

KICKABOUT ONLINE

07470132611

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DYSTOPIA IV	9	4	0	1	12	3	3	1	0	8	2	15	22
2 HILL VALLEY	9	1	2	1	3	2	4	1	0	9	3	7	18
3 HENLEY ROVERS	9	1	1	2	6	9	4	0	1	8	1	4	16
4 FULL THROTTLE FC	9	2	1	1	9	4	2	2	1	6	1	10	15
5 BRUTUS AWAKENS	9	3	1	1	12	7	1	2	1	6	4	7	15
6 KA ROYALTY	9	2	1	1	8	5	2	1	2	3	4	2	14
7 ANDRASSY AVENUE	9	4	0	1	6	4	0	1	3	4	12	-6	13
8 CHERNOBYL	9	1	1	2	6	4	0	3	2	6	9	-1	7
9 SITH HAPPENS FC	9	1	3	1	1	2	0	1	3	0	5	-6	7
10 HAN SHOT FIRST	9	1	2	2	1	4	0	2	2	0	5	-8	7
11 THE FORCE	9	1	2	2	2	4	0	1	3	1	10	-11	6
12 DYNAMO KASHYYYK	9	0	2	2	0	5	1	1	3	2	10	-13	6

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MOSEISLEY JAWAS	9	4	0	0	6	0	2	1	2	5	6	5	19
2 SMITHY ATHLETIC	9	3	1	1	8	2	2	0	2	6	5	7	16
3 JLR COMMANDOS	9	2	2	1	3	2	2	1	1	7	4	4	15
4 STARFIGHTER FC	9	3	2	0	4	0	0	3	1	2	3	3	14
5 MANDALORE	9	3	0	2	9	3	0	3	1	0	1	5	12
6 TON-EIGHTY FC	9	2	1	1	9	3	1	2	2	3	6	3	12
7 PFC LUBOCRANETS	9	2	2	0	3	0	0	3	2	0	3	0	11
8 WACKY RACERS FC	9	2	2	1	9	6	1	0	3	1	6	-2	11
9 STAR COMMAND	9	1	2	1	4	3	1	2	2	2	7	-4	10
10 PARK STREET	9	2	2	1	6	5	0	2	2	1	10	-8	10
11 GALACTIC STARS	9	0	4	0	3	3	0	3	2	0	4	-4	7
12 GOBAITH FC	9	1	2	1	1	1	0	0	5	1	10	-9	5

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	9	3	1	0	14	3	3	1	1	19	6	24	20
2 LEAMINGTON SPA	9	4	1	0	18	1	2	1	1	9	13	13	20
3 GALERIE BLEU FC	9	3	1	0	11	0	2	1	2	11	6	16	17
4 DARKSIDE ARTS	9	2	1	2	5	6	3	1	0	7	0	6	17
5 SEASIDE FC	9	3	2	0	16	2	1	2	1	4	4	14	16
6 BEVERAGE UTD	9	3	0	2	12	4	2	1	1	7	4	11	16
7 RPG ROVERS	9	4	0	1	17	4	1	0	3	2	9	6	15
8 CORELLA PIRATES	9	1	2	1	7	3	2	1	2	4	2	6	12
9 MARSHFIELD ROV	9	2	1	1	8	5	1	1	3	5	6	2	11
10 MEMORIAL PARK	9	0	1	3	3	6	2	1	2	18	9	6	8
11 STILE COMMON	9	0	0	5	0	24	0	0	4	0	19	-43	0
12 TUSKEN RAIDERS	9	0	0	4	0	28	0	0	5	0	33	-61	0



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Hope League - Session Seven

Season 8



ROUND UP TIME

Dystopia extend their lead at the top as we approach the halfway stage of the season. A four point gap on the champs is good to have but long way to go. Up and down session for them though as they were bundled out of the cup at home by the dread defence of **Leamington Spa.** still can concentrate on winning their first league title now.

Big win in the second for **Smithy Athletic,** running into form at the right time perhaps. They went to second-placed **JLR** and came away with the points to leapfrog the Commandoes and move into second spot. Big movers this session ere **Mandalore,** who are now on the fringe of the battle, and don't ignore **Starfighter,** Mr Mouthy is up there in what could be quite a battle coming. (GM Can you imagine the managers of the top five here being in a room together with a crate of ale - |Ooh La La!)

