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	LEAMINGTON SPA	19	7	2	1	25	6	6	2	1	18	5	32	43
2	TUSKEN RAIDERS	19	4	5	0	13	2	6	3	1	17	7	21	38
3	DYSTOPIA IV	19	4	1	4	7	7	6	2	2	11	9	2	33
4	HILL VALLEY	19	6	1	3	16	9	4	1	4	10	9	8	32
5	SITH HAPPENS FC	19	4	4	2	13	6	3	5	1	7	5	9	30
6	DYNAMO KASHYYYK	19	4	3	3	14	8	3	2	4	10	16	0	26
7	TON-EIGHTY FC	19	4	2	4	11	6	3	2	4	8	13	0	25
8	CORELLA PIRATES	19	3	3	3	7	9	2	5	3	5	7	-4	23
9	BRUTUS AWAKENS	19	3	3	4	10	11	2	3	4	8	9	-2	21
10	THE MIGS	19	3	4	2	10	8	0	4	6	2	9	-5	17
11	GOBAITH FC	19	1	3	5	7	10	2	3	5	2	11	-12	15
12	KESSEL RUNNERS	19	2	1	6	4	19	0	0	10	3	37	-49	7

HOPE LEAGUE. DIVISION 2

	...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1	MANDALORE	19	9	1	0	30	7	8	0	1	20	8	35	52
2	DARKSIDE ARTS	19	6	2	1	20	4	6	3	1	12	5	23	41
3	MEMORIAL PARK	19	6	1	3	23	9	4	3	2	14	8	20	34
4	HAN SHOT FIRST	19	6	2	1	13	2	3	5	2	7	5	13	34
5	KA ROYALTY	19	5	1	3	24	10	3	3	4	14	15	13	28
6	JLR COMMANDOS	19	5	3	2	15	6	2	3	4	19	18	10	27
7	THE FORCE	19	5	3	2	14	10	2	2	5	7	16	-5	26
8	FULL THROTLE FC	19	4	4	2	9	7	1	2	6	7	15	-6	21
9	HENLEY ROVERS	19	2	4	3	10	9	2	3	5	6	12	-5	19
10	STAR COMMAND	19	3	3	4	9	8	1	0	8	1	15	-13	15
11	PARK STREET	19	3	2	4	6	10	0	4	6	8	21	-17	15
12	CHERNOBYL	19	0	2	7	15	36	0	0	10	3	50	-68	2

HOPE LEAGUE. DIVISION 3

	...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1	STILE COMMON	19	6	4	0	13	0	6	2	1	21	1	33	42
2	MOSEISLEY JAWAS	19	6	2	1	25	2	5	1	4	21	7	37	36
3	GALACTIC STARS	19	7	3	0	18	1	2	5	2	5	6	16	35
4	ANDRASSY AVENUE	19	5	4	0	16	3	5	1	4	16	17	12	35
5	ATHLETICO SMITH	19	6	3	0	25	3	2	5	3	11	6	27	32
6	SGSE UTD	19	4	4	1	20	7	4	1	5	22	23	12	29
7	PFC LUBOCRANETS	19	4	3	2	12	4	3	5	2	8	5	11	29
8	HARROWBY UNITED	19	3	3	3	15	11	2	5	3	6	8	2	23
9	R.Y.L WOOLWICH	19	5	1	4	24	19	1	3	5	17	19	3	22
10	HIGHWOODS UTD	19	4	4	2	13	3	0	4	5	2	14	-2	20
11	BEGGARS CANYON	19	0	2	8	1	31	0	1	8	1	34	-63	3
12	SEASIDE FC	19	0	1	9	2	49	0	1	8	3	44	-88	2

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Hope League - Session Fourteen

Season 14

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PUNDIT PRATTLES

Five teams at the bottom of the first fighting the drop and four of them fail to pick up a single point. Safe are **Ton-eighty** now, a great session for them as they win against the **Pirates** but also lift their first silverware with the League Cup in their grasp. The other four well none of them look able to lift themselves to record that crucial and necessary win. Three to go and the bells are chiming for them.

Same at the bottom of the second the teams in trouble, **Star Command & Park Street** look deep in yo now as **Henley** pull off a tremendous away win at second placed Darkside. four points away form the drop and the pressure is really on their rivals.

Defeat as well for **Ham Shot** allows BO to move level. Goal difference only between the Bally and **Memorial Park** as they fight for that third promotion spot.

