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KICKABOUT ONLINE

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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	18	9	0	0	33	3	7	2	0	21	4	47	50
2 CITY COLTS	18	8	0	1	38	8	6	0	3	39	9	60	42
3 REAL AYELL	18	7	1	0	24	0	6	1	3	19	9	34	41
4 IB 2301	18	6	1	2	29	9	6	0	3	17	13	24	37
5 HAVERING TOWN	18	4	0	5	25	27	4	2	3	14	28	-16	26
6 FALLEN ANGELS	18	5	3	1	16	8	1	4	4	9	21	-4	25
7 JERSEY BOYS	18	5	1	4	22	27	1	0	7	14	42	-33	19
8 WESSEX RANGERS	18	2	4	2	14	13	2	1	7	13	25	-11	17
9 BRECON WARRIORS	18	3	1	5	13	24	1	4	4	14	25	-22	17
10 REQUIEM	18	2	3	4	12	16	2	1	6	7	20	-17	16
11 LEODIS	18	2	2	5	19	26	0	2	7	14	35	-28	10
12 DAL RIADA	18	2	1	7	14	22	0	0	8	2	28	-34	7

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GLOBE TROTTERS	18	8	1	0	23	1	7	1	1	25	8	39	47
2 SPORTING SPUDS	18	8	0	1	23	3	5	1	3	22	10	32	40
3 FRALKA	18	8	0	1	19	6	4	2	3	14	6	21	38
4 THE GREEKS	18	6	2	1	19	5	3	1	5	6	9	11	30
5 NEWSOME FC	18	5	2	2	15	9	3	2	4	9	12	3	28
6 DYNAMO TEST	18	5	2	1	11	4	3	2	5	6	15	-2	28
7 BRECON RANGERS	18	5	2	2	9	7	2	2	5	10	16	-4	25
8 OLD STEINE FC	18	4	2	4	15	15	2	1	5	7	13	-6	21
9 SHRIMP COVE	18	2	3	3	7	6	3	0	7	5	15	-9	18
10 WELSH WIZARDS	18	5	0	4	11	13	1	0	8	8	22	-16	18
11 TECHNO TERRIERS	18	3	1	5	11	18	0	2	7	3	21	-25	12
12 VIPPEROED BK	18	1	0	9	8	30	0	1	7	2	24	-44	4

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE LEVELLERS	18	7	2	0	28	1	6	1	2	19	9	37	42
2 LES FERDINAND	18	8	0	2	22	6	3	3	2	11	5	22	36
3 LADY PARK	18	7	1	1	18	7	4	1	4	9	17	3	35
4 CLIFTON MIGHTY	18	5	3	1	18	5	5	1	3	18	9	22	34
5 SHROPSHIRE STAR	18	5	2	2	18	10	5	1	3	9	7	10	33
6 MISTIQUE	18	5	2	1	15	3	3	1	6	14	18	8	27
7 SHED END LIONS	18	3	2	4	12	11	3	1	5	12	21	-8	21
8 BREXIT CITIZENS	18	4	1	4	6	12	1	4	4	1	8	-13	20
9 DEFCON1 FC	18	3	7	0	15	6	0	3	5	3	12	0	19
10 BERMONDSEY BM	18	2	1	5	7	10	0	5	5	2	10	-11	12
11 PARK END BLUES	18	2	3	4	4	10	0	3	6	2	16	-20	12
12 SCI FI ELITE	18	2	1	6	2	20	0	1	8	1	33	-50	8

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Messi League - Session Thirteen

Season 25

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RESULTS SESSION THIRTEEN

ROUND-UP

CRUCIAL GAMES IN ALL DIVISIONS TODAY

Only team at the bottom of division one to do anything this session were the **Jersey Boys** who won a crucial encounter with **Wessex Rangers**. This leapfrogged them up the table and out of the bottom three Still a long way to go to be safe though.

Down into the dungeon go **Welsh Wizards** and Kev could be heading for an un heard of spell in the lowest division Looks like they an **old Steine** went for each other this session in a ten goal thriller with the Wizards coming out worst . With **Shrimp Cove** finally getting a win against the dreadful Skaithe down at the bottom the Wizards are now in pole position to go down, but still five to play Kevvy.

