

KICKABOUT ONLINE

07470132611

THE MESSI LEAGUE

MESSI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PRIMROSE HILL	4	2	0	0	10	1	2	0	0	10	1	18	12
2 NEWSOME FC	4	2	0	0	16	2	2	0	0	4	1	17	12
3 REQUIEM	4	2	0	0	4	0	1	0	1	3	4	3	9
4 GLOBE TROTTERS	4	1	1	0	5	1	1	1	0	3	0	7	8
5 LES FERDINAND	4	1	0	1	5	4	1	0	1	1	3	-1	6
6 MISTIQUE	4	1	0	1	4	5	1	0	1	5	6	-2	6
7 REAL AYELL	4	1	1	0	3	0	0	1	1	1	2	2	5
8 VIPPEROED BK	4	1	1	0	5	2	0	0	2	0	6	-3	4
9 HAVERING TOWN	4	1	0	1	3	4	0	0	2	1	17	-17	3
10 SPORTING SPUDS	4	0	1	1	0	1	0	1	1	1	4	-4	2
11 DEFCON1 FC	4	0	0	2	1	7	0	1	1	1	4	-9	1
12 FRALKA	4	0	0	2	2	5	0	0	2	2	10	-11	0

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE LEVELLERS	4	1	1	0	5	2	2	0	0	6	1	8	10
2 CLIFTON MIGHTY	4	2	0	0	7	2	1	0	1	7	5	7	9
3 WESSEX RANGERS	4	1	1	0	1	0	1	1	0	7	0	8	8
4 DYNAMO TEST	4	2	0	0	4	0	0	1	1	1	3	2	7
5 TECHNO TERRIERS	4	2	0	0	4	0	0	1	1	1	4	1	7
6 CITY COLTS	4	1	1	0	5	2	0	2	0	2	2	3	6
7 RADFORD SEMELE	4	1	1	0	1	0	0	1	1	0	1	0	5
8 DAL RIADA	4	1	1	0	2	1	0	0	2	1	4	-2	4
9 BRECON WARRIORS	4	1	0	1	3	2	0	0	2	2	8	-5	3
10 WELSH WIZARDS	4	1	0	1	1	1	0	0	2	0	5	-5	3
11 JERSEY BOYS	4	0	0	2	4	14	1	0	1	1	2	-11	3
12 THE GREEKS	4	0	1	1	1	4	0	0	2	0	3	-6	1

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 SHROPSHIRE STAR	4	2	0	0	10	0	2	0	0	4	0	14	12
2 IB 2301	4	2	0	0	11	1	1	0	1	1	3	8	9
3 BERMONDSEY BM	4	2	0	0	2	0	1	0	1	1	6	-3	9
4 FALLEN ANGELS	4	2	0	0	8	0	0	1	1	4	9	3	7
5 SCI FI ELITE	4	1	0	1	4	4	1	1	0	1	0	1	7
6 OLD STEINE FC	4	1	0	1	2	1	1	0	1	2	2	1	6
7 LEODIS	4	0	1	1	2	4	1	1	0	3	1	0	5
8 PARK END BLUES	4	1	1	0	7	2	0	0	2	0	8	-3	4
9 BRECON RANGERS	4	0	1	1	0	1	0	1	1	0	1	-2	2
10 HOTH WAMPAS	4	0	1	1	1	2	0	1	1	1	5	-5	2
11 UTOPIA	4	0	1	1	1	3	0	1	1	0	7	-9	2
12 LADY PARK	4	0	1	1	0	1	0	0	2	2	6	-5	1

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Messi League - Session Three

Season 30

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ROUND-UP TIME

Hot pace at the top by the **Hill & Newsome** . **Requiem** trying to keep pace. Rest probably nowhere now.

in the second the top two both lose their 100% records. **the Levellers** go clear but only by their point gained in a draw Looking close here and at the bottom wins for **Dal Raida & Brecon Warriors** close up the division somewhere All to play for except perhaps for **The Greeks** who with their lack of goals look in some trouble already.

The **Stars** continue to shine in the third . 100% still and looking as if they will take alot of catching. Six goals for **IB 2301** though suggests they might not get it all their own way here as they move up and into second spot .

PLOT LOST MORTEN?