AT the bottom **Galactic Stars** make it four home draws in a row. Looks like inability to win a game (whether home or away actually), is gonna take them into division three.

Where a hammering for **Galerie Blue** (Where was fingers), sees conquerors The Migs go back to the cup, side by side with Leamington Wins for five out of the top six meant little change here and looks like a real promotion battle to follow



FORMER CHAMPS AT BOTTOM

RESULTS ROUND-UP

TEMPERATURE: Freezing

Week nineteen

DIVISION 1

BRUTUS AWAKENS Eusebioyoda 50 Att 36000* Pitch: Frozen	1 : 1 HILL VALLEY (H - 0.9) Rhinstone 16 Wind: Light *Derby Game*
FULL THROTTLE FC Archduke ash 49 Erik lundgren 72 bkd - Erik lundgren (81) Wind: Brisk	2 : 2 CHERNOBYL (H - 0.3) Organa 10 Visas marr 55 Att 38518 Pitch: Frozen
ANDRASSY AVENUE Vasilakos 87 Wind: Light	1 : 0 DYNAMO KASHYYYYK (A - 1.3) Att 27996 Pitch: Muddy
SITH HAPPENS FC Inj - Meriopul (5) Att 36199 Pitch: Frozen	0 : 0 KA ROYALTY (A - 0.7) bkd - Jester molloy (21) Wind: Light
DYSTOPIA IV Kviv 25,32 Lund 48(og) Inj - Kviv (3) Pitch: Frozen	3 : 0 THE FORCE (H - 2.1) Inj - Rosolo (7) Att 32861 Wind: Light
HAN SHOT FIRST Att 39374 Wind: Light Pitch: Frozen	0 : 2 HENLEY ROVERS (A - 0.5) Chalcraft 23 Thorne 76

DIVISION 2

MANDALORE Ashie fett 14 Att 39707 Pitch: Wet	1 : 0 PFC LUBOCRANETS (A - 0.9) bkd - Brianska (50) Wind: Light
GALACTIC STARS Jedi butler 8 Akin 41 Att 26751 Pitch: Good	2 : 2 TON-EIGHTY FC (H - 0.1) Van duijvenbode 26 Tsar 66 Wind: Brisk
WACKY RACERS FC Ola 10 Porlaksson 61 Pitch: Frozen	2 : 0 GOBAITH FC (H - 0.1) Att 34227 Wind: Light *Derby Game*
PARK STREET Att 32900 Wind: Light Pitch: Frozen	0 : 1 MOSEISLEY JAWAS (A - 1.5) Thrawn 65 bkd - Berry (82) *Derby Game*
JLR COMMANDOS bkd - Greenhalgh (25)/ Thuan (30) Att 51932 Pitch: Frozen	0 : 2 SMITHY ATHLETIC (H - 0.1) John smith 43 Turbo smith 46 Wind: Light *Derby Game*
STARFIGHTER FC Lyme-regis 39 Jensen 77 bkd - Beta (67)	2 : 0 STAR COMMAND (H - 0.3) Att 24956 Wind: Light Pitch: Frozen

DIVISION 3

BEVERAGE UTD Water 49 Poroshenko 73 Wind: Light	2 : 1 MARSHFIELD ROV (A - 0.7) Erikson 74 Att 27288 Pitch: Frozen
THE MIGS Hans cranfield 12 Azalea 26 Billy basher 28 Van driver 79	5 : 0 GALERIE BLEU FC (A - 0.3) Att 30658 Wind: Calm Pitch: Muddy

Mac the knife 87

DARKSIDE ARTS Duda 83 Wind: Light	1 : 0 CORELLA PIRATES (A - 0.1) Att 27650 Pitch: Frozen
RPG ROVERS Bards tale 14 Nembai 21 Wind: Brisk	2 : 1 MEMORIAL PARK (H - 0.1) Corasa 73 Att 23612 Pitch: Frozen
SEASIDE FC Sennen 47 Westhope 76 Wilmington 83 Chane 86	4 : 0 STILE COMMON (H - 3.3) Att 27913 Wind: Light Pitch: Frozen
LEAMINGTON SPA Tykytiuk 2 Jobarteh 7 Venn 8 Tataru 31 Linesman 44 Johnansson 47(og) Banneker 53 Seamy mcycoda 71	8 : 0 TUSKEN RAIDERS (H - 3.7) Att 26065 Wind: Brisk Pitch: Frozen