In the thrid the **Jawas** lose at **Atletico** Jens is making hard work of this. Both **Galactic Stars & Andrassy** win One point between the three of them no with the **Smith** still hanging onto their coat tails

RESULTS ROUND-UP

TEMPERATURE: Warm

Week forty

DIVISION 1

BRUTUS AWAKENS Att 33783* Wind: Calm Pitch: Hard	**0 : 3**	**DYSTOPIA IV** Cockroach 11 Ispolini 75 Elijah 82(p)	**(A - 0.5)**
DYNAMO KASHYYYK Skandi 20,86 Wind: Calm	**2 : 0**	**GOBAITH FC** Att 30780 Pitch: Good	**(H - 0.3)**
SITH HAPPENS FC Dannik jerriko 34 Wind: Light	**1 : 0**	**KESSEL RUNNERS** Att 26934 Pitch: Good	**(H - 0.7)**
TON-EIGHTY FC Bobby dazzler 79 Malak 80 Pitch: Good	**2 : 0**	**CORELLA PIRATES** Att 28610* Wind: Calm	**(H - 0.1)**
HILL VALLEY Donald duck 41 Jaws 87 Att 60000*	**2 : 2**	**LEAMINGTON SPA** (c)mcgovern 12 Yadrenko 16 Wind: Calm	**(A - 0.7)**



Pitch: Hard			
TUSKEN RAIDERS Strain 13,52 Trush 27 Wind: Light	**3 : 1**	**THE MIGS** Catalunya 88 Att 31650* Pitch: Wet	**(H - 0.7)**

DIVISION 2

JLR COMMANDOS Guardz 10 Wartorn 50 Tea 70	**3 : 0**	**CHERNOBYL** Att 40820 Wind: Calm Pitch: Good	**(H - 1.1)**
MANDALORE Shaun strang 50 Wind: Light	**1 : 0**	**HAN SHOT FIRST** Att 31110 Pitch: Wet	**(A - 0.5)**
THE FORCE C-3po 64 Wind: Calm	**1 : 0**	**PARK STREET** Att 27044 Pitch: Good	**(H - 0.3)**
STAR COMMAND Dantooine 1 Los porro 88 Att 28077* Wind: Calm	**2 : 3**	**KA ROYALTY** Sy snootles 3 Princess morten 17 Johnny waddcash 84 Pitch: Good	**(H - 0.1)**
FULL THROTLE FC Att 34540 Wind: Calm Pitch: Hard	**0 : 1**	**MEMORIAL PARK** Plo koon 34 bkd - Uli-ah (27) *Derby Game*	**(A - 0.7)**
DARKSIDE ARTS R2dps 82 bkd - Emperors pa (29)/ Kardue malloc (57)/ Cant (82) Pitch: Muddy	**1 : 2**	**HENLEY ROVERS** Dillon 27 Hart 33 Att 34353 Wind: Calm *Derby Game*	**(H - 1.1)**

DIVISION 3

R.Y.L WOOLWICH Torres 7,25,53 Grimandi 15,40 Tushkanova 50,89 Att 29899 Pitch: Good	**7 : 3**	**SGSE UTD** Jackson 22 Hudson 44 Sweverege 51 Wind: Calm	**(A - 0.5)**
STILE COMMON Att 25272 Pitch: Hard	**0 : 0**	**PFC LUBOCRANETS** Wind: Calm	**(H - 1.5)**
SEASIDE FC Att 20620 Wind: Calm Pitch: Hard	**0 : 4**	**ANDRASSY AVENUE** Ispolini 1,21 Beccali 1 Jp morgan 24	**(A - 3.7)**
BEGGARS CANYON Att 21309 Wind: Calm	**0 : 1**	**HARROWBY UNITED** Bartosz 52 Pitch: Muddy	**(A - 1.7)**
GALACTIC STARS Yoda armstrong 27 Lando bally 30 Swtmae 46 Princess brillo 90	**4 : 0**	**HIGHWOODS UTD** Att 26100 Wind: Calm Pitch: Good	**(H - 0.5)**
ATHLETICO SMITH Kashyyyk 44 Wind: Calm	**1 : 0**	**MOSEISLEY JAWAS** Att 28341* Pitch: Good	**(A - 0.1)**

Week forty-one

THE HOPE CUP

semi-finals

LEAMINGTON SPA Yadrenko 13 Voronoy 14 Att 61473 Pitch: Good	**2 : 2**	**HILL VALLEY** Cork 64 Donald duck 88 Wind: Light	**(H - 0.7)**

