fixture Rules (General Reference):** Previous WCC rules stated that if the home team offered a fixture but received no response, they would get a 3-0 win. If the away team contacted the home manager at least 24 hours before an unscheduled game and it wasn't set up, the away team would get a 3-0 win. If neither occurred, both teams would



receive a 3-0 loss on the league table. The S25 rule appears to supersede these with a stricter approach for unplayed games in the current season.

The S25 rule change for the WCC, mandating proactive proof of effort from managers to arrange fixtures or face joint elimination, marks a considerable tightening of administrative oversight. This adjustment strongly suggests that unplayed matches were a significant problem in past WCC editions. The previous system, which might have resulted in points deductions or single forfeits, was evidently insufficient. By shifting the burden of proof to the managers and imposing the severe penalty of elimination for both if effort isn't demonstrated, the administration aims to drastically improve fixture completion rates and ensure the competition progresses as intended.



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Section 6: Rules Enforcement & Sanctions

6.1 Reporting Rule Violations

To maintain the integrity of the Top 100 game world, managers have a responsibility to report suspected rule breaches through the correct channels:

- **General Transfer Legality:** If a manager believes a transfer violates core Soccer Manager game mechanics (not specific Top 100 rules), they should use the in-game "Illegal Transfer" reporting system.
- **Top 100 Rule Breaches (Transfers):** Suspected breaches of Top 100 specific transfer rules should be reported via Private Message to the designated admin (David Marsden). Such allegations should **not** be posted publicly in the News Feed.
- **Youth Cup Player Eligibility:** If an opponent is suspected of fielding an ineligible (e.g., overage) player in the Youth Cup, this should be reported to David Marsden via Private Message as soon as possible, and no later than 10 pm the following Monday.
- **General Rule Breaches:** If a manager believes another manager is breaching any Top 100 rules, they should gather information (screenshots are helpful as evidence) and provide it to the Admin Team privately, rather than making public accusations.

These procedures ensure that allegations are handled formally and discreetly, preventing public disputes and allowing for fair investigation by the administration.

6.2 Transfer Bans

Transfer bans are a primary disciplinary measure for certain rule violations.

6.2.1 Offences Leading to Bans

A manager may receive a transfer ban for the following offences:

- Exceeding the 50-player squad cap.
- Cancelling an accepted or agreed transfer deal outside the 5-minute grace period.
- Bidding higher than ONE MILLION (cash only) for a new player added to the SM database.
- Signing a Youth Cup prize player despite being officially notified by the prize-winning manager to withdraw the bid.
- Breaching other unspecified "additional transfer laws".

6.2.2 Duration, Restrictions, and Process

The standard conditions for a transfer ban are:

- **Duration:** A first offense typically results in a **one (1) month** transfer ban.
- **Restrictions:** While under a transfer ban, a manager:
 - Can only conduct player cash sales to external clubs (i.e., clubs outside the Top 100 game world).
 - Cannot engage in any loans (in or out) with other Top 100 managers.
 - Cannot complete any transfers (purchases or exchanges) with other Top 100



- managers.
- However, pre-agreed Future Transfers active on the 'Future Transfers' page of the blog can still be completed even if one or both managers are under a transfer ban.

6.2.3 Repeat Offenders

Managers who repeatedly violate rules leading to transfer bans will face more severe consequences:

- Repeat offenders will be asked to resign from their managerial position or may be removed from the Top 100 game world by the SMFA (Soccer Manager Football Association, referring to the game's overarching authority).

The following table provides a consolidated overview of common offenses leading to transfer bans and their consequences:

Offense	Penalty (1st Offense Duration & Restrictions)	Consequence for Repeat Offense
Exceeding 50-Player Squad Cap	1 Month Ban; Cash sales to external clubs only; No loans/transfers with Top 100 managers.	Asked to resign or removed by SMFA.
Cancelling Agreed Transfer Deal (post-grace period)	1 Month Ban; Cash sales to external clubs only; No loans/transfers with Top 100 managers.	Asked to resign or removed by SMFA.
Bidding >1 Million for New SM Database Player	1 Month Ban; Cash sales to external clubs only; No loans/transfers with Top 100 managers.	Asked to resign or removed by SMFA.
Signing Youth Cup Prize Player (post-notification)	Transfer Ban (duration likely 1 month, subject to FA confirmation based on severity and existing precedent).	Asked to resign or removed by SMFA.
Breaching Other "Additional Transfer Laws"	Subject to FA review; likely 1 Month Ban initially.	Asked to resign or removed by SMFA.

This table serves as a quick reference, emphasizing the importance of adhering to these key regulations to avoid significant managerial restrictions.

6.3 Manager Sackings

6.3.1 Grounds for Sacking (Performance, Inactivity)

A manager may be dismissed (sacked) from their club under the following circumstances:



- **Poor League Performance:** Finishing in the **bottom three (3)** positions in any of the five divisions at the end of a season will result in sacking. This rule has been in effect from Season 10 onwards; prior to that, it was the bottom two.
- **Inactivity:** Managers who are deemed inactive (e.g., consistently unresponsive on official communication channels, failing to manage their team or arrange fixtures) may not be offered their job back or any new club if sacked for other reasons.