Week twenty

THE HOPE CUP

3rd round

HENLEY ROVERS Hobbs 21,29 Hart 32 bkd - Hans sutton (59) Pitch: Frozen	3 : 0 DYNAMO KASHYYYYK (H - 1.1) bkd - Cymzzz (1) Att 28434 Wind: Light
BRUTUS AWAKENS Cad ballantyne 19,52 Ash the hut 27 Eusebioyoda 49	4 : 0 PARK STREET (H - 2.1) Att 36000* Wind: Calm Pitch: Frozen
MEMORIAL PARK Burns 62(og) Att 28858 Wind: Light	1 : 2 MOSEISLEY JAWAS (A - 2.3) Burns 1 Mon mothma 12 Pitch: Frozen
JLR COMMANDOS Albert anstey 7,15 Duncan 26 Wind: Light	3 : 1 THE MIGS (H - 1.5) Mac the knife 13 Att 43779 Pitch: Frozen
WACKY RACERS FC Att 35499* Pitch: Frozen	0 : 0 CHERNOBYL (A - 0.5) Wind: Brisk
MANDALORE Ashie fett 47 Teddi vader 57 Pitch: Frozen	2 : 0 SEASIDE FC (A - 0.1) Att 36811 Wind: Light
ANDRASSY AVENUE Att 29309* Wind: Light Pitch: Frozen	0 : 2 HILL VALLEY (A - 0.9) Yarmy 10 Uncle joey 16
DYSTOPIA IV bkd - Ade wampa (80) Inj - Virus (6) Att 32288 Pitch: Frozen	0 : 1 LEAMINGTON SPA (H - 1.1) Seamy mcycoda 55 bkd - Kepler (57) Wind: Light

Week twenty-one

HOPE FRIENDLIES

DIDCOT TOWN(NL)	5 : 1 ANDRASSY AVENUE (H - 2.5)
ALTRINCHAM(NL)	7 : 3 DARKSIDE ARTS (H - 3.5)
GOBAITH FC	3 : 5 WROXHAM(NL) (A - 3.1)
DROYLSDEN(NL)	3 : 1 DYNAMO KASHYYYYK (H - 1.1)
FULL THROTTLE FC	2 : 4 OXFORD CITY(NL) (A - 0.1)
HAN SHOT FIRST	2 : 1 STAFFORD(NL) (A - 1.5)
DYSTOPIA IV	0 : 5 LEATHERHEAD(NL) (A - 2.9)
LEEK TOWN(NL)	2 : 0 HILL VALLEY (H - 2.5)
HERNE BAY(NL)	4 : 2 GALACTIC STARS (H - 1.5)
CORELLA PIRATES	2 : 3 ILFORD(NL) (H - 1.7)
TRURO CITY(NL)	3 : 1 HENLEY ROVERS (H - 1.3)
BRUTUS AWAKENS	2 : 4 TAMWORTH(NL) (A - 3.9)
WHITBY TOWN(NL)	4 : 4 KA ROYALTY (H - 3.5)
MEMORIAL PARK	2 : 5 ROMULUS(NL) (A - 4.3)
MET POLICE(NL)	3 : 2 PFC LUBOCRANETS (H - 0.9)
MANDALORE	1 : 5 UXBRIDGE(NL) (A - 5.7)
TELFORD UTD(NL)	8 : 1 LEAMINGTON SPA (H - 5.9)
MOSEISLEY JAWAS	2 : 6 ENFIELD(NL) (A - 3.7)
WOKING(NL)	2 : 0 PARK STREET (H - 0.7)
SEASIDE FC	0 : 5 CARSHALTON(NL) (A - 2.5)
SOUTHPORT(NL)	5 : 2 SMITHY ATHLETIC (H - 3.3)
SITH HAPPENS FC	1 : 6 ALFRETON TOWN(NL) (A - 5.1)
HEDNESFORD (NL)	1 : 4 MARSHFIELD ROV (A - 0.5)
STAR COMMAND	2 : 2 SUTTON UTD(NL) (A - 1.1)
WEYMOUTH(NL)	5 : 1 STILE COMMON (H - 1.7)
THE MIGS	3 : 1 MARGATE(NL) (A - 1.9)
THE FORCE	1 : 3 STEVENAGE(NL) (A - 3.7)
TON-EIGHTY FC	3 : 5 RUNCORN(NL) (A - 1)
WACKY RACERS FC bkd - Kosberg (74)/ Laudrupo (50)	1 : 6 HASTINGS UTD(NL) (A - 4.1)
NORTHWICH(NL)	7 : 3 TUSKEN RAIDERS (H - 4.9)
WELLING(NL)	8 : 0 JLR COMMANDOS (H - 3.3)
STARFIGHTER FC	2 : 2 KETTERING(NL) (H - 2.1)