BRUTUS AWAKENS	**0 : 0**	**MEMORIAL PARK**	**(H - 0.7)**
Att 43419		Wind: Calm	
Pitch: Good			

THE HOPE TROPHY

Semi-finals

HARROWBY UNITED	**0 : 2**	**JLR COMMANDOS**	**(A - 0.9)**
Att 34803		Brabham 1	
Wind: Calm		Guardz 32	
Pitch: Good			
GALACTIC STARS	**0 : 1**	**PARK STREET**	**(A - 0.3)**
Att 27545		North 119(og)	[AET]
Wind: Calm		Pitch: Good	

Week forty-two

THE HOPE LEAGUE CUP

FINAL

HILL VALLEY	**0 : 1**	**TON-EIGHTY FC**	**(-)**
Att 44672		Bobby dazzler 38	
Wind: Calm		Pitch: Good	

Does that make the Eighty the best team in the Quicks?

HOPE FRIENDLIES

CARSHALTON(NL)	**0 : 1**	**MEMORIAL PARK**	**(A - 1.7)**
SOUTHPORT(NL)	**5 : 1**	**GOBAITH FC**	**(H - 1.5)**
LEAMINGTON SPA	**2 : 1**	**ALFRETON TOWN(NL)**	**(A - 2.5)**
HEDNESFORD (NL)	**2 : 1**	**KA ROYALTY**	**(A - 1.3)**
SUTTON UTD(NL)	**3 : 1**	**MANDALORE**	**(H - 0.5)**
HAN SHOT FIRST	**3 : 3**	**WEYMOUTH(NL)**	**(H - 0.5)**
MARGATE(NL)	**1 : 3**	**GALACTIC STARS**	**(H - 1.5)**
MOSEISLEY JAWAS	**3 : 3**	**STEVENAGE(NL)**	**(H - 0.1)**
RUNCORN(NL)	**3 : 5**	**HENLEY ROVERS**	**(H - 2.5)**
HASTINGS UTD(NL)	**4 : 1**	**JLR COMMANDOS**	**(A - 0.9)**
NORTHWICH(NL)	**3 : 2**	**THE MIGS**	**(A - 0.1)**
TUSKEN RAIDERS	**6 : 4**	**WELLING(NL)**	**(H - 2.5)**
KETTERING(NL)	**4 : 4**	**PARK STREET**	**(A - 1.7)**
TON-EIGHTY FC	**3 : 2**	**STAFFORD(NL)**	**(H - 1.1)**
SLOUGH(NL)	**3 : 5**	**THE FORCE**	**(A - 2.7)**
CORELLA PIRATES	**5 : 2**	**BATH(NL)**	**(H - 2.5)**
WYCOMBE(NL)	**1 : 2**	**BEGGARS CANYON**	**(A - 1.3)**
ANDRASSY AVENUE	**3 : 3**	**STOWMARKET(NL)**	**(A - 0.7)**
COLWYN BAY(NL)	**3 : 1**	**DYSTOPIA IV**	**(A - 1.1)**
THURROCK(NL)	**1 : 2**	**BRUTUS AWAKENS**	**(A - 0.7)**
AFC HAYES(NL)	**2 : 0**	**FULL THROTLE FC**	**(A - 0.3)**
DARKSIDE ARTS	**2 : 1**	**DIDCOT TOWN(NL)**	**(H - 0.9)**
ALTRINCHAM(NL)	**4 : 0**	**R.Y.L WOOLWICH**	**(H - 0.1)**
WROXHAM(NL)	**1 : 2**	**HIGHWOODS UTD**	**(H - 0.5)**

WEATHER FORECAST

Temperature next session: Hot

Predicted wind speed next session: Calm



THE HOPE CUP

Semi-final Replays

Leamington Spa v Hill Valley

Brutus Awakens v Memorial Park

(to be played on session fifteen no replays)

THE HOPE TROP)HY

fINAL

JLR Commandos V Park Street

(played on session Fifteen no replsy)

South Coast boys clash for glory

Champions Trophy

1st round on sess 5 & 6

Semi-finals on sess 9 & 11

Final - one game on S13

The Final

Globe Trotters V Hill Valley

FINAL

GLOBE TROTTERS	**0 : 1**	**HILL VALLEY**	**(A - 0.5)**
Att 61695		Jaws 18	
Wind: Light		Pitch: Good	

Really tight final. Bad luck **Globes.** congrats to Neil Barrett. and his **Hill Valley.** Draw and replay might have been a fiarer rsult but that's how it goes