Crucial third division clash same **Ferdie Werdie** beat the **Stars**. With both **Park & Cilfton** winning it was all change again in the promotion battle. The Stars slip to fifth but still all to play for in the promotion race.

RESULTS ROUND-UP

TEMPERATURE: Cold

Week thirty-seven

DIVISION 1

IB 2301 Overli 21 Leprechaun 27 Aleinikov 76	3 : 0 REQUIEM (H - 1.1) Att 29387 Wind: Light Pitch: Wet
DAL RIADA bkd - Austin (59) Att 38610 Wind: Light Pitch: Muddy	0 : 4 PRIMROSE HILL (A - 1.5) Van halen 30 Yupanqui 37 Spitfire 42 Staropramen 87 Inj - Karla (1)
JERSEY BOYS Zywiec 11 Sidari 55 Wind: Brisk	2 : 1 WESSEX RANGERS (H - 1.1) Speedy 42 Att 36469 Pitch: Good
BRECON WARRIORS Att 27997* Wind: Light Pitch: Muddy	0 : 5 REAL AYELL (A - 0.9) Nisos 10,29,57,89 Furtok 89
HAVERING TOWN Chris 77 Wind: Light	1 : 0 LEODIS (-) Att 44000* Pitch: Muddy
CITY COLTS Dettori 5 Hest 67 Sandown 69,76 Scoreitsson 69 bkd - Scoreitsson (56)/ Godolphin (77) Inj - Sandown (3) Att 50214* Wind: Brisk	5 : 1 FALLEN ANGELS (H - 3.7) Mabami 14 bkd - Barasi (10)/ Silva (11) off - Matteuz (63)/ Crowley (12)/ Barasi (37)/ Sambriza (25)/ Lillith (4) Pitch: Muddy

DIVISION 2

GLOBE TROTTERS Puck 18 Lili 57,65 Chapman 88	4 : 0 TECHNO TERRIERS (H - 1.3) Att 28026* Wind: Light Pitch: Frozen
OLD STEINE FC Monoski 9 Leopardo 14 Falkirk 18 Izzy bizu 23 Flipkens 53,69 Zadorra 90	7 : 3 WELSH WIZARDS (H - 0.5) Hollis 7 Liquid 27 Taylor 66 Att 28246* Wind: Calm Pitch: Muddy
VIPPEROED BK Inj - Gyrosso (1) Att 25860 Pitch: Wet	0 : 1 SHRIMP COVE (A - 0.1) Drefti 58 Wind: Brisk
THE GREEKS Att 38802 Pitch: Muddy	0 : 0 DYNAMO TEST (H - 0.5) Wind: Light
SPORTING SPUDS Shibori 1 Grated rosti 37 Amdro 49,80 Hasselback 74	5 : 0 BRECON RANGERS (H - 1.1) Inj - Carvalho (6) Att 34054 Wind: Light Pitch: Wet
NEWSOME FC Halona 31 Att 30285 Pitch: Wet	1 : 1 FRALKA (H - 1.1) Kithnos 39 Wind: Brisk

DIVISION 3

BREXIT CITIZENS Dalana 43 Att 23706 Wind: Light Pitch: Wet	1 : 5 SHED END LIONS (A - 0.3) Mortenomash 19,37 Jersie 30 Sixstring 47 Hanalei 68
LES FERDINAND Nil oscar 57 Wind: Light	1 : 0 SHROPSHIRE STAR (H - 1.3) Att 30231 Pitch: Wet
DEFCON1 FC bkd - Leno (39)/ Nostra (1) Pitch: Muddy	0 : 0 BERMONDSEY BM (H - 0.3) Att 26249 Wind: Calm
LADY PARK Rodiosov 9 Wind: Calm	1 : 0 MISTIQUE (H - 0.1) Att 27725 Pitch: Muddy
PARK END BLUES Ast 3 Att 29302 Wind: Light Pitch: Wet *Derby Game*	1 : 4 THE LEVELLERS (A - 0.7) Gibbs 32(p) Ocallaghan 34,45 Parril sabling 41 off - Periscope (10)
SCI FI ELITE Att 24387 Wind: Light Pitch: Wet	0 : 8 CLIFTON MIGHTY (A - 1.3) Macron 1 Obi wan chipobi 3 Minto murray 7 Brocklehurst 38,59 Islington 42(og) Ice t 65 Piggott 87

