

3078 Season Budget Template

The following pages detail a template of the budget for the season of the year 3078. The actual franchise budget will be submitted via a Google form ([link here](#)).

Feel free to reach out for clarifications or questions.

The Budget Google form also asks what **playstyle** the GM would like the franchise to orient towards – confer with the franchise’s GM for that information before submitting the final budget.

There is also a brief summary of [miscellaneous modifiers](#) to franchise’s revenue on the last page of this document.

Before we get to the budget, which playstyle did the franchise GM decide to orient the team around? (*Confer with GM for more info*)

- Aggressive
 - Defensive
 - Innovative
 - Synergistic
-

Franchise: _____

Available Capital: \$ _____ Zillion

\$ _____ for Athletes and Coach Salaries

Due to strict contracts, athletes and coaches must get paid in full. Adjustments will be made by moderators to ensure the athletes and coaches are paid in full.

NOTE. Previous League Policy dictates a Salary Minimum and Cap for teams of athletes (not coaches).

- All Franchises with total athlete salary above 30z will have to pay a 0.5z fine for each 1z over.
- All Franchises with total athlete salary below 15z will be fined the difference between their total salary and 15z.
- The resulting fines will be collected and distributed among non-offender teams (if substantial).

\$ _____ for Transferring from Franchise to Hedge Funds (\$10z max)

Owners have a limited legal capacity to shift the money out of the franchise and into other investments (\$10z maximum). This may be useful if the Owner thinks it may be a “rebuilding year”. Money in hedge funds will increase by 50% (rounded up) throughout the season and will be factored into the total revenue calculations of this season.

For example, a 10z investment into an outside hedge fund would yield \$15z.

\$ _____ for Merchandising

The franchise will receive a post-season profit of x3 what you invest, only up to the amount games you won x3.

\$ _____ for Profiteering

The franchise will receive a post-season profit of x3 what you invest, only up to what the League average invested in profiteering x3.

\$ _____ for Short-Term Infrastructure Investments

This represents investing in good trainers, cutting-edge training equipment, premium vitamins, new gear for athletes. This will improve the performance of your team on the field this season. Your franchise’s saber

MAY have more info on the effect of short-term infrastructure on total team performance.

\$ _____ for Upkeep on Long-Term Infrastructure

This represents investing in repairs and maintenance to stave-off the effects of natural wear-and-tear on critical long-term infrastructure of the franchise (e.g. stadiums, training facilities, corporate headquarters, etc.). The higher the *age* of the franchise infrastructure is, the more money is required to avoid getting performance penalties for your team this season.

Between Draft Night 30xx events, the franchise infrastructure will age one level. Franchises can also build brand new infrastructure (see next budget item).

Long-Term Infrastructure			
Status	Franchise	Minimum legally required	Minimum required to avoid penalties
Brand New	-	0	0
New	RYE, JGL, MM, AVC, TU, LEL, FRV, MCV, MXC, BJU	3	5
Classic	POL, JTM, CMC, SPI, OSU, HKR	4	8
Aged	-	6	12
Depreciated	-	9	17

\$ _____ for Construction of NEW Long-Term Infrastructure (\$23z)

NEW STADIUM TIME!

Costs \$23z. This IMMEDIATELY resets the age of long-term infrastructure to brand new, which means franchises do not need to pay for upkeep and for construction of new resources in the same season.

\$ _____ for Hying Division Rivalry Games

\$ _____ for Hying Inter-Divisional Rivalry Games

These investments represent how much you invest into hyping the games when your team plays their rivals. For rivalry games, the victor receives a bonus equal to what both teams invested plus a rivalry win bonus. Between seasons, the rivalry rankings will be updated based on the total amount of capital input into hype by both teams. Due to inertia, the most a rivalry can move up or down when re-ranked is one slot. See table below for current rankings.

Inter-Divisional Rivalry Rankings	Inter-Divisional Rivalry Win Bonus	Divisional Rivalry Rankings	Divisional Rivalry Win Bonus
JGL vs. TU	+7	LEL vs. FRV	+4
CMC vs. MCV	+7	AVC vs. CMC	+4
JTM vs. POL	+6	JGL vs. POL	+4
HKR vs. BJU	+6	BJU vs. MM	+3
SPI vs. MXC	+5	JTM vs. OSU	+3
MM vs. LEL	+4	MCV vs. HKR	+3
RYE vs. OSU	+3	RYE vs. SPI	+2
AVC vs. FRV	+2	MXC vs. TU	+2

\$ _____ for Bonus to GM

\$ _____ for Bonus to Saber

\$ _____ for Bonus to VP

These are individual bonuses to members of your team. You cannot give a bonus to the Owner. They can cry all the way to the bank.

Note. These bonuses only trigger if the team has a winning record at the end of the season.

\$ _____ for Other (please detail below)

This is where freeform initiatives which require cash would be input. Please write a short sentence description of the initiative and put the total amount of money dedicated to that initiative in parentheses.

For example:

- Performance-Enhancing Cigars R&D (\$8z)
- Payment sent to Toronto United for *Services Rendered* (\$3z)

Appendix.

To inform the budget and expected revenue estimates, here are a list of minor and miscellaneous modifiers to total franchise revenue:

- Overspending will be penalized as the franchise will have to take out short-term high interest loans to fulfill the budget requirements. Expect to see -\$3z revenue per \$1z overspent.
- Athletes inherently bring in revenue based on their popularity (ask *Saber* for more info).
- Winning a game yields \$1z in revenue (per game).
- For each unused Saber Credit (both BONUS and STAT), receive \$1z from the League administration.
 - **Note.** The unspent credit bonus money is not available until after the season (i.e. the money is not available to be input into the budget for the upcoming season).
- Positive and negative media coverage from the *League News Network* specifically yield positive and negative effects on revenue, respectively.
 - The effect of both positive and negative press coverage on revenue plateaus so don't worry about suffering from *spammed media hit-jobs*.
- Reaching the postseason yields bonus revenue:
 - \$2z bonus revenue for making it to the postseason
 - \$5z for winning a *Divisional Championship* (\$7z in total)
 - \$10z for winning the *World Championship* (\$17z in total)
- Profit from other miscellaneous endeavors described under the "other" category in the budget will be adjudicated on a case-by-case basis.
- The moderators will factor in other effects as they become applicable.
- Some Franchises were offered the ability to take out debt – this debt will be automatically paid back with interest. If this mechanic goes well, it will be offered to all teams in later iterations.