RESULTS ROUND-UP

TEMPERATURE: Cold

Week seven

DIVISION 1

REAL AYELL Westveleteren 25,57,88 Att 34268 Pitch: Frozen	3 : 0 VIPPEROED BK (H - 0.3) bkd - Kildehusene (70) Wind: Gale
DEFCON1 FC Captan kirk 59 Inj - Paul o'neill (7) Att 27845 Pitch: Good	1 : 2 REQUIEM (A - 0.3) Krolewskie 28 Beckery chapel 79 Wind: Brisk
FRALKA Att 28000* Wind: Brisk Pitch: Muddy	0 : 1 LES FERDINAND (A - 1.3) Zygalski 8 Inj - Aston (1)

LES FERDINAND MISS PENALTY AFTER 82 MINS

SPORTING SPUDS Att 27428 Wind: Brisk Pitch: Frozen	0 : 1 NEWSOME FC (A - 0.1) Nordlys 28 Inj - Burguesa (1)
HAVERING TOWN Att 33617 Wind: Brisk Pitch: Muddy	0 : 3 GLOBE TROTTERS (A - 1.1) Gaston 25,73 Mane 87
MISTIQUE Pizwett theroux 34(p) bkd - Bubble (46) Att 34534* Pitch: Muddy	1 : 5 PRIMROSE HILL (A - 1.5) Staropramen 40,67,68,79 Karla 74 Wind: Brisk

DIVISION 2

BRECON WARRIORS Falkirk 4 Rhymney 38 Stoneheart 64	3 : 0 TECHNO TERRIERS (A - 0.5) Att 24498* Wind: Brisk Pitch: Muddy
THE LEVELLERS Riley 34,49 Inj - Singh (2) Att 35137 Pitch: Good	2 : 2 CITY COLTS (H - 0.3) Godolphin 63 Dettori 67 Wind: Brisk
DAL RIADA Levi 55 Att 27836 Wind: Brisk	1 : 0 THE GREEKS (H - 0.5) bkd - Young collins (13)/ Kossovski (56) Pitch: Frozen
JERSEY BOYS Att 30529 Wind: Brisk Pitch: Good	0 : 7 WESSEX RANGERS (A - 1.9) Maincrob 3 Chapman 7 Batley-slapper 10,51 Ferri 63 Curt 75 Slim s soussi 87 bkd - Curt (34)

RADFORD SEMELE Leighterwood 23 Wind: Brisk	1 : 0 CLIFTON MIGHTY (H - 0.3) Att 30016 Pitch: Muddy
DYNAMO TEST Stablez 27 Stryker 49 Pitch: Frozen	2 : 0 WELSH WIZARDS (H - 1.5) Att 28332 Wind: Light

DIVISION 3

UTOPIA Att 25826 Wind: Brisk	0 : 0 BRECON RANGERS (-) off - Cuthbert (47) Pitch: Good
LEODIS Kozak 17 Licor beirao 56	2 : 2 FALLEN ANGELS (A - 0.5) Soolantra 65,86 bkd - Zilshani (66)/

bkd - Calverhall (50)/ Boomer (52) Att 28584 Pitch: Wet	Barasi (4)/ Refrigerator (28) Wind: Brisk *Derby Game*	
OLD STEINE FC	2 : 0 LADY PARK	(H - 0.5)
Buratino 27 Indonesia 60 Pitch: Frozen	Att 25313 Wind: Light	
IB 2301	6 : 0 BERMONDSEY BM	(H - 0.7)
Retsam 5 Mitroichys 9,27,71 Grant 47,69	Att 24110 Wind: Brisk Pitch: Muddy	
PARK END BLUES	0 : 0 HOTH WAMPAS	(H - 0.5)
bkd - Hans (75) Att 27275 Pitch: Muddy	bkd - Firdinho (60) Wind: Brisk *Derby Game*	
SCI FI ELITE	0 : 2 SHROPSHIRE STAR	(A - 0.7)
Att 25069 Wind: Brisk Pitch: Muddy *Derby Game*	Ohio 2 Liquor 15 bkd - Johansson (17)	

