



© 2006

WWE RULE BOOK



WWE RULE BOOK v.3

1° ROLES AND POWERS OF DIFFERENT CHARACTERS

CEO of the WWE : Linda McMahon

Role : *Babyface*. To make sure everything goes well in the WWE that is to say that the company offers a good product which satisfies the needs and expectations of the fans. In charge of taking the major decisions (dates and places of PPVs, spokesman of the WWE to the media).

Power : Can appoint anyone she wants as either co-general manager or assistant to apply her decisions. Can change decisions made by the owner of the WWE WITHOUT cancelling them (i.e : to add another stipulation to an established match). Can put the owner of the WWE in a wrestling match if necessary. Is able to change the current rules or to add others.

Owner and chairman of the WWE : Vincent K. McMahon

Role : *Heel*. To make the major decisions in the show (title matches, PPV card). To make sure the WWE is the most powerful and best wrestling company on the market today. To screw all the major babyfaces and help the heels to get what they want.

Power : Nobody but the CEO of the WWE is more powerful than him. Can fire anyone he wants just by saying " Read my lips.....you're FIRED !!!!! ". Can hire any new superstar and decide when they will enter the show. Can put in place any kind of match he wants and force any champion to defend his/her title. Can appoint or remove the General Managers of Raw and Smackdown! Is able to stop a championship from existing (i.e : Hardcore belt, European belt, US belt).

General Managers of RAW and SMACKDOWN! : Eric Bischoff & Stephanie McMahon

Role : *Heel & Babyface*. To make his/her show the best show of the two....by any means necessary ! To maintain order in their show.

Power : To sign any free superstar to their show. To grant any superstar any kind of favor. To set any kind of match. To appoint championship matches. To set any kind of rules to their show. To fire any superstar of their choice.

WWE Champions : WWE Champion, Intercontinental Champion, US Champion, Tag Team Champions, Hardcore Champion, Cruiserweight Champion & Women's Champion

Role : To be the representative that is to say the best wrestler of their division.

Power : Can choose to defend his/her title anytime s/he wants within the allowed time (cf : 2° Time limits to defend championship belts) unless being ordered to defend it.

WWE Superstars : Raw & Smackdown!

Role : Wrestle. Make their show the best one of the two.

Power : Can put an end to their contract anytime they want (cf : 7° WWE Superstars' contracts) and become free agents.

WWE Referees : Earl Hebner, Nick Patrick

Role : To assure the order in a wrestling match.

Power : Can disqualify any superstar if they use illegal means or if they aggress them. Can reverse their decisions and they are the ONLY ones able to do so not even Vince McMahon.

2° TIME LIMITS TO DEFEND CHAMPIONSHIP BELTS

Undisputed Championship : 30 days
Intercontinental Championship : 15 days
US Championship : 15 days
Tag Team Championship : 30 days
European Championship : 7 days
Hardcore Championship : No limit
Cruiserweight Championship : 15 days
Women's Championship : 30 days

Note : if there are no challenger then the champion is not compelled to defend his/her title.

3° SETTINGS

- The shows and PPV can take place in *Day of Reckoning*, *Smackdown! vs Raw* or any other wrestling game of the moment.

4° IN-GAMES RULES

Newcomers : Newcomers will have the advantage from being able to perform their finishing or special move without being countered by the opponent (the opponent isn't aware of what the newcomer's finisher is so it's normal he can't counter it). This rule takes only place for the 2 first months of their arrival.

In-ring rules : - If the feet of a wrestler touch the ropes during a pinfall and the game referee doesn't sanction it then the gamer should break the pin if he's a babyface (in specific case according to the storylines he wouldn't be compelled to do so....but it is a rare exception). However if it is a heel who does the pinfall then he's not forced to break the pin which means he would have cheated to win.

- Titles only change hands via pinfall or submission. Countouts and disqualifications do not cost the championship belt to the champion.
- Main events should at least last 10 minutes and 20 minutes for PPV...beneath that time the match should restart.