6.3.2 Process and Re-appointment

The process following a sacking allows for potential return:

- Sacked managers may be re-appointed to a managerial role within the Top 100 ecosystem.
- They may be offered new clubs, potentially in a lower division or their previous job back if circumstances warrant (e.g., no other interested managers, or if the sacking was conditional due to factors like recent back-to-back promotions or joining mid-season with a weaker side).
- Managers sacked from Top 100 clubs may also look to manage a team in the Top 120 game world as a pathway to potentially return to a Top 100 club in the future.

The combination of clear sacking rules for underperformance or inactivity and the existence of the Top 120 feeder league creates a robust and dynamic managerial environment. This system ensures that consistent failure has tangible consequences, thereby upholding competitive standards. Simultaneously, it provides structured avenues for dismissed managers to seek redemption or for new managers to prove their capabilities. This prevents the game world from becoming static or exclusive, fostering a continuous cycle of challenge and opportunity.

6.4 Manager Reprimands

In addition to transfer bans and sackings, a system of formal reprimands is in place:

- The Top 100 FA can issue reprimands for breaches of rules and regulations that may not immediately warrant a more severe sanction.
- Receiving a reprimand is recorded against a manager's conduct and can negatively impact their future applications for other, potentially more desirable, clubs within the Top 100 game world.
- In cases of severe or repeated breaches leading to multiple reprimands, a manager may ultimately be removed from the game world.
- Reasons for reprimands can include offences such as exceeding the squad limit, improperly cancelling an accepted transfer, or breaching other transfer laws, and unacceptable conduct.

Reprimands serve as an official warning, signaling that a manager's conduct has fallen short of expectations and that further breaches could lead to more serious penalties.



Section 7: Top 120 - Pathway to Top 100

7.1 Purpose and Entry for New Managers

The Top 120 game world serves as an official expansion and entry point for managers aspiring to join the main Top 100 competition:

- **Purpose:** Top 120 is designed for new managers who wish to enter the Top 100 ecosystem. It comprises the next best 20 clubs not included in the main Top 100.
- **Entry Process:** New managers will typically first enter Top 120. This game world consists of 17 competing managers plus 3 administrators. Here, they compete and manage their clubs to showcase their abilities, activity levels, and understanding of fair play.

This structured entry system ensures a managed flow of new talent into the broader Top 100 community.

7.2 Proving Credentials for Top 100

Performance and conduct within Top 120 are key to gaining opportunities in the main Top 100 game world:

- **Showcasing Credentials:** Managers in Top 120 compete to demonstrate that they are good enough for any available club vacancies that may arise in Top 100.
- **Pathway for Sacked Managers:** Managers who have been sacked from a Top 100 club may choose to manage a team in Top 120 as a means of proving their capabilities and potentially earning a return to a Top 100 club in the future.
- **Criteria for Advancement:** The factors considered when offering vacant Top 100 clubs (especially more desirable ones) likely include success with the current club (in Top 120 or a lower Top 100 division), consistent activity on the newsfeed and blog, positive transfer activity with other managers, and a clean disciplinary record (no prior reprimands). These criteria would logically extend to evaluating Top 120 managers for promotion to Top 100.

Top 120 thus provides a clear and competitive proving ground, setting expectations for both new aspirants and those seeking to re-establish themselves within the Top 100 community.



Section 8: Rule Amendments & Queries

8.1 Process for Rule Changes

The rules of the Top 100 game world are not static and can be amended through a participatory process:

- The **Top 100 All-Manager Polls**, which consists of all Top 100 managers deliberating and voting on proposed new rules or any changes to existing rules.

This democratic approach to rule amendments ensures that the managerial community has a voice in shaping the regulations that govern their gameplay, fostering a sense of shared ownership and understanding.

8.2 Contacting Administration for Clarification

If a manager is unsure about the interpretation of a rule or requires clarification on any aspect of the Top 100 game world, they should seek guidance from the administration:

- The **Top 100 FA** (Admin Team) is responsible for providing advice and guidance on all Top 100 issues. Managers can contact FA members for general rule clarifications.
- For specific objections or queries related to Top 100 transfer rules, managers should direct their communication via Private Message to the designated admin, David Marsden.

Utilising these official channels for queries can help prevent unintentional rule breaches and ensures that all managers operate with a consistent understanding of the regulations.



Conclusion

This consolidated rulebook for the smtop100.blog game world aims to provide a single, authoritative source of regulations for all participating managers. By simplifying and unifying rules previously found across multiple pages, this document seeks to enhance clarity, promote fairness, and support the continued enjoyment and competitive integrity of the Top 100 community.

The rules detailed herein cover critical aspects of managerial responsibility, squad building, transfer dealings, competition participation, and disciplinary procedures. Key elements such as strict squad caps, binding transfer agreements, transparent bidding processes for new players, and detailed protocols for cup competitions (including the unique Fictional Extra Time mechanism) are designed to create a level playing field and prevent exploitation.

The administrative structure, involving both the Top 100 FA for oversight and guidance, and the Top 100 Managers' Panel for rule deliberation, underscores a commitment to fair governance and community involvement. The Top 120 game world further provides a structured pathway for new and returning managers, ensuring the long-term vitality of the Top 100 ecosystem.

It is the responsibility of every manager to familiarize and adhere to these rules. By doing so, all participants contribute to a thriving, respectful, and competitive Soccer Manager environment that lives up to the "Friendship, Fun, and Fair play" ethos of Top 100. This rulebook should serve as a valuable reference to that end.



TOP 100
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Works cited

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