Week eight

THE MESSI CUP

1st round replays

UTOPIA	0 : 1 SCI FI ELITE	(A - 0.1)
bkd - Stacean (57) Att 24014 Pitch: Wet	Enterprise 49 Wind: Brisk	
BERMONDSEY BM	2 : 0 HOTH WAMPAS	(H - 1.1)
Henrik larsson 48 Barley wine 69 Pitch: Good	Att 25391* Wind: Brisk	

Week nine

THE MESSI LEAGUE CUP

BERMONDSEY BM	3 : 0 FALLEN ANGELS	(H - 2.5)
Bolgen 13,63 Henrik larsson 38 Pitch: Good	Att 23371 Wind: Brisk	
DYNAMO TEST	3 : 2 SCI FI ELITE	(H - 2.1)
Koopmeiners 17,56 Euler 19 Att 25211 Pitch: Wet	Enterprise 31 Jarofast 62 Wind: Brisk	

Dynamo Test 7 / Bermondsey & Sci-fi 3 / Fallen Angels 0

HAVERING TOWN	5 : 0 FRALKA	(H - 1)
Iam mighty 1 Bullock 26,39 Craig omoaner 54 Vicious 62	Inj - Jens-peder (1) Att 28193 Wind: Brisk Pitch: Muddy	
SHROPSHIRE STAR	1 : 0 THE GREEKS	(H - 0.5)
Johansson 3 Wind: Brisk	Att 25285 Pitch: Muddy	

Shropshire Stars 7 / Havering Town 5 / The Greeks 1 / Fralka 0

PARK END BLUES	0 : 1 THE LEVELLERS	(A - 1.5)
Att 23883 Wind: Brisk	Mcneill 30 Pitch: Wet	
REQUIEM	1 : 0 TECHNO TERRIERS	(H - 0.7)
Krolewski 56 Wind: Brisk	Att 31255 Pitch: Good	

Requiem & The Levellers 5 / Techno Ter 3 / Park End B 0

WELSH WIZARDS	0 : 0 DAL RIADA	(H - 0.1)
Att 28740 Pitch: Wet	Wind: Brisk	
PRIMROSE HILL	7 : 0 LEODIS	(H - 2.9)
Karla 16 Istas 26 Addo-boatang 44,46 Staropramen 48,61 Ivanov 51	Att 50807 Wind: Brisk Pitch: Muddy	

Prinrose H 7 / Welsh Wiz 3 / Dal Raida 2 / Leodis 1

OLD STEINE FC	0 : 2 WESSEX RANGERS	(A - 2.3)
Att 26268* Wind: Brisk Pitch: Good	Bridle 8 Maincrob 11	
RADFORD SEMELE	3 : 0 LES FERDINAND	(H - 2.1)
Killer Putin 10 Nautilus 29 Voiculescu 34	Att 31240 Wind: Brisk Pitch: Wet	

Wessex R & Radfod Sem 5 / Old Steine 2 / Les Ferdie 1

UTOPIA	0 : 1 BRECON RANGERS	(A - 0.7)
Att 25522 Wind: Brisk	Vegas 20 Pitch: Wet	
JERSEY BOYS	0 : 2 MISTIQUE	(A - 0.3)
Att 32054 Wind: Brisk Pitch: Good	Red leb 71 Pizwett theroux 80	

Mistique & Brecon Rn 7 / Jersey Boys & Utopia 0

SPORTING SPUDS	2 : 0 HOTH WAMPAS	(H - 2.1)
Baked brutus 62,73 Wind: Brisk	Att 25867 Pitch: Muddy	
IB 2301	1 : 1 NEWSOME FC	(A - 1.1)
Mara 26 Att 25588 Pitch: Frozen	Tenby 54 Wind: Brisk	

Sporting Sp 7 / Hoth Wampas 3 / Newsome fc 2 / IB 2301 1

LADY PARK	1 : 2 GLOBE TROTTERS	(A - 1.5)
Gednje 42 Att 24234* Wind: Brisk	Rebeck 7 Gaston 54 Pitch: Frozen	
CLIFTON MIGHTY	7 : 1 BRECON WARRIORS	(H - 2.9)
Kozlak 22,56,67 Peter murray 56 Chip ballantyne 72,74,82 Pitch: Good	Falkirk 32 Att 27747 Wind: Brisk	

