

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HENLEY ROVERS	12	3	1	2	11	9	5	0	1	11	2	11	25
2 HILL VALLEY	12	2	3	1	7	5	5	1	0	11	3	10	25
3 DYSTOPIA IV	12	4	0	2	12	4	3	3	0	9	3	14	24
4 BRUTUS AWAKENS	12	3	1	1	12	7	4	2	1	10	4	11	24
5 FULL THROTTLE FC	12	2	3	1	10	5	3	2	1	12	2	15	20
6 KA ROYALTY	12	3	1	2	9	7	2	2	2	4	5	1	18
7 ANDRASSY AVENUE	12	4	0	2	7	10	0	2	4	6	15	-12	14
8 CHERNOBYL	12	2	2	3	8	5	0	3	2	6	9	0	11
9 HAN SHOT FIRST	12	1	2	2	1	4	0	4	3	1	7	-9	9
10 SITH HAPPENS FC	12	1	3	2	1	4	0	2	4	0	7	-10	8
11 DYNAMO KASHYYYK	12	0	4	2	0	5	1	1	4	2	13	-16	8
12 THE FORCE	12	1	3	3	4	8	0	1	4	1	12	-15	7

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 TON-EIGHTY FC	12	5	1	1	13	3	1	2	2	3	6	7	21
2 MOSEISLEY JAWAS	12	4	2	0	6	0	2	1	3	6	8	4	21
3 SMITHY ATHLETIC	12	4	1	2	10	4	2	1	2	6	5	7	20
4 PFC LUBOCRANETS	12	4	2	0	7	1	0	4	2	0	3	3	18
5 JLR COMMANDOS	12	2	2	2	3	4	3	1	2	9	6	2	18
6 MANDALORE	12	3	0	2	9	3	1	4	2	2	2	6	16
7 STARFIGHTER FC	12	3	2	0	4	0	0	4	3	3	7	0	15
8 WACKY RACERS FC	12	3	2	1	13	7	1	0	5	1	8	-1	14
9 STAR COMMAND	12	1	3	2	4	4	2	2	2	3	7	-4	14
10 GOBAITH FC	12	2	3	1	2	1	1	0	5	2	10	-7	12
11 PARK STREET	12	2	3	1	6	5	0	3	3	1	12	-10	12
12 GALACTIC STARS	12	1	4	1	5	5	0	3	3	1	8	-7	10

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 LEAMINGTON SPA	12	4	1	0	18	1	3	2	2	11	15	13	24
2 SEASIDE FC	12	4	2	0	18	2	2	3	1	10	5	21	23
3 THE MIGS	12	3	2	1	17	7	3	2	1	19	6	23	22
4 GALERIE BLEU FC	12	3	4	0	14	3	2	1	2	11	6	16	20
5 DARKSIDE ARTS	12	2	2	2	5	6	3	3	0	8	1	6	20
6 CORELLA PIRATES	12	2	3	1	10	4	3	1	2	11	2	15	19
7 RPG ROVERS	12	5	0	1	19	4	1	1	4	4	13	6	19
8 BEVERAGE UTD	12	3	0	2	12	4	2	3	2	9	8	9	18
9 MARSHFIELD ROV	12	3	2	1	10	6	1	1	4	5	8	1	15
10 MEMORIAL PARK	12	0	2	4	4	8	3	1	2	21	11	6	12
11 STILE COMMON	12	1	0	6	1	29	0	0	5	0	20	-48	3
12 TUSKEN RAIDERS	12	1	0	5	1	35	0	0	6	0	34	-68	3



KICKABOUT and all it's ideas ,
programs and written materials are
the copyright property of Spellbinder
Games & C T Dempsey

Hope League - Session Nine

Season 8

ROUND UP TIME

Oh dear what a poor session for Paul 'manuel' Sutton as his season comes off the rails big times. just one point from two games, and add to this getting ko'd in the league cup by lowly **Chernobyl**, and even a Luton promotion might not be enough to assuage the pain. Six point sessions for all his challengers mean poor **Dystopia** have been trampled in the rush and what a second half of the seasn it is looking like as **Henley Rovers** go to the top. Four teams in it now.