- In a PPV, if a wrestler has different specials he HAS TO do them all (an attempt to do it will also be taken into account) before being able to conclude a match.
- In a PPV, no crappy pins should occur (i.e : pinfall after an armdrag or bodyslam). It has to be a clean victory in order to end a feud in most cases. By clean victories it means endings that could occur in reality : finishing moves, counter moves by a pinfall, pinfall after a chair/weapon shot, cheating by a school boy with feet on ropes, etc...
- As a general rule, crappy pins are banned except for a few times (it can occur once in 2 month but not more).
- Major superstars (The Rock, Stone Cold, Triple H, Undertaker, etc...) have to win with one of their trademark moves (i.e : Taker with the Last Ride, Chokeslam, Tombstone.... But also Triple H with the Pedigree or the use of his sledge-hammer).
- Bigger superstars when facing lower superstars (i.e : Stone Cold vs Scotty 2 Hotty) MUST win thanks to their special move.
- Lower superstars can win by any means necessary (cradle pin, school boy, hurricanrana pin) but no crappy pins or they get fired immediately !!!
- Each superstar has to fight according to their real counterpart (cf : 5° Wrestlers' specificities)

Storylines : The matches should respect the storylines (i.e : in some cases, the ending could be known from the start if for example it's the end of a tag team. One of the partner would attack the other during the match and leave him alone for the rest of the match). (cf : 6° Storylines)

Challengers : A wrestler who has been undefeated for 1 or 2 months (depending on how impressive his/her victories were) has the right to ask for a championship match to the title s/he wants to either the champion or the General Manager.

Push : - A wrestler who is in Heat or Velocity and who has a winning streak for the last 2 months (or who is impressive) should be able to go to either Raw or Smackdown! and receive a push (= one main storyline in order to make him looks big). The same occurs with any superstar of Raw and Smackdown! if they are making sensations.

- A wrestler who is going nowhere for a long time should be given either a new gimmick or/and a push to see if it can relaunch his/her career.

5° WRESTLERS' SPECIFICITIES

- Each wrestler – especially the major superstars – should be played according to their own specificity that is to say to wrestle the same way, or at least almost the same way, as he would in real life.
- A heel should act as a heel and a babyface as a babyface.
- A wrestler should act according to his/her storyline (i.e : if a wrestler has a feud with someone s/he should be more aggressive towards him/her).

There are exceptions to this rule :

- if the wrestler is given a new gimmick compared to the one he has in real life then he could behave completely differently from what he's doing in real life until it remains logical and realistic (i.e : no lots of aerial moves for the Big Show).

6° STORYLINES

Major storylines involving important changes should be discussed before taking place. Some storylines can be determined in advance (which is often the case with major ones) or can simply occurs following some match results.

The characters who belong to someone are under his direction as far as their storylines are concerned.

One who is making a storyline about a specific wrestler should take into account their personalities in order to make it coherent. However, gimmickless wrestlers or the ones with new gimmicks are free to have a personality of their own.

A long-run storyline has to be discussed before being introduced but after everything is ok one can direct in his own way an angle concerning the storyline in a show as long as it doesn't ruin the storyline.

Usually a short-term storyline ends at a PPV unless it makes a great match and is interesting to continue.

Raw and Smackdown! :

The storylines of a show (either Raw or Smackdown!) are usually done AFTER the show but the current storylines determine the matches BEFORE the show.

There are no set rules determining who decide what will happen at a show. It can be both players, one different person each week or always the same one.

The same goes for the PPVs.

7° WWE SUPERSTARS' CONTRACTS

Each WWE superstar has a contract which links him to a specific brand (Raw or Smackdown!) that assigns him to this specific show and prevents him from going to the other one (except if he's the WWE Champion or Women's champion). However, all these contracts have a termination date... Once a contract reached its termination date the WWE superstar becomes a free agent and thus can be contacted by the other show. To prevent that from happening the General Manager of the show in which the superstar is can negotiate with him/her the terms of a new contract one month before the end of his/her contract. Notwithstanding, the other General Manager of the other show can also contact the superstar to offer him/her better terms for a brand new contract (also a month before the end of his/her contract).

If the WWE superstar is not satisfied by the terms and conditions of a new contract he can offer and/or add his/her own conditions. Important : if no General Manager accepts the conditions of the superstar and doesn't re/sign him/her then the superstar is officially unemployed.

A WWE superstar is not compelled to say s/he had been in touch with the other General Manager to his boss and can keep his/her negotiations secret.

A WWE superstar who is not satisfy with the direction of his character or the way he's treated by his General Manager can break his contract at any moment and thus become available for the other General Manager to sign.