WEATHER FORECAST

Temperature next session: Cool
Predicted wind speed next session: Gale



THE HOPE CUP

Quarter-finals

Brutus Awakens v Mandalore

Chernobyl or Wacky Racers FCv

Moseisley Jawas

Leamington Spav Henley

Rovers

JLR Commandosv Hill Valley

THE MESSI LEAGUE CUP DRAW

Quarter-finals

**(To be played on session eight ,
with replays)**

Ton-eighty FC v Hill Valley

KA Royalty v Henley Rovers

Dystopia IV v Chernobyl

**PFC Lubocranets v Seaside
Town**



ODENSE HERE WE COME

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	KVIV	DYSTOPIA IV	9
2	BAO DUR	DYSTOPIA IV	8
3	EWOK SEAMY	BRUTUS AWAKENS	8
4	CAD BALLANTYNE	BRUTUS AWAKENS	7
5	NIAGARA	HENLEY ROVERS	6
6	JENS ZE YODA	BRUTUS AWAKENS	6
7	JESTER MOLLOY	KA ROYALTY	5
8	COLONEL H	HILL VALLEY	5

DIVISION 2

1	DUNCAN	JLR COMMANDOS	8
2	ALBERT ANSTEY	JLR COMMANDOS	8
3	KATSU	TON-EIGHTY FC	8
4	ASHIE FETT	MANDALORE	8
5	TURBO SMITH	SMITHY ATHLETIC	7
6	PORLAKSSON	WACKY RACERS FC	6
7	WESTERMAN	TON-EIGHTY FC	5
8	BERRY	MOSEISLEY JAWAS	4

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	9
2	TATARU	LEAMINGTON SPA	8
3	DELACROIX	GALERIE BLEU FC	8
4	COPSE	MEMORIAL PARK	7
5	DUDA	DARKSIDE ARTS	7
6	MAC THE KNIFE	THE MIGS	7
7	CORASA	MEMORIAL PARK	6
8	ERLING	MARSHFIELD ROV	6

MANAGERIAL RATINGS - SPs

TOP

MOSEISLEY JAWAS - 0

WACKY RACERS FC - 1

BRUTUS AWAKENS - 2

BOTTOM

PARK STREET - 25

GOBAITH FC - 25

HAN SHOT FIRST - 25

MANAGERIAL RATINGS - PHYSIO POINTS

TOP

DYSTOPIA IV - 0

PARK STREET - 0

STARFIGHTER FC - 0

BOTTOM

CHERNOBYL - 30

FULL THROTTLE FC - 30

BRUTUS AWAKENS - 30

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :-

NONESKI

PRIVATE DEALS

MANDALORE sold SEAMY SKYWALKER (21-12 DF/A) to BRUTUS AWAKENS for 0K

BRUTUS AWAKENS sold BO BAD BIG (28-12 DF/A) {P/S} to MANDALORE for 0K

LEAMINGTON SPA sold PARKER (18-2 MF) {FUT} to SITH HAPPENS FC for 200K

JLR COMMANDOS sold RATZ (18-4 MF) {FUT} to SITH HAPPENS FC for 310K

TON-EIGHTY FC sold FLIGHT (18-2 DF) {FUT} to GOBAITH FC for 300K

LEAMINGTON SPA sold BEESON (18-2 FW) {APP} to SEASIDE FC for 140K

All deals completed successfully!