Same at the bott0m where four points cover five teams and the relegation battle looks like it is going down to the wire her.

Juts as close at top of second where we have three points covering five teams and below them a couple more who if they put a run together could end up in the mix. **Moseisley & JLR** looked to have things under control but weak seasons for both have allowed the rest to close up and two wins for **Ton-Eighty** shoot them to the top on goal difference. poor away form for most of the top teams is holding them back.

Shooting up in the third are **Seaside Town**. On a run of form which carries them into second spot behind the **Spa** who go back to the top as the **Migs** have a poor one. Literally you can go down to eight placed **Beverage** and all have chance.

STARS & RAIDERS ARE WINNERS AT LAST

RESULTS ROUND-UP

TEMPERATURE: Freezing

Week twenty-five

DIVISION 1

DYNAMO KASHYYYK Att 32728 Pitch: Frozen	0 : 0 SITH HAPPENS FC Wind: Calm	(H - 0.3)
FULL THROTTLE FC Erik lundgren 22 Att 30258 Pitch: Frozen	1 : 1 KA ROYALTY Kaiser jens 13 Wind: Calm	(H - 1.3)
CHERNOBYL Att 53928 Pitch: Frozen	0 : 0 HAN SHOT FIRST Wind: Calm	(H - 0.3)
DYSTOPIA IV Att 35944* Wind: Calm	0 : 1 BRUTUS AWAKENS Leia laudrup 12 Pitch: Wet	(A - 0.7)
HENLEY ROVERS Hart 84 Chalcraft 87 Pitch: Frozen	2 : 0 THE FORCE Att 28772 Wind: Calm	(H - 1.5)
HILL VALLEY Juhani 17 Mr sandman 23 Rhinestone 86 Wind: Light	3 : 2 ANDRASSY AVENUE Murasaki 29 Coroebus 37 Att 32877 Pitch: Frozen	(H - 0.7)

DIVISION 2

GOBAITH FC Att 27152 Pitch: Frozen	0 : 0 PARK STREET Wind: Calm	(H - 0.7)
GALACTIC STARS Jedi butler 47 Swtmae 84 Wind: Calm	2 : 1 MOSEISLEY JAWAS Berry 81 Att 27272 Pitch: Good	(A - 0.7)
TON-EIGHTY FC Laszlo kadar 4 Wind: Calm	1 : 0 STARFIGHTER FC Att 26750 Pitch: Frozen	(-)
JLR COMMANDOS Att 48205 Wind: Calm Pitch: Frozen	0 : 2 MANDALORE Ashie fett 4(p) Teddi vader 70	(H - 0.5)
STAR COMMAND Att 29765 Pitch: Good	0 : 0 SMITHY ATHLETIC Wind: Calm	(A - 0.1)
PFC LUBOCRANETS Texasova 70 bkd - Bobbyka (66) Wind: Calm	1 : 0 WACKY RACERS FC Inj - Mutley (99) Att 37251 Pitch: Wet	(H - 0.9)

DIVISION 3

CORELLA PIRATES Van der vulk 9 Felix 25 Pitch: Frozen	2 : 0 RPG ROVERS Att 23494 Wind: Calm	(H - 1.5)
THE MIGS Haifa 9 Moby dick 29 Att 30159 Wind: Light	2 : 3 MEMORIAL PARK Corasa 41 Ratt 44 Walter rohr 66 Pitch: Frozen	(H - 0.5)
GALERIE BLEU FC Att 34784 Wind: Calm *Derby Game*	0 : 0 LEAMINGTON SPA Inj - Seamy mc yoda (6) Pitch: Frozen	(H - 0.1)
SEASIDE FC Chane 74 Dolberg 90 Wind: Calm	2 : 0 BEVERAGE UTD off - Water (53) Att 30535 Pitch: Frozen	(H - 1.1)

TUSKEN RAIDERS 1 : 0 **STILE COMMON** (A - 0.1)
 Hanh 47 Att 26950
 bkd - Masko gimp (81)/ Wind: Calm
 Soderberg (8) Pitch: Frozen
 off - Masko gimp (89) *Derby Game*