A General Manager is also able to fire any WWE superstar before the end of their contract.

The duration of a contract is determined by the cast of a die (i.e : from 1 to 6 months).

All the WWE superstars' contracts can be seen at the request of a General Manager.

Backstage politics : Some WWE superstars are better at negotiating their contracts than others because they know the General Managers need them to have the best show of the two. That's why the General Managers can have a hard time dealing with them. Furthermore, they also have to cope with the consequences of their actions, if a General Manager doesn't please a powerful superstar like (especially like) Triple H it could have disastrous consequences for them. The General Managers have to be very careful negotiating with the WWE superstars.

Why do the General Managers need the WWE superstars ? : The role of the General Managers is to make sure their show is a success and especially that their show pleases Mr. McMahon. If Mr. McMahon is not satisfied with what he is seeing he can fire the General Manager he is not satisfied with. Having top WWE superstars to one's show is a guarantee of success.

8° TRADING

Before the end of a superstar's contract, a General Manager can contact the General Manager of the other show to ask him if he's interested in trading one superstar of his rival's show with one superstar of his own show (1 Raw superstar with 1 Smackdown! superstar). Once a trade occurs the superstars drafted got a brand new contract.

9° CALENDAR

4 Raws and 4 Heat / month
4 Smackdown! and 4 Velocity / month
1 PPV / month

January : Royal Rumble
February : No Way Out
March : WrestleMania
April : Backlash
May : Judgment Day
June : King Of The Ring
July : Vengeance
August : SummerSlam
September : Unforgiven
October : No Mercy
November : Survivor Series
December : Armageddon

Note : Dates of Pay-Per-Views are chosen by the CEO of the WWE.

10° MISCELLANEOUS

- There no fixed date in real time to do a show. 2 shows can occur one week from each other as well as a month from each other.
- There should be the same number of wrestlers per player.
- In theory, players should have the same number of babyfaces and heels in their deck but that's not an obligation.
- Usually, players kept the same characters they first got unless they decide to change some of them with the other player. In general, if a superstar switch side (from babyface to heel and vice versa) then s/he switches player*.
- Usually, Raw and Smackdown! are made of 6 matches each. However they are subject to change depending on the GM's will.

* : If a switch of characters gives a player more wrestlers than the other, then the switch doesn't occur. Added to that, players often switch their characters between wrestlers of the same level (The Rock switched with Stone Cold).

I, hereby acknowledges to have read and taken into account the rules of the WWE, to accept them and to play by the rules.

I, accept the duties as Raw General Manager and will do my best to make RAW the greatest show on WWE TV.

I, accept the duties as Smackdown! General Manager and will do my best to make SMACKDOWN! the greatest show on WWE TV.

Signatures :

RAW General Manager

Eric Bischoff

SMACKDOWN! General Manager

Stephanie McMahon



WWE CHAIRMAN :

Vincent Kennedy McMahon

WWE Corporate
©2003 World Wrestling Entertainment, Inc. All Right Reserved.
ANNEXE 1

INJURIES AND OTHER EVENTS HURTING THE SHOWS

At the end of each month, the General Managers will have to choose between two papers unknown to them :

- "Everything's all right"
- "Shits happen"

In the first case, "Everything's all right" the GM's show will keep on going as usual as if nothing happened.

On the other hand, in the case of "Shits happen" the GM will have to cast a die to see how many papers he'd have to draw and then will have to draw the number of papers indicated by the die out of several papers. These secondary papers includes stuffs like :