Week thirty-eight**THE MESSI TROPHY****Quarter-finals**

NEWSOME FC Halona 30 Wind: Light	1 : 0 BERMONDSEY BM (H - 0.9) Att 29113 Pitch: Frozen
THE LEVELLERS Gibbs 35 Att 31033 Pitch: Frozen	1 : 1 CLIFTON MIGHTY (A - 0.1) [AET] Piggott 47 Wind: Brisk
THE LEVELLERS WIN PENALTY SHOOTOUT 4 - 3	
SHRIMP COVE Att 26248 Wind: Light Pitch: Frozen	0 : 2 BRECON RANGERS (A - 0.3) Oslofjord 17(p) Matabele 87
DEFCON1 FC Chrysoprase 24 Captain jack 46 Wind: Light	2 : 1 MISTIQUE (H - 0.1) Angel dust 17 Att 26361 Pitch: Wet

Week thirty-nine**THE MESSI LEAGUE CUP****Semi-final replay**

IB 2301 bkd - Lorena morena (75) Att 34025 Pitch: Muddy	0 : 1 REAL AYELL (A - 0.3) Nisos 62 Wind: Brisk *Derby Game*
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MESSI FRIENDLIES

STOWMARKET(NL)	1 : 0 FALLEN ANGELS	(H - 1.1)
COLWYN BAY(NL)	0 : 1 DAL RIADA	(A - 0.9)
DEFCON1 FC	1 : 1 THURROCK(NL)	(A - 1.1)
AFC HAYES(NL)	1 : 0 BERMONDSEY BM	(H - 0.9)
CLIFTON MIGHTY	1 : 0 DIDCOT TOWN(NL)	(A - 2.7)
ALTRINCHAM(NL)	1 : 1 BRECON RANGERS	(H - 0.3)
BRECON WARRIORS	0 : 0 WROXHAM(NL)	(A - 1.9)
DROYLSDEN(NL)	0 : 1 IB 2301	(A - 2.3)
JERSEY BOYS	0 : 0 OXFORD CITY(NL)	(A - 0.9)
STAFFORD(NL)	1 : 0 HAVERING TOWN	(H - 1.1)
FRALKA	4 : 0 LEATHERHEAD(NL)	(H - 1.5)
LEEK TOWN(NL)	1 : 3 GLOBE TROTTERS	(A - 1.9)
LES FERDINAND	0 : 1 HERNE BAY(NL)	(A - 3.1)
ILFORD(NL)	0 : 0 LADY PARK	(H - 0.3)
MISTIQUE	0 : 0 TRURO CITY(NL)	(A - 1.9)
TAMWORTH(NL)	1 : 0 OLD STEINE FC	(A - 1.9)
REAL AYELL	1 : 1 WHITBY TOWN(NL)	(A - 1.1)
ROMULUS(NL)	1 : 0 REQUIEM	(H - 1.5)
PRIMROSE HILL	1 : 0 MET POLICE(NL)	(A - 0.7)
UXBRIDGE(NL)	3 : 0 NEWSOME FC	(H - 2.9)
VIPPEROED BK	0 : 3 TELFORD UTD(NL)	(A - 4.3)
ENFIELD(NL)	1 : 0 THE LEVELLERS	(H - 1.3)
THE GREEKS	0 : 1 WOKING(NL)	(A - 3.1)
SHROPSHIRE STAR	1 : 0 CARSHALTON(NL)	(A - 2.7)
SOUTHPORT(NL)	4 : 1 SHRIMP COVE	(H - 0.7)
WELSH WIZARDS	2 : 0 ALFRETON TOWN(NL)	(A - 0.7)
HEDNESFORD (NL)	1 : 0 TECHNO TERRIERS	(H - 0.7)
CITY COLTS	5 : 0 SUTTON UTD(NL)	(H - 0.9)
WEYMOUTH(NL)	0 : 0 DYNAMO TEST	(H - 1.9)
MARGATE(NL)	1 : 0 SHED END LIONS	(A - 0.1)
STEVENAGE(NL) Inj - Zemekis (8)	3 : 0 BREXIT CITIZENS	(H - 2.1)