Consec. Home Defeats

Tusken Raiders	8 games
Stile Common	7 games

Since a Home Defeat

Seaside Fc	15 games
Moseisley Jawas	13 games
Leamington Spa	10 games
Galactic Stars	9 games
Starfighter Fc	7 games

Since a Home Defeat

Seaside Fc	15 games
Moseisley Jawas	13 games
Leamington Spa	10 games
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Starfighter Fc	7 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1)	CAPT	COURSE	(HILL VALLEY)	329K	6	309K
2)	WG99-99	USE ON NO.2 & N	(TON-EIGHTY FC)	109K	1	0K
3)	MP:7		(LEAMINGTON SPA)	138K	3	117K
4)	WG99-99	NO.21	(DARKSIDE ARTS)	1017K	7	568K
5)	WG99-99	#20	(THE MIGS)	777K	8	767K
6)	WG99-99	AGE	(BRUTUS AWAKENS)	722K	4	550K
7)	MF	18-2	EMIN (GOBAITH FC)	281K	2	180K
8)	MF	18-2	ASCARI (TON-EIGHTY FC)	250K	1	174K
9)	FW	18-2	HOTH (STARFIGHTER FC)	387K	1	249K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION EIGHT

1) MF/G 30-10 P -
BurcompManselltoprankeplayebutaher forgetful so might
dissappear at end of season to farm hobbits in New Zealand. You take the chance of whether he
will still be playing next season!! - fast riser/ 99 CR / will star as soon as he reaches level 12

(NAT ENG and must be named accordingly)

OUT-OF-CONTRACT PLAYERS

- 2) MF 20-9 P - Benji of Sith Happens Fc
{RES 360k - 37% BW/ 39% CR}
- 3) GK[f] 24-8 -
-King Bobby of Ka Royalty
{RES 320k - 205 Capt. - 0% BW/ 25% CR}

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

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

AUCTIONS

THERE ARE AUCTION LISTS ON the following sessions (ie the items will appear for bidding on) 0/ 2 / 4 / 6 / 8 / 10/12

The transfer deadline also comes into play on S13.

SOCIAL MEDIA

We have finally been dragged kicking and screaming into the 21st Century , pity all dinsoaurs aren't like that and have upped our presence on social media sites. Links to our pages will soon appear on the web-site, but in the meantime we can be found on