- Injuries : the GM will have to say a number and then cast the die for each superstar, the first superstar to come out with the number afore said by the GM would be injured for a period of time determined by the cast of the die, one more time (going from 1 month to 6 months). However, even though the superstar is injured **s/he could still appear on TV but could not perform except once in a month at the PPV** if the superstar agrees.
- Serious Injuries : Same principle as above except that in this the GM would have to cast **2 dice** for the period of injury of the superstar (going from 2 months to 12 months). A superstar suffering from a serious injury **could not appear on TV nor perform any kind of event**.
- Shooting movies : Hollywood might be interested in bringing some WWE talents to the big screen, isn't it right Rocky ? Same principle as serious injuries, the GM says a number that would eliminate the superstar which would come out with the same number after the cast of **2 dice**. However, the number indicated by the dice is expressed in weeks out of action (from 2 weeks to 12 weeks). Superstars shooting movies can make **1 appearance** on TV mainly to promote their upcoming movie.
- Books promotion : It has become very common for WWE superstars to publish autobiographical or fiction books. Therefore they have to spend some time on the roads promoting their books all over the country. Same principle as "shooting movies" with only **2 appearances** allowed. The absence is also expressed in weeks.
- Extra activities : A WWE superstar has forgotten to tell the direction that he has some engagements to fulfil whether it is for charity or promoting the WWE on TV shows. Too bad for you, the superstar will be missing several weeks out of the ring. Same principle as injuries with the cast of only one dice thus making an absence going from 1 week to 6 weeks. No appearances are allowed.
- Judicial problems : What ?! One of your WWE superstar has committed some wrongs ? Whether it was the fact that the superstar has battered his wife/girlfriend or been caught with drugs they have been accused of illegal actions and must be punished ! This incident hurts the image of your show and as a consequence you have to sanction the superstar by suspending him/her. Same principle as "shooting movies" except this time the GM must cast **3 dice** expressed in weeks (from 3 weeks to 18 weeks). Obviously, no appearances nor mention of the superstar's name is allowed. After 2 judicial problems the wrestler gets laid off.
- Management disagreement : One of the superstar of your show can't take anymore the atmosphere going on backstage. S/he has expressed several times the fact that s/he is not pleased with either other superstars of the locker room or the direction his/her character is taking. A dispute broke between the GM and the superstar and without wasting any time the superstar leaves you and your show and join the other show !
- Other "events" could be added later on.

At the end of a dangerous match (Hell in a Cell, Ladder, TLC, Hardcore, etc...) the wrestler will have to draw a paper between 3 or 4 or even 5 to see whether or not s/he's injured. Only 1 paper will have written on it "INJURED" whereas all the others will be blank. Here are the chances to get hurt :

- Hell in a Cell, Elimination Chamber and TLC : 1 out of 3.
- Ladder, Table and Hardcore : 1 out of 4.
- Last Man Standing : 1 out of 5.

Note : The Champions can't be hurt if they're put in these kind of matches.

RATINGS AND PAY-PER-VIEWS BUYS

The only way to see which show is better, ratings and PPV buys are essential. Indeed, after each show ratings will be calculated and announced in order to show which brand has the better product and to stimulate competition. If a show's ratings keep remaining at a low level, Vince McMahon has the right to arrive and to lay off the GM who is doing a bad job. Nevertheless, Mr McMahon has to give the GM notice of his attentions few weeks before doing so.

Ratings are based on several elements which can be seen on the RATINGS document.

The ratings that are taken into account by Mr McMahon are the ones of the end of the month.

Ratings depend on both matches and promos made between matches.

Ratings are sent to both GM at the end of each WWE week and month.

It is essential to have in mind that there exists factors which can increase ratings but also others which can decrease them !

Pay-per-views buys are also important and are the culmination of the hard work made by the GM during the month and thus reflect the current state of their show. The PPV buys are influenced by the ratings of the previous months but also by the performances of the opposite show.

For more information about how to make a success out of a PPV, check the PPV BUYS document.

Don't forget that PPVs buys do not reflect the quality of the PPV. You can make a high number of PPVs buys thanks to a great looking card even though the matches sucked at the event. Buys are made BEFORE the event don't forget that. However, if the matches really sucked it can have consequences on the PPV of the following month.

ANNEXE 2

"DOLLA DOLLA BILLS"

Each and every WWE Superstars must be paid by the General Manager and this amount of money will be deduced from his or her money. Indeed, both General Managers will start their career with a preselected sum of money given by the WWE Chairman and owner, Mr. Vincent K. McMahon.

- The General Manager of Raw will start with a capital of \$ 16,483,985 that is to say of about \$ 1,400,000 / month.
- The General Manager of Smackdown! will start with a capital of \$ 16,060,986 that is to say of about \$ 1,350,000 / month.

This capital takes into account the monthly salary of the General Manager which is about \$ 25,000 / month (about \$ 300,000 a year).

The General Manager will earn money with the number of PPV's buys and the prices of the tickets sold for regular shows depending on the attendance and the arena.