MARSHFIELD ROV 0 : 0 **DARKSIDE ARTS** (H - 0.1)
 Att 24120 Wind: Calm
 Pitch: Frozen

Week twenty-six

DIVISION 1

THE FORCE 1 : 1 **DYSTOPIA IV** (A - 1.9)
 George 71 Kviv 8
 bkd - Lund (58) Att 31292
 Wind: Calm Pitch: Frozen

CHERNOBYL 0 : 1 **BRUTUS AWAKENS** (A - 0.7)
 Att 55000* Ash the hut 58
 Wind: Calm bkd - Ewok ash (27)
 Pitch: Frozen

ANDRASSY AVENUE 1 : 6 **FULL THROTTLE FC** (A - 2)
 Montesecco 14 Erik lundgren 2,24,31,42,90
 Att 27503 Le mans 64
 Wind: Light Pitch: Frozen

SITH HAPPENS FC 0 : 2 **HILL VALLEY** (A - 0.7)
 bkd - Azalea (73)/ Zygmund 45
 Daniel larsson (49)/ Grolsch 85
 Skartromz (17) Att 37849
 Wind: Calm Pitch: Frozen

HENLEY ROVERS 3 : 0 **DYNAMO KASHYYYY** (H - 1.3)
 Chalcraff 31 Att 28653
 Hart 55 Wind: Calm
 Hobbs 79 Pitch: Frozen

KA ROYALTY 1 : 0 **HAN SHOT FIRST** (H - 0.5)
 Khufu smith 53 Att 33250*
 Wind: Light Pitch: Frozen

DIVISION 2

SMITHY ATHLETIC 2 : 1 **JLR COMMANDOS** (H - 0.1)
 DARTH 21 Pyjama jump 68
 Sykes smith 42 bkd - Guardz (36)/
 bkd - Gareth smith (57) Thuan (78)
 Att 38025 off - Thuan (84)
 Wind: Calm Pitch: Frozen
 Derby Game

TON-EIGHTY FC 1 : 0 **MANDALORE** (A - 0.3)
 Gerwyn price 11 Att 33132
 Wind: Calm Pitch: Frozen

WACKY RACERS FC 4 : 1 **GALACTIC STARS** (H - 0.3)
 Baldurs gate 24 Swtmae 22
 Porlaksson 27 Att 28373
 Mutley 29 Wind: Light
 Bowdaar 34 Pitch: Muddy

PARK STREET 0 : 0 **PFC LUBOCRANETS** (A - 1.5)
 off - Casey jones (69) Att 32900*
 Wind: Calm Pitch: Frozen

STAR COMMAND 0 : 1 **GOBAITH FC** (H - 0.1)
 Att 28350 Gwynt 40(p)

Wind: Calm Inj - Ahsoka tano (1)
 Pitch: Good

MOSEISLEY JAWAS 0 : 0 **STARFIGHTER FC** (H - 0.9)
 Att 27916 Wind: Calm
 Pitch: Frozen

DIVISION 3

STILE COMMON 0 : 5 **SEASIDE FC** (A - 2.9)
 Att 25980 Torian cadera 5,31
 Wind: Calm Deporov 28
 Pitch: Frozen Ceno 32(og)
 Chane 63
 bkd - Alex (85)

GALERIE BLEU FC 1 : 1 **BEVERAGE UTD** (H - 0.1)
 Skyy 6 Binks jensen 57
 Att 29375 Wind: Calm
 Pitch: Frozen

DARKSIDE ARTS 0 : 0 **THE MIGS** (H - 0.7)
 Att 30126 Wind: Calm
 Pitch: Frozen

RPG ROVERS 2 : 0 **MARSHFIELD ROV** (A - 0.5)
 Liuv 13 bkd - Erikson (37)/
 Bale 23 Pilsson (77)/
 bkd - Ufo (74) Mappin (75)/
 Att 25660 Jonkoping (66)
 Wind: Calm Pitch: Frozen
 Derby Game