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	**VORONOY**	**LEAMINGTON SPA**	**18**
2	STRAIN	TUSKEN RAIDERS	13
3	SKANDI	DYNAMO KASHYYYK	13
4	HENDERSON	LEAMINGTON SPA	13
5	JJ BARRIE	HILL VALLEY	11
6	DISCOTRAXX	HILL VALLEY	11
7	WADDERS THE HUT	BRUTUS AWAKENS	11
8	OMELCHENKO	TON-EIGHTY FC	10

DIVISION 2

1	PLO KOON	MEMORIAL PARK	17
2	SHAUN STRANG	MANDALORE	14
3	CHRIS CRUMB	DARKSIDE ARTS	10
4	MAWENZI	MEMORIAL PARK	10
5	CHEWTOBACCO COL	MANDALORE	9
6	TEA	JLR COMMANDOS	9
7	BRABHAM	JLR COMMANDOS	9
8	BOSTON	KA ROYALTY	8

DIVISION 3

1	**JENSEN**	**MOSEISLEY JAWAS**	**18**
2	LORD GERKELIN	STILE COMMON	10
3	TUBORG	STILE COMMON	10
4	VAN HOLE	R.Y.L WOOLWICH	9
5	MARV BERRY	HARROWBY UNITED	8
6	JACKSON	SGSE UTD	8
7	SKINSTED	PFC LUBOCRANETS	7
8	CHIEFTAIN	STILE COMMON	7

Battle Royal for the Golden Boot

THE ROLE OF SHAME

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

Kick em boys

Consec. Home Wins

Leamington Spa	6 games
Moseisley Jawas	5 games
Mandalore	4 games
Andrassy Avenue	4 games
Sith Happens Fc	3 games
The Force	3 games

MANAGERIAL RATINGS - CASH

TOP

STILE COMMON - 0

SEASIDE FC - 3

BEGGARS CANYON - 6

BOTTOM

ATHLETICO SMITH - 99

BRUTUS AWAKENS - 102

PARK STREET - 105

MANAGERIAL RATINGS - DPS

TOP

LEAMINGTON SPA - 0

CORELLA PIRATES - 0

CHERNOBYL - 0

BOTTOM

ANDRASSY AVENUE - 99

MANDALORE - 102

KESSEL RUNNERS - 105

Since A Draw

Kessel Runners	13 games
Star Command	9 games
Andrassy Avenue	9 games
Ton-eighty Fc	7 games
Mandalore	7 games
Sgse Utd	6 games
R.Y.L Woolwich	4 games
Dynamo Kashyyyk	3 games

Since A Home Win

Seaside Fc	54 games
Beggars Canyon	16 games
Chernobyl	10 games
Gobaith Fc	4 games
The Migs	3 games
Full Throtle Fc	3 games

AUCTION PAGE

The transfer deadline comes into operation at the end of Session thirteen

IE NOW

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 then being put into the auction

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



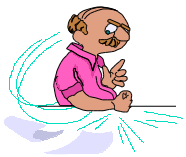
THE KICKABOUT COMMUNITY

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- infront 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.



FORTHCOMING KA WEEKENDS

Glasgow weekend dates 9th-12th October

Craig & Jens are first man in here

Gerard, Seamus, Gareth, Nigel, Rob, Cranners, Steadders, Neil B, Adrian, Colly, Bo, M all reckon that they

NOW FULL

And Bo has offered to host us all at his place in Odense during the spring of 2026

Bo, Rob, Tim, Dennis & Jens are first men in

Craig, Gareth, Nigel, Cranners, Seamus, Jens, Gerard, Wadders, Nick Wilson, Adrian, Pete Jorgie, Danny Brez & Morten have all said they will be there

(looks like it could be a twenty player weekend at this rate. Tickle Jens tummy folks and make it so)

October 2026 will be in the lovely city of Sheffield. Pete Condon has promised to make an appearance as, I am told, will Danny Smith

First men in are Gerard, Seamus, Jens & Wadders

Kickabout will be forty years old in 2027, so perhaps somewhere special could be planned for then?

KA becomes 40 years old in 2027, perhaps something special to be arranged?

THE MUTTERINGS AND EOF THE KICKABOUT MIND

- A Sweeper is basically a defender with additional responsibilities. Adopted from the continental game, the Sweeper tends to play behind the men at the back, forming a mobile, roving line of defence that can move to lend aid where needed, and to make timely interceptions in attacks that might otherwise result in a goal scoring opportunity. The use of Sweepers reduces the tactics available to your side, as they will be unable to play an Offside game, due to the Sweeper's position throughout the match.