Gl.obe Trotters 7 / Brecon War & Clifton Mighty 3 / Lady Park 0

DEFCON1 FC	1 : 0 VIPPEROED BK	(A - 0.3)
Paul o'neill 64 Inj - Viana (1) Pitch: Muddy	Att 26846 Wind: Gale	
CITY COLTS	0 : 0 REAL AYELL	(H - 0.5)
Att 44832* Pitch: Muddy	Wind: Brisk	

Defcon1 & City Colts 5 / Real Ayell 3 / Vipperoed 0

MESSI FRIENDLIES

VIPPEROED BK	0 : 0 STAFFORD(NL)	(A - 2.5)
SLOUGH(NL)	2 : 0 THE GREEKS	(H - 1.9)
TECHNO TERRIERS	0 : 0 BATH(NL)	(A - 3.3)
WYCOMBE(NL)	0 : 0 SPORTING SPUDS	(H - 2.7)
WESSEX RANGERS	0 : 2 STOWMARKET(NL)	(A - 2.3)
COLWYN BAY(NL)	0 : 0 WELSH WIZARDS	(H - 1.9)
THE LEVELLERS	0 : 5 THURROCK(NL)	(A - 5.5)
AFC HAYES(NL)	0 : 0 SHROPSHIRE STAR	(H - 2.1)
DIDCOT TOWN(NL)	1 : 0 REQUIEM	(H - 1.9)
REAL AYELL	0 : 2 ALTRINCHAM(NL)	(A - 4.3)
WROXHAM(NL)	4 : 0 RADFORD SEMELE	(H - 5.3)
PRIMROSE HILL	0 : 1 DROYLSDEN(NL)	(A - 2.3)
OXFORD CITY(NL)	2 : 0 PARK END BLUES	(H - 2.3)
STAFFORD(NL)	1 : 3 NEWSOME FC	(H - 2.1)
LEATHERHEAD(NL)	0 : 0 JERSEY BOYS	(H - 3.1)
LEEK TOWN(NL)	1 : 0 LADY PARK	(H - 1.9)
HERNE BAY(NL)	3 : 0 MISTIQUE	(H - 6.5)
LES FERDINAND	0 : 4 ILFORD(NL)	(A - 3.1)
TRURO CITY(NL)	1 : 0 OLD STEINE FC	(H - 1.7)
GLOBE TROTTERS	0 : 2 TAMWORTH(NL)	(A - 1.3)
WHITBY TOWN(NL)	2 : 0 HAVERING TOWN	(H - 4.3)

FRALKA	0 : 2	ROMULUS(NL)	(A - 5.9)
MET POLICE(NL)	0 : 0	IB 2301	(H - 2.5)
DYNAMO TEST	0 : 3	UXBRIDGE(NL)	(A - 5.3)
TELFORD UTD(NL)	1 : 0	FALLEN ANGELS	(H - 1.7)
ENFIELD(NL)	1 : 1	DEFCON1 FC	(H - 0.9)
DAL RIADA	0 : 1	WOKING(NL)	(A - 2.1)
CARSHALTON(NL)	2 : 0	CITY COLTS	(H - 3.3)
BRECON RANGERS	0 : 2	SOUTHPORT(NL)	(A - 2)
CLIFTON MIGHTY	0 : 1	ALFRETON TOWN(NL)	(A - 3.1)
BRECON WARRIORS	0 : 2	HEDNESFORD (NL)	(A - 3.5)
SUTTON UTD(NL)	1 : 0	LEODIS	(H - 3.1)

WEATHER FORECAST

Temperature next session: Cool

Predicted wind speed next session: Light

THE MESSI CUP

2nd round

Mistique v Vipperod BK

SCi Fi Elite v City Colts

Park End Blues v IB 2301

Brecon Rangers v Welsh Wizards

Wessex Rangers v Lady Park

Sporting Spudsv The Greeks

Les Ferdinand v Dynamo test

Newsome FCv Real Ayell

Shropshire Stars v primrose Hill

Techno terriers v Brecon Warriors

Radford Semele v Old Stenie Fc

Globe Trotters v Defcon1

Havering Town v The Levellers

bermondesy BM v Clifton Mighty

Requiem v Dal Riada

Jersey Boys v Fralka

(to be played on session four)