TUSKEN RAIDERS 0 : 7 **CORELLA PIRATES** (A - 2.5)
 Att 22851 Williams 22,83,84
 Wind: Calm Holtonstein 31
 Pitch: Frozen Van der vulk 57
 Hart 67
 Felix 75

MEMORIAL PARK 0 : 1 **LEAMINGTON SPA** (A - 0.1)
 bkd - Cali (5) Venn 11
 Att 29000 Wind: Calm
 Pitch: Muddy *Derby Game*

Week twenty-seven

THE HOPE LEAGUE CUP

Quarter-final replay

CHERNOBYL 1 : 0 **DYSTOPIA IV** (A - 0.3)
 Babbage 70 bkd - Bao dur (82)
 Att 49611 Wind: Calm
 Pitch: Frozen

HOPE FRIENDLIES

AFC HAYES(NL) 4 : 0 **ANDRASSY AVENUE** (H - 1.1)
BRUTUS AWAKENS 1 : 3 **DIDCOT TOWN(NL)** (A - 0.7)
DARKSIDE ARTS 3 : 3 **ALTRINCHAM(NL)** (A - 0.5)
WROXHAM(NL) 2 : 1 **DYNAMO KASHYYYY** (H - 0.5)
GALACTIC STARS 2 : 2 **DROYLSDEN(NL)** (A - 1.3)
FULL THROTTLE FC 3 : 1 **OXFORD CITY(NL)** (H - 0.3)
STAFFORD(NL) 3 : 5 **CORELLA PIRATES** (A - 0.9)

THE HOPE CUP

Quarter-finals

Brutus Awakens v Mandalore
Chernobyl v Moseisley Jawas
Leamington Spav Henley Rovers
JLR Commandosv Hill Valley
(To be played on session ten)

THE MESSI LEAGUE CUP DRAW

Semi-finals

**(To be played on session ten ,
 with replays)**
PFC Lubocranets v Hill Valley
KA Royalty v Chernobyl

LEATHERHEAD(NL)	4 : 0	GOBAITH FC	(H - 3.7)	SOUTHPORT(NL)	5 : 2	SEASIDE FC	(H - 2.7)
LEEK TOWN(NL)	4 : 0	HAN SHOT FIRST	(-)	ALFRETON TOWN(NL)	4 : 2	PFC LUBOCRANETS	(A - 0.5)
GALERIE BLEU FC	2 : 4	HERNE BAY(NL)	(A - 2.9)	HEDNESFORD (NL)	1 : 1	STARFIGHTER FC	(H - 0.3)
ILFORD(NL)	6 : 0	JLR COMMANDOS	(H - 0.7)	SUTTON UTD(NL)	8 : 0	STAR COMMAND	(H - 3.1)
KA ROYALTY	2 : 3	TRURO CITY(NL)	(A - 1.5)	WEYMOUTH(NL)	8 : 0	STILE COMMON	(H - 3.1)
TAMWORTH(NL)	5 : 1	HENLEY ROVERS	(H - 1.7)	MARGATE(NL)	3 : 3	THE FORCE	(H - 2.7)
WHITBY TOWN(NL)	4 : 0	MANDALORE	(H - 0.3)	STEVENAGE(NL)	5 : 1	THE MIGS	(H - 2.9)
LEAMINGTON SPA	2 : 1	ROMULUS(NL)	(A - 2.5)	WACKY RACERS FC	3 : 1	RUNCORN(NL)	(A - 1.1)
MET POLICE(NL)	5 : 3	MOSEISLEY JAWAS	(H - 0.9)	HASTINGS UTD(NL)	9 : 2	TUSKEN RAIDERS	(H - 5.3)
MEMORIAL PARK	1 : 5	UXBRIDGE(NL)	(A - 3.3)	NORTHWICH(NL)	5 : 1	TON-EIGHTY FC	(H - 0.9)
TELFORD UTD(NL)	3 : 1	MARSHFIELD ROV	(H - 0.5)	HILL VALLEY	2 : 3	WELLING(NL)	(A - 2.5)
PARK STREET	1 : 2	ENFIELD(NL)	(A - 0.5)	KETTERING(NL)	5 : 2	BEVERAGE UTD	(H - 1.9)
WOKING(NL)	5 : 0	SMITHY ATHLETIC	(H - 1.3)	STAFFORD(NL)	5 : 1	RPG ROVERS	(H - 4.1)
SITH HAPPENS FC	3 : 4	CARSHALTON(NL)	(A - 1.9)				