When played in the Sweeper's role, this player has one major benefit and one major drawback. The benefit is that if the opposing side is fielding a FWT in their team, the SW automatically "man-marks" him for the duration of the game, ensuring that the FWT is unable to play his normal game. The drawback is that if your side chooses to push too many players forward, the SW is forced to move into a solely defensive position, playing as a DF only.

SOMETHING FOR EVERYBODY TO REMEMBER

It seems that even old stagers of the game still can'rt 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

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.

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.

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 terams 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 tiotal 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 divison three play off (no replays)

2nd.round is on S12 - sixteen teams (no replays)

3rd round is on S13 - eight teams (no replays)

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 than ploughing through back

New 2014 version now available at

http://dodge.me.uk/markinfoexe

NEW LINNK

CONTRACTS UPDATE

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

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 **OVER** 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 **OVER** 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+

NOTE THIS WELL ALSO

IIn the calculations above where it refers to WAGES, this also refers to wages + any experience the player as. This means that you are NOT ever sure about the calculation. Not that important for a normal player who does not have an * by his name, but where specialists are involved it can be important. So we suggest that when offering a contract to a player who is a speicialist or has an * by his name, you add something extra to the calculation. I would say 5k is a good rule of thumb

MANAGER'S NEEDED

The VULCANO league has another real challenge side in **Red Star Loftus**. From the glory days of 2013 when they lifted the League Cup they have been on an irresistible downward slide which the former manager couldn't stop. Next season will be a rebuilding season, but they are a young side and have five mill in the bank to spend.***COME ON LADS SHOW CRANSTUFF HOW TO DO IT!!!***

THE MOORE LEAGUE

We have a number of free teams in this league so would obviously like to file it up

Coatbrig Celts. A team who have been tipped to get promotion to the first divison this season and have started well in session one. (£30 start up credit)

First Phase and Second Phase

First Phase

FIRST PHASE possession is basically the normal way of creating shots and testing them against the opposition. It's an up-dated system that follows on from the old `United' simplistic way of generating shots. I won't go into this again, it is explained in the rulebook, but basically each area is tested against the opposition's relevant area to generate a shot total for that area (though MANY, MANY other factors area taken into consideration in doing this!)

A shot total for each are is thus generated and then tested against the opposition, moving through the field of play so to speak. Thus if your defence generates shots against the opposing midfield, they are then tested against the opposing midfield to see how many go through (at this point it is worth pointing out that UT's aren't as good as other players in getting them/ stopping them going through. Then they are tested against the opposing defence before a total is worked out that are on target so to speak, and tested against keeper and sweeper if one is playing. Thus defensive shots aren't as valuable as other areas, because they have so much more to do before they can become on target. The same is done for midfield, then forwards, who you can see would be more effective as they are only tested against the defence before being adjudged to be on target.

Now in all this generation various major factors affect the shot creation totals, for example, whether you are playing defensively, whether the opposition has an effective offside trap, zonal marking, etc., all restrict the effectiveness of first phase shot creation.

Second Phase

Now here is where the whole thing becomes interesting indeed. Second phase possession is different in that it is NOT tested against the other areas of play. Second phase possession consists of those shots generated by your FWT, your DF/A and your Creative players. These shots go immediately to be tested against keeper/sweepers. Thus they are Far more effective if you have such players and they work for you. The only thing that can stand in the way of these factors are your ball-winning players, who can stop these shots before they are tested. Now a thing to remember about Ball-winning shot negation is that they only stop shots in areas where shots have been created by the opposition. So if you have an armada of midfield ball-winners, but your opponents has DF/A's & FWT men then they are going to be wasted (though remember that Ball-winners also stop the normal shots created from First Phase possession if they come through to that area. It doesn't take a genius to show that ball-winners are BEST in defence (Norwich City & Crystal palace please note), as FWT & DF/A's if they are active ALWAYS add there shots to the forward line.

Ok, so FWT/ DFA/ CR players are therefore very effective indeed, simply because shots they create are going to have an `easier' passage towards goal. This means that if your opponent has these `shots' in his armoury you have to devise ways to stop him. It means a sweeper playing as a sweeper is a very important tool in your armoury for this alone, never mind his other advantages, while pressing the opposing defence back, where he is playing a DF/A becomes important indeed. Ball-winners help to negate Creative players, though against a side packed with high creative players (and there are some), stopping this form of second phase possession is sometimes difficult to do.