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	STAROPRAMEN	PRIMROSE HILL	13
2	TENBY	NEWSOME FC	6
3	ISTAS	PRIMROSE HILL	5
4	DAY	NEWSOME FC	4
5	KROLEWSKIE	REQUIEM	4
6	SPEEDBALL	MISTIQUE	3
7	BULLOCK	HAVERING TOWN	3
8	RUSHKI KILLER	NEWSOME FC	3

DIVISION 2

1	SEAMUSCU	CITY COLTS	6
2	KOZLAK	CLIFTON MIGHTY	5
3	PETER MURRAY	CLIFTON MIGHTY	5
4	DOMEN	TECHNO TERRIERS	4
5	YING SAH	DYNAMO TEST	3
6	KOOPMEINERS	DYNAMO TEST	3
7	EULER	DYNAMO TEST	3
8	CRETAS	TECHNO TERRIERS	3

DIVISION 3

1	MOORSO	SHROPSHIRE STAR	6
2	NEGRUTE	FALLEN ANGELS	6
3	TEMPELKROG	SHROPSHIRE STAR	5
4	MITROICHYS	IB 2301	5
5	ENTERPRISE	SCI FI ELITE	4
6	LIQUOR	SHROPSHIRE STAR	4
7	OHIO	SHROPSHIRE STAR	4
8	SOOLANTRA	FALLEN ANGELS	4

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- CURT [1] (WESSEX RANGERS) / CUTHBERT [3] (BRECON RANGERS) /

Since A Draw

Ib 2301	13 games
Primrose Hill	12 games
Havering Town	12 games
Fralka	9 games
Welsh Wizards	9 games
Requiem	8 games
Brecon Warriors	8 games

PRIVATE DEALS

VIPPEROED BK sold SKANSEHAGE (18-2 FW) {SBY} to BRECON WARRIORS for 750K

BERMONDSEY BM sold KRONENBOURG (18-2 GK) {SBY} to THE LEVELLERS for 600K

All deals completed successfully!

MANAGERIAL RATINGS - DPS

TOP

GLOBE TROTTERS - 0

PRIMROSE HILL - 0

HAVERING TOWN - 0

BOTTOM

LEODIS - 99

UTOPIA - 99

WESSEX RANGERS - 105

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

GLOBE TROTTERS - 0

REQUIEM - 3

CITY COLTS - 6

BOTTOM

LES FERDINAND - 96

FRALKA - 102

JERSEY BOYS - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

LES FERDINAND - 0

SCI FI ELITE - 3

THE GREEKS - 6

BOTTOM

GLOBE TROTTERS - 99

WELSH WIZARDS - 102

PRIMROSE HILL - 105

Consec. Home Wins

Primrose Hill	5 games
Clifton Mighty	3 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	24-9	VAN DER TAME	(HOTH WAMPAS)	187K	3	121K
2) SW	29-13	FALSTAFF	(GLOBE TROTTERS)	219K	4	201K
3) DF	17-3	COOKES	(LES FERDINAND)	999K	7	886K
4) DF/A	18-10	DER JUMPER	(CITY COLTS)	888K	6	719K
5) MF	19-7	DU CLOUX	(RADFORD SEMELE)	242K	5	219K
6) WG	31-9	VAN DER SOKORAI	(JERSEY BOYS)	99K	4	88K
7) FW	21-12	KORTEWEG	(RADFORD SEMELE)	377K	6	222K
8) FWS	18-6	BRYAN ROY	(SHROPSHIRE STAR)	1001K	5	719K
9) UT	24-8	DER HORSIO	(CITY COLTS)	77K	3	55K
10) UT	18-2	JOPEN	(REAL AYELL)	263K	3	88K
11) GK	18-2	RAQRAAQ	(VIPPEROED BK)	651K	1	599K
12) MF/D	24-4	SKUNK	(OLD STEINE FC)	124K	1	98K
13) MF	21-7	GIGGLE	(THE GREEKS)	267K	1	244K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION FOUR

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	DF	27-9	S		-150 capt games/ except marker/ RISER
2)	DF	18-2	S	SBY	Sandnes of Newsome Fc {RES 500k - 51% BW/ 22% CR}
3)	UT	21-8	S	-	Kylo Ren of Sci Fi Elite {RES 350k - 42% BW/ 81% CR}

ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

SESSIONS	MIN LEVEL
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

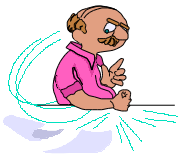
THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of +subscribe.