WEATHER FORECAST

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

THE MESSI CUP

Semi-final draw

City Colts v Real Ayell
Primrose Hill v The Levellers

(To be played on Session 14)

THE MESSI TROPHY

Semi-final Draw

The Levellers v Newsome FC
Brecon Rangers v Defcon1
(played on session fourteen extra time and
replays to decide)

KICKABOUT MUSINGS & MEANDERINGS

During the course of the veterans ageing there was a lot of discussion regarding how the ageing works. Obviously few of you have any idea, those who have had it explained at weekends have forgotten it, others just pick numbers out of the ether.

Well ageing works as follows:-

Each player has two factors. One is his skill level, the second is his experience quotient (which unless he is a fader, will go up each session. I.e., a player looks to you as if he is, say, a level 9, but hidden from you is his experience fraction, so he might be a level 9.2 or a level 9.8.

When we get to the dreaded ageing. The computer takes his skill level, i.e. the 9 part, and performs the ageing percentage decrease on this. , for example perhaps the skill level drops to 6.75.

THEN, and this is important, it adds the experience level back to this figure, so you don't actually lose the player's experience.

Let's say this player was 9.2, this would make him a 6.95. But if he were a 9.8 it would make him 7.55.

So you can see that it is not really possible to know what a player's aged level will be because of experience (OK, you can make a guess perhaps if he has an asterisk by his name, i.e. his experience is high and about to rise and reckon that he might well be 7 rather than six but you never know



IS THIS MAN GOING TO BE THE SEASON'S CUP KING?

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	YUPANQUI	PRIMROSE HILL	27
2	SCOREITSSON	CITY COLTS	25
3	BELONSEN	WESSEX RANGERS	13
4	ADDO-BOATANG	PRIMROSE HILL	12
5	SANDERS	IB 2301	12
6	NISOS	REAL AYELL	12
7	KARJALAINEN	CITY COLTS	11
8	SNOOOF	HAVERING TOWN	11

DIVISION 2

1	SHIBORI	SPORTING SPUDS	10
2	FLIPKENS	OLD STEINE FC	10
3	PUCK	GLOBE TROTTERS	10
4	LILI	GLOBE TROTTERS	10
5	BATLEY-SLAPPER	SPORTING SPUDS	9
6	SCUITTO	GLOBE TROTTERS	9
7	ANTONIO	GLOBE TROTTERS	8
8	AMDRO	SPORTING SPUDS	7

DIVISION 3

1	GIBBS	THE LEVELLERS	19
2	PARRIL SABING	THE LEVELLERS	13
3	COSTA	LADY PARK	10
4	OCALLAGHAN	THE LEVELLERS	10
5	ICE T	CLIFTON MIGHTY	10
6	BROCKLEHURST	CLIFTON MIGHTY	10
7	ZANTIS	DEFCON1 FC	10
8	PIGGOTT	CLIFTON MIGHTY	9

PRIVATE DEALS

SHROPSHIRE STAR sold THORSTVEDT (19-12 GK) to PRIMROSE HILL for 1200K

SHROPSHIRE STAR sold JACKSON (19-12 DF) to BRECON WARRIORS for 650K

GLOBE TROTTERS sold THESEUS (18-2 WG) {APP} to THE LEVELLERS for 200K

VIPPEROED BK sold CONSTANTINO (20-12 WG) to FRALKA for 220K

FRALKA sold STWNCH (21-8 MF) to VIPPEROED BK for 0K

SPORTING SPUDS sold HASSELBACK (19-10 UT) to DEFCON1 FC for 540K

CITY COLTS sold STIRRUP (23-11 UT) {P/S} to BREXIT CITIZENS for 195K

All deals completed successfully!