WEATHER FORECAST

Temperature next session: Cold

Predicted wind speed next session: Brisk

**WELL WE
WERE IN
CONTROL -
OF
SOMETHING!**



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	KVIV	DYSTOPIA IV	10
2	EWOK SEAMY	BRUTUS AWAKENS	9
3	BAO DUR	DYSTOPIA IV	8
4	ERIK LUNDGREN	FULL THROTTLE FC	7
5	ZYGMUND	HILL VALLEY	6
6	COLONEL H	HILL VALLEY	6
7	NIAGARA	HENLEY ROVERS	6
8	HOBBS	HENLEY ROVERS	6

DIVISION 2

1	ALBERT ANSTEY	JLR COMMANDOS	9
2	ASHIE FETT	MANDALORE	9
3	DUNCAN	JLR COMMANDOS	8
4	KATSU	TON-EIGHTY FC	8
5	CAD BALLANTYNE	GALACTIC STARS	8
6	PORLAKSSON	WACKY RACERS FC	7
7	TURBO SMITH	SMITHY ATHLETIC	7
8	WESTERMAN	TON-EIGHTY FC	6

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	10
2	TATARU	LEAMINGTON SPA	8
3	DELACROIX	GALERIE BLEU FC	8
4	CORASA	MEMORIAL PARK	7
5	COPSE	MEMORIAL PARK	7
6	DOLBERG	SEASIDE FC	7
7	DUDA	DARKSIDE ARTS	7
8	MAC THE KNIFE	THE MIGS	7

MANAGERIAL RATINGS - POSITION

TOP

HENLEY ROVERS - 0

HILL VALLEY - 4

DYSTOPIA IV - 8

BOTTOM

MEMORIAL PARK - 132

STILE COMMON - 136

TUSKEN RAIDERS - 140

MANAGERIAL RATINGS - WAGES PER LEVEL

TOP

THE MIGS - 0

CORELLA PIRATES - 4

TON-EIGHTY FC - 8

BOTTOM

RPG ROVERS - 132

DARKSIDE ARTS - 136

BEVERAGE UTD - 140

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- BAO DUR [1] (DYSTOPIA IV) / CASEY JONES [1] (PARK STREET) / THUAN [1] (JLR COMMANDOS) / WATER [1] (BEVERAGE UTD) / MASKO GIMP [1] (TUSKEN RAIDERS) /

PRIVATE DEALS

BRUTUS AWAKENS sold CAD BALLANTYNE (18-12 UT) to GALACTIC STARS for 1500K

MANDALORE sold JABBA JENSEN (19-12 FW) to BRUTUS AWAKENS for 0K

BRUTUS AWAKENS sold EUSEBIOYODA (23-12 FWS) {P/S} {STAR} to MANDALORE for 0K

THE FORCE sold NGOLO (17-2 SW) {SBY} to MEMORIAL PARK for 500K

HENLEY ROVERS sold SOUTHFIELD (18-2 SW) {FUT} to HILL VALLEY for 250K

DARKSIDE ARTS sold DARTH CHEESE (21-8 UT) {P/S} to JLR COMMANDOS for 280K

STAR COMMAND sold CHARLEY (18-2 DF) {FUT} to MOSEISLEY JAWAS for 450K

STAR COMMAND sold HOTEL (18-2 FW) {FUT} to CORELLA PIRATES for 300K

DARKSIDE ARTS sold BABA (18-2 DF) {APP} to STILE COMMON for 150K

DARKSIDE ARTS sold CODY (18-2 FW) {APP} to STILE COMMON for 150K

All deals completed successfully!