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



So from now onwards if you use last season's numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him

MARKING INFO - Tim Dodge has put together a clever little program that allows s shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info. Shomatch/ teampick subscribers get a file sent out a file with all the int squads listed and this program pulls them all together. Makes it easier

New 2014 version now available at

<http://dodge.me.uk/markinfoexe>

**NEW
LINNK**

PLEASE NOTE THAT UNLESS YOU SUBSCRIBE TO
TEAMPICK/SHOMATCH THEN YOUR TEAMSHEETS
WILL ALWAYS BE SENT OUT BY POST. EMAIL TURNS
ARE ONLY SENT TO TEAMPICK/ SHOMATCH
SUBSCRIBERS

CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on our either of our email addresses.

SOMETHING FOR EVERYBODY TO REMEMBER

It seems that even old stagers of the game still can't work out what order games are to be played in. SO emblazon the following on your minds please

ORDER OF MATCHES IS

LEAGUE GAME ONE

LEAGUE GAME TWO (which is where any re-arranged maxcth should go)

ALL CUP GAMES (including Cup/Bowl/ Trophy where the latter is always last if you have a Bowl or cup game as well)

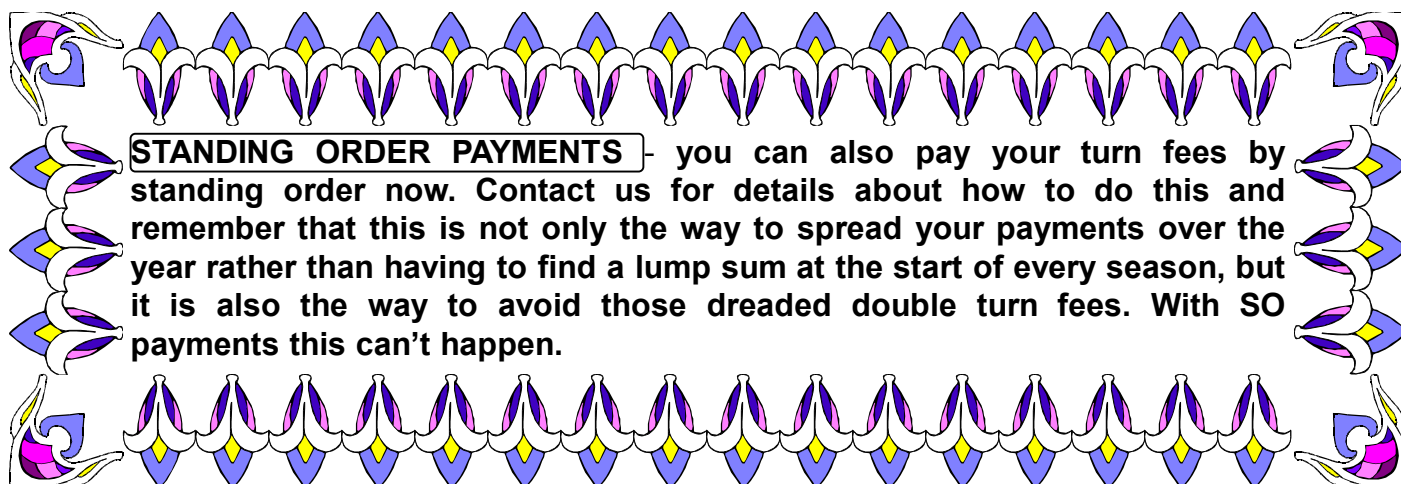
LEAGUE CUP GAMES

EURO GAMES

FRIENDLIES

(If you look at teampick you will see that you CAN edit your fixtures as well to tell the program what games you are playing this session and it will put them in the correct order, OK)

NB In teampick trophy games come after League Cup it appears. Please realise that they don't. In the fullness of time the temapick maestro will change this



MUTTERINGS AND MEANDERINGS OF THE KA MIND

Just a reminder this time. As you all know you can only have five players in any of the three main outfield areas. This has an effect on any specialist players that you might have who normally add their levels to another outfield area. So if you have five players then the amount that your specialist adds to that area is always halved. This is often forgotten by managers expecting more from their MF specialists in important areas.