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SAMBRIZA [1] (FALLEN ANGELS) / LILLITH [4] (FALLEN ANGELS) / SILVA [1] (FALLEN ANGELS) / MATTEUZ [1] (FALLEN ANGELS) / CROWLEY [1] (FALLEN ANGELS) / BARASI [3] (FALLEN ANGELS) / PERISCOPE [1] (THE LEVELLERS) /

MANAGERIAL RATINGS - APPS

TOP

REAL AYELL - 0

IB 2301 - 0

DAL RIADA - 0

BOTTOM

SHRIMP COVE - 64

FALLEN ANGELS - 64

JERSEY BOYS - 64

MANAGERIAL RATINGS - YOUTH

TOP

PRIMROSE HILL - 0

LEODIS - 1

NEWSOME FC - 2

BOTTOM

HAVERING TOWN - 33

FRALKA - 34

BREXIT CITIZENS - 35

Since A Home Draw

Vipperoeed Bk	18 games
Fralka	14 games
Sporting Spuds	14 games
Primrose Hill	12 games
Havering Town	12 games
Les Ferdinand	12 games

Since An Away Draw

Dal Riada	14 games
City Colts	13 games
Shrimp Cove	11 games
Welsh Wizards	10 games
Ib 2301	9 games

AUCTION PAGE

AUCTION RESULTS SESSION THIRTEEN

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
2) DF	20-7	POLSKA	(GLOBE TROTTERS)	59K	2	26K
3) DF	19-10	WOJTECH	(DYNAMO TEST)	678K	5	112K
4) MF	18-3	SAKHAROV	(OLD STEINE FC)	219K	4	87K
5) FW	23-7	SKLEPPI	(LES FERDINAND)	29K	2	23K
6) WG	99-99	S	(CITY COLTS)	210K	1	0K
7) UT 2	3-7	KOZLAK	(REAL AYELL)	13K	1	0K
9) WG	20-12	KOZLAK	(REAL AYELL)	83K	1	0K
10) FWS	28-12	ROB LEWANDOSKI	(BREXIT CITIZENS)	150K	2	3K
11) SUPERPHYSIO			(WESSEX RANGERS)	81K	1	0K

All players not shown were unsold.

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

ROLLING AUCTION LEVELS

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

<u>SESSIONS</u>	<u>MIN LEVEL</u>
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

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

AUCTION NOTES

NOTE From now onwards we would like you to always write, 'don't sell if he turns star in the messages to GM box, **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**, as well as ticking the relevant DON'T SELL box in teampick **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**. NOTE THAT TICKING THE BOX IS THE MAIN DECISION-MAKER IN WHETHER A PLAYER IS SOLD OR NOT, the GM Message is just to help the GM if there is a problem!

Also PLEASE DO NOT leave partially-completed transfers in your transfer section, i.e. leaving the team name or the player, etc., it is laziness on your part and might result in strange things happening to your team!!!

And you MUST spell the names of the players included in any deal correctly. If you don't then the program might refuse them and they don't go through, so be careful.

In future, you are allowed multiple conditional bids from which the program will attempt to purchase just one item. However, you are also allowed multiple Unconditional bids from which the program will attempt to purchase all. teampick users just have to use the relevant boxes in the program, those who don't use teampick must ensure they stick to these rules and make it clear on their turns just what they want to happen in their bidding process.

LSO, be careful when doing deals etc. The program works on team order, which can cause problems. Best idea is NOT to have 25 players in your squad at the start of a turn and do deals and sell to NL, cos if the manager you are doing a deal with has a lower team number than yours, the program will say you have no space in your squad, even though you are trying to sell players to the non-league. His orders will be processed before yours!!



CLEAR THE TABLE SEAMUS WE ARE ON OUR WAY

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 mediua 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