FACEBOOK - kickabout online

and Twitter

Online Kickabout

and remember the KA web-site

www.Kickaboutonline.co.uk to see the goodies

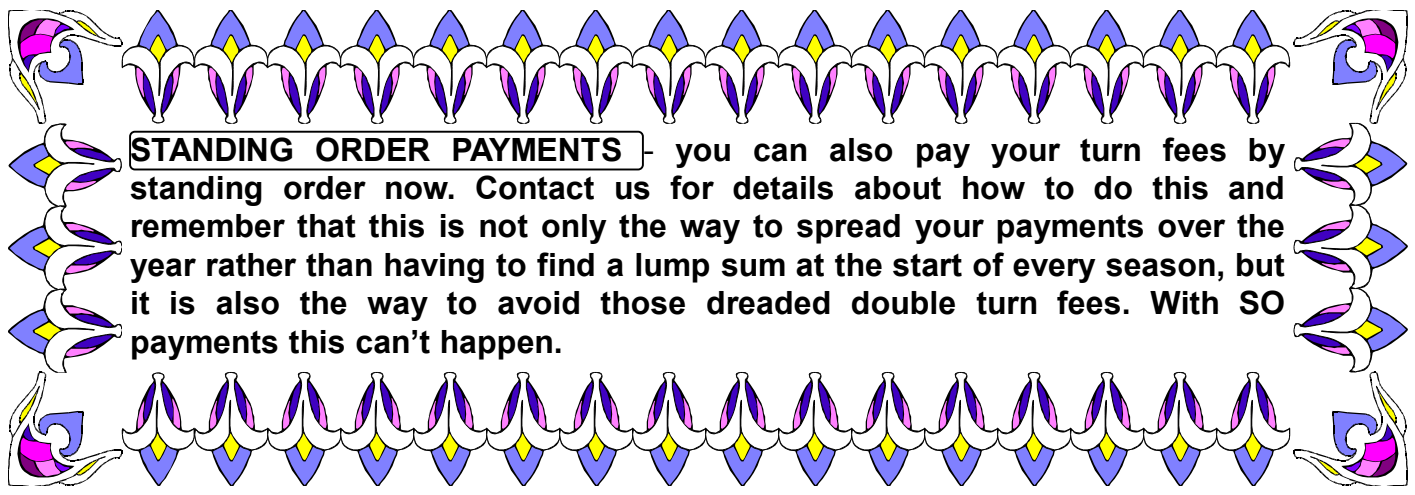
CREDIT CARD PAYMENTS

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 either email address .



STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid those dreaded double turn fees. With SO payments this can't happen.

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. However, some league lists have an ending in .co.uk instead of .com, so if one doesn't work then please try eeh other!!

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.

HOPE SEASON FIVE 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 the 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



MARKING INFO - Tim Dodge has put together a clever little program that allows shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info.

New 2014 version now available at
<http://dodge.me.uk/markinfo.exe>

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 than ploughing through back newsletters, etc.



FORTHCOMING KA WEEKENDS

NOVEMBER VIRTUAL WEEKEND

I have settled on a date for this. So you have plenty of time to plan and not book anything else.. Going to be on saturday the 18th of november.

Cosst is £22.50 for a weekend of fun and games ok



NOVEMBER VIRTUAL WEEKEND

I have settled on a date for this. So you have plenty of time to plan and not book anything else.. Going to be on saturday the 18th of november.

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 league 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 tempick maestro will change this

MANAGERS NEEDED

SPECIAL OFFER

Fancy a different challenge, then what about the Veterans league. Fast action, tight on cash and some rules that differ to the normal leagues, the Veterans poses a quite different challenge to the other leagues. Looking for a new manager at present are **FC Westeros**. twice they have finished third in the top flight, and have also lifted the cup once. Alas their former manager lost interest and has left them to flounder in the second division. Yes they are a challenge now, but a different one for sure. Would dearly love to see them managed again so will give the lucky man who raises his hands to takeover, TWO free seasons to resurrect them, plus your next payment of real money to one of your teams or two, will get a 50% bonus added to the credits. Can we say better than that. NEVER!!

By the way the veterans league only has twelve sessions per season?

What about having a tilt at **Crewe Alexandra** in the Ramsey league? Near the bottom of the fourth they have a weak squad though no problem in the age department as two stars apart most of their squad are 19YO. A top rank keeper performs miracles for them. Best though this is a team to work with as they have almost 10 million in the bank. Free season here for the hot dog who takes them on?

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

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

CONTRACTS UPDATE

We have listened to the moaners who in contract negotiations have lost very good players cos they cannot get them to agree to a new contract. Galling to see their prized possession in the expired section of the autumn. Ok you will no doubt get some recompense for him, but the reserve bid is always painfully low and you never never know who might snaffle his arse with a cheeky bid do you.

So from now onwards if your prized player is on the last week of his contract

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

Then there is a wage that if offered he will ALWAYS accept.

This has to be calculated by you (Oh shite!!)

The formula is as follows :

3 X basic wage where the basic wage = player level X PS Bonus X Div Bonus X POS Bonus X Type bonus

player level is obvious

P/S bonus increase the basic wage by 20%

Div Bonus - 125% for div 1/ 110% for div2 / 100% for divs 3/ 75% for div 4

Pos bonus refers to STARS/FUT/SBY which require 50% uplift

Type bonus is equal to the players training requirements , ie MF/A/D x3 - Df/A X 1.5 / FW X 1, etc

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

as an example a DIV ONE 20/12 PS MF/A/D STAR would require a wage offer of basic wage (81K) X 3 to accept unconditionally , i.e. 243K per week

or a 20-10 DIV THREE S DF/A would require a wage offer of basic wage(15K) X 3, i.e. 45K

On the last week of the contract there is no optimum length of contract though we suggest you opt for four weeks so you have time to bid again

I REPEAT - AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

One last change to note as well. In future at whatever stage of the contract negotiation you are at with a player, the min he will now accept is one third of his basic wage

so in the MF/A/D example a bid under 27K will be rejected, the DF/A minimum is 5K