Consec. Wins

Henley Rovers	4 games
Brutus Awakens	3 games
Ton-eighty Fc	3 games

Consec. Draws

Galerie Bleu Fc	3 games
Darkside Arts	3 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) MF/G	18-2	IZZITOP	(PARK STREET)	2407K	7	988K
2) MF/G	18-2	ATATURK	(MEMORIAL PARK)	2789K	13	1624K
4) FWS	19-4	HAKAN	(CORELLA PIRATES)	367K	5	189K
5) FWT	19-4	DARTH MOORL	(DARKSIDE ARTS)	917K	8	701K
8) MF	18-12	MERLIN	(BEVERAGE UTD)	1100K	3	1007K

All players not shown were unsold or subject of tied bids

ROLLING AUCTION FOR SESSION TEN

No	Pos	Age/Skill	CAT	TYPE	COMMENTS
1)	MF/G	19-7	S	-	wages 100K for 9 sess/ slow riser/ 46DPP
(This player is of UK Raine Nat and must be named accordingly)					
2)	GK	19-10	-	-	Telford of Starfighter Fc {RES 1257k - 1% BW/ 48% CR}
3)	WG	18-2	S	APP	Mitroichys of Beverage Utd {RES 150k - 24% BW/ 74% 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

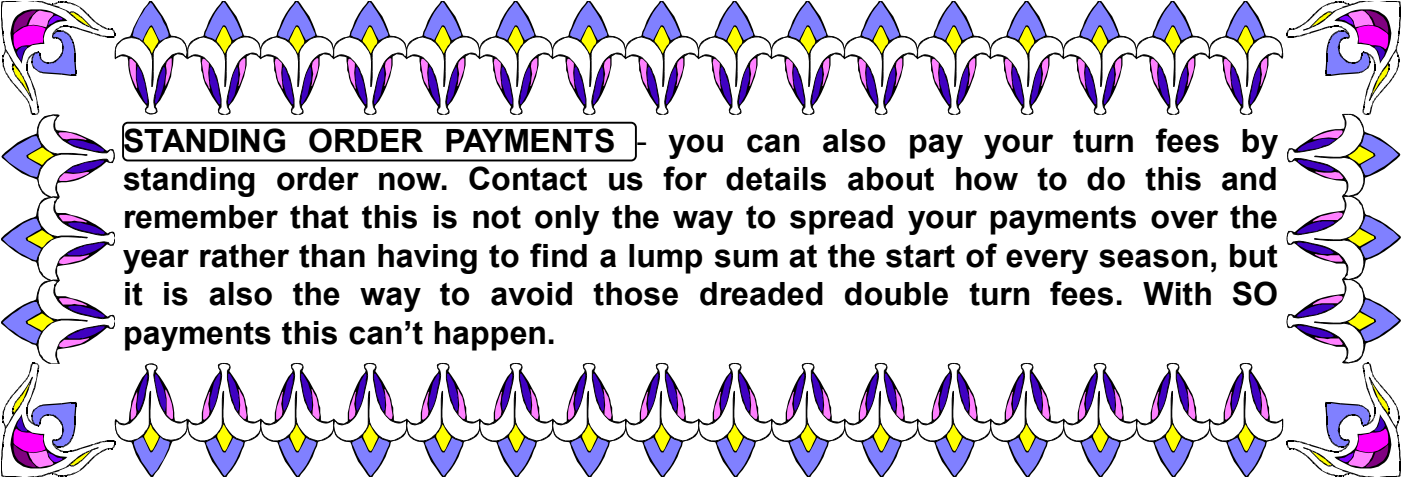
CREDIT CARD PAYMENTS

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



looks like norwich again in october 2023

13-14th

First taker Super Thommo

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



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 temapick maestro will change this

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



MY TIP TO WIN THE ODENSE WEEKEND

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?



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 expected wage rates , ie MF/A/D x3 - Df/A X 2 / UT/WG/FWS x1.5 / GK SW X 2/ FW/MF/DF X 1

We suggest that you always add 1K to your bids

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(20K) X 3, i.e. 60K

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 6.66K