ESTIMATING THE ATTENDANCE

Before each month, the General Manager will have to choose his or her road for the following month according to the arenas list.

Each arena has a maximum capacity crowd with is listed next to its name and location, this number will be multiplied by the global rating (6.0) minus the ratings of the previous show divided per 100 :

$$\frac{\text{Attendance} \times (6.0 - \text{ratings of the previous show})}{100}$$

= Attendance - Attendance of the show.

The better the ratings the better the audience and the richer a GM would be.

TICKETS PRICES

The General Manager will earn 10% of the prices of the tickets sold for his or her show.

Tickets are divided into 3 categories :

- First section / First row : 10 % of the attendance of the show
- Second section / Second floor : 60 % of the attendance of the show
- Third section / Top floor : 30 % of the attendance of the show

- For Raw and Smackdown! :

The average price for a first row section is \$ 40 and the average price of the other sections are \$ 20.

- For the PPVs :

The average price for a first row section is \$ 90 and the average price of the other sections are \$ 20.

EXPENSES

Each General Manager will have to pay for :

- The staff (cameramen, working guys, sounds, etc....) which is estimated to \$ 100,000 / month.
- The referees : \$ 6,208 / month x number of referee.
- 2 commentators : \$ 12,416 / month
- The wrestlers, managers and valets.
- The eventual fines.

SUPERSTARS' SALARIES

Each and every WWE Superstars has a contract on which it is written everything the General Managers needs to know about the said WWE Superstars, here is the composition of a contract :

Brand : Raw or Smackdown!

Status : All the information about the current situation of the Superstar (face or heel, if s/he's champion or not, main event or mid carder, on the decline / rising star, etc...).

Achievements : Titles won during the Superstar's career.

Salary wanted : Salary that the wrestlers wants, it is always expressed in month (ex : \$ 350,000 / month) and doesn't necessarily reflects the reality of the Superstar's value.

Salary offered : It is the last salary proposal offered by a General Manager and until the Superstar is signed a General Manager can make a better proposal (ex : \$ 400, 000 / month)

Superstar's terms and conditions : Here are all the requests made by a superstar in order to be signed. Note : a wrestler can accept to be signed even though all his or her requests are not all fulfilled.

GM's promises and terms : Here is what the General Manager offers to the superstar as well as all the requests the GM would have accepted. These terms are the only valid ones and the GM must abide by it.

Insurance / medical care : The sum of money the GM would pay for the wrestler's medical care if s/he gets hurt. This sum of money is decided by the superstar and must be agreed on by the GM before signing the superstar. This sum of money will be deducted from the GM's capital per month of injury.

Indemnities (contract breach) : In case of a GM breaking his or her contract with a superstar by firing him or her he would have to pay him or her the sum of money written in this section. On the other hand if it's a superstar who wants to stop his or her relationship with the GM s/he would have to pay the sum of money. It's the GM who determines the sum of money (usually a month of the superstar's salary) + a bonus.

Contract length : number of month with the date of the signing.

Influence on ratings : It can vary from very strong to none.

Percentage : Percentage of wins and loss that determines the value and status of a superstar.

SUPERSTARS' VALUES AND STATUS :

The WWE Superstars are divided into different category with a different range of salary depending on their category :

- TV persona (commentators, announcers, referees) : \$ 74,500 a year (\$ 6,208 / month)
- Low carders and divas : \$ 174,500 a year (\$ 14,541 / month)
- Mid carders : \$ 374,999 a year (\$ 31,250/ month)
- Major stars : \$ 749,999 a year (\$ 62,500 / month)
- Main eventers : over \$ 1,000,000 a year (\$ 83,350 / month)

The above numbers are an average and there are sub categories within them going from upper to lower (ex : upper mid carders, mid carders, lower mid carders).

The category in which a superstar belongs depend on their value.

The value of a superstar is the actual price the superstar is worth and it is determined by his or her percentage of victory. Indeed, at the end of each month, the percentage of loss will be deducted from the percentage of wins. This new number will be the percentage of the original (average) superstar's salary that will be added (or deducted) to the current superstar's salary. When the salary of a superstar reach a higher level which is the one of the above category then the wrestler belongs to this new category and vice versa.

Superstars' values can be seen on the statistics page.

There is no restriction whatsoever on the amount of money a superstar can request in his or her contract.