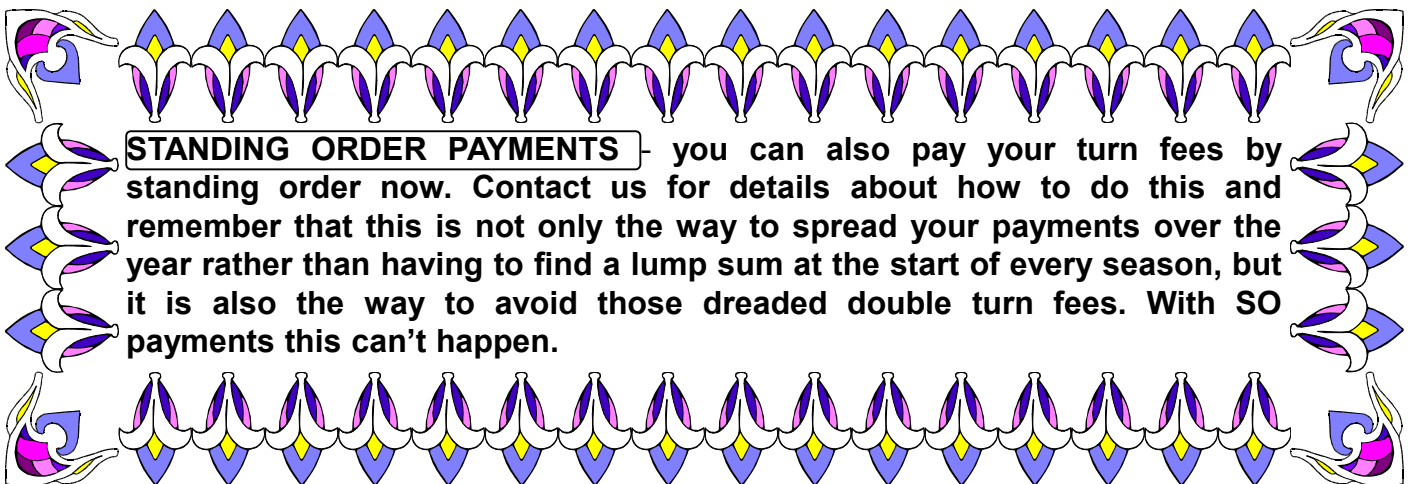
CREDIT CARD PAYMENTS

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 our chris.spelbinder@btinternet.com address only.



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.

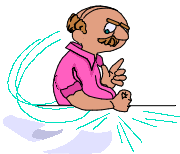
THE KICKABOUT COMMUNITY

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.

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.

THE MUCH MALTREATED DF/A

After much discussion with the KA fraternity at large we have decided that from the end of this season DF/A's will qualify for getting the best defence bonus just like SW & DF do. So DF/A's are even more important a player.

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://git.invisibles.org/cgi-bin/cgit.cgi/markinfo-vb6.git/plain/markinfo.exe>



THE NEW TROPHY SCHEDULE

With three divisions now the trophy has had to be rescheduled.

From now onwards it will start in Session eleven and be played each session until the final on session fifteen (no replays in any rounds).

Session eleven will consist of the bottom eight clubs sin division three playing.

In round two on session twelve the other division three clubs and the bottom eight in division two will all come into the competition.

Hopefully Paul will, put a new fixture list on the teampick web-site so you can update teampick

NORWICH WEEKEND IN MAY 2021

Another KA weekend has been booked for 13-15th May next year in Norwich.

SO why not put it in your diaries NOW, and make it a bumper weekend in a really good environment
me hearties?

The Norwich Hotel is where the action takes place, book direct

Cost to us is a measly £40

First takers are Steve Thompson, Richard Pickup , Chris Moore, Niel Humphries , Andy Baker, Paul
Butler, Dave Craven, Neil Barrett , Seamus & Graeme Miller(All credits moved from Glasgow)

Jens the Jensen, Geraldo & Paul Sutton also say they are coming along

AND MORE

Further weeknd are tentavley planned

GLASGOW 2022

ODENSE MAY 2023

Geraldo, Jens Baby & Hopless Seamy say they are coming to both
Dave Hargraves is also coming along with his son to Odense he says

NOVEMBER VIRTUAL WEEKEND

it is proposed to hold another virtual weekend in November, have tentatively pencilled in saturday the 20th for this humongous event so start thinking about it and your participation, especially those who just don't seem able to get to a face to face weekend! Price for this is just £20

Wynne Phillips, Gareth Ashcroft, Rob Lewis, Craig Lawton & sCOTT aBRAHAM have all indicated they are going to take pART



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 are taken into consideration in doing this!)

A shot total for each area 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 their 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.