MANAGERS NEEDED

We have some spare teams in most leagues which would like to fill up.

SPECIAL OFFER

sitting in fourth spot in the lough division three are **Balamban** . An ex Hargraves team (nod, nod, wink, wink, say no more), they have been unmanaged for over a season but still in their fighting. Given a manager all season I think they would have been in the top three. They have a clutch of very good players, no weaknesses, and 3+ mill in the bank. They probably need somebody to set them up for next season and get the squad a little younger, but lots to work with. Free season to whoever takes up the challenge?



SEASON THIRTY DETAILS

This season we will be using the normal snail-mail league schedule, thus there is a league game every session except for S1, 6,9,11,12 & 15 when there will be two league games.

The Cup

- S2** 1st round (bottom eight teams from last season)
- S4** 2nd round (4 winners plus thirty-two byes from 1st round)
- S7** 3rd round
- S10** Quarter-finals
- S14** SF
- S16** final

Replays are always in the following session extra time and penalties to decide.

The League Cup

See front page for fixture schedule

The two group winners with the lowest points total will play off on session six

- S8** Quarter-finals
- S12** Semi-finals
- S14** Final

One game. If drawn there will be replays on the following sessions (inc final)

THE TROPHY

This will consist of twenty teams. All the third division along with the bottom eight of the second division as at the end of S10

- 1st** round is on S11 - bottom eight in division three play off (no replays)
- 2nd** round is on S12 - sixteen teams (no replays)
- 3rd** round is on S13 - eight teams (no replays)
- Semi-finals are on S14 - (no replays)
- and so Final is on S15 with no replay

CREATIVE/ BALL-WINNER

HOW DOES IT WORK?

SO WHAT DO THE NUMBERS MEAN?

The new statistics are aimed at a simple game mechanic - they are used to give a side additional chances of scoring during a game or they are used to nullify efforts created by the opposition; it doesn't take a genius to work out which does which.

The individual statistics of each player are only the "base value" for each formulae that uses them. The figures shown are modified by any number of different conditions before they are given a final rating, which is used to determine if he directly effects the match in any way. The kind of players he is playing with, the number of players in his part of the pitch, the weather and the team's formation are all mitigating factors in how this base value is modified.

Ball Winners are players that thrive in the heat of battle, that love to mix it with the opposition and find their talents easier to use when in packed areas of the pitch. They are primarily defensive players and tend to have more effect if the overall stance of the side is weighted in that direction. For each element of this make up that goes their way, they receive a bonus on their ball-winning ability, along with a subsequent penalty to their creative skill. So, if the

Batty of our example starts the game with figures of 75/25 then he will be completely happy playing in a full Power side, with a 4-4-2 formation that uses a negative style. If the weather is cold and the pitch muddy then he has about everything he can get in his favour. The only way of bettering this if for him to be playing in a five-man midfield, but then you lose the negative advantage and his figures won't look all that much better. Each one of the factors in his advantage will add a certain percentage to his abilities and in the example shown it would not be a surprise to see Batty's eventual stats change from 75/25 through to perhaps 105/10 or so.

Creative players like the opposite end of the scale, as you can imagine, and they like warm days with a good surface to play on, they like space to play in and a style that allows them to attack the opposing goalmouth. It doesn't take too much to work out what sort of formations and playing positions will get the best from them.

It may well become apparent that there are more opportunities in the game for ball winners than there are for creative players - this is a fact. The balance to this is that when a BW or CR affect kicks in, it only kicks in at the position the player is located. A BW gain by a player in midfield will kill off a shot from the opposing midfield area for example, while a striker picking up a creative chance will do so from his forward position. The creative chances always result in an additional chance whereas ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner stops to their midfield and the opposition isn't creating anything in that area, then these efforts are wasted. Thus, while there are many more ways of aiding your ball-winning players, their abilities are not always as valuable as the creative players