

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HAN SHOT FIRST	15	6	2	0	25	6	5	1	1	19	10	28	36
2 SITH HAPPENS FC	15	3	3	1	12	6	5	2	1	15	3	18	29
3 GALACTIC STARS	15	4	1	2	20	15	4	2	2	14	8	11	27
4 GOBAITH FC	15	3	3	2	11	14	3	2	2	13	12	-2	23
5 MANDALORE	15	4	0	3	14	12	2	2	4	17	20	-1	20
6 SMITHY ATHLETIC	15	1	6	1	18	13	3	1	3	16	15	6	19
7 ETERNAL SPRINGS	15	2	3	2	11	8	2	4	2	5	10	-2	19
8 CHERNOBYL	15	3	2	3	12	11	2	2	3	8	14	-5	19
9 JLR COMMANDOS	15	2	2	4	4	7	2	3	2	11	9	-1	17
10 RPG ROVERS	15	2	2	3	5	9	1	3	4	6	17	-15	14
11 STILE COMMON	15	1	5	2	7	9	0	4	3	1	7	-8	12
12 MOSEISLEY JAWAS	15	0	1	6	5	17	0	4	4	2	19	-29	5

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PFC LUBOCRANETS	15	4	2	1	20	8	5	3	0	22	8	26	32
2 FULL THROTTLE FC	15	4	2	1	25	8	4	3	1	18	4	31	29
3 DYSTOPIA IV	15	4	2	1	20	2	4	2	2	10	9	19	28
4 HILL VALLEY	15	6	1	0	17	3	2	2	4	15	12	17	27
5 THE FORCE	15	4	1	2	20	9	2	5	1	8	4	15	24
6 ANDRASSY AVENUE	15	4	1	3	13	12	3	2	2	13	15	-1	24
7 HENLEY ROVERS	15	4	3	1	22	6	1	3	3	11	8	19	21
8 GALERIE BLEU FC	15	2	5	0	7	3	2	3	3	9	7	6	20
9 STAR COMMAND	15	4	1	3	9	15	0	1	6	4	23	-25	14
10 BRUTUS AWAKENS	15	0	4	4	4	17	2	1	4	4	16	-25	11
11 MEMORIAL PARK	15	2	2	4	2	18	0	2	5	2	24	-38	10
12 STARFIGHTER FC	15	0	3	5	0	16	0	0	7	1	29	-44	3

ROUNDUP

Han Shot look likely to finish **First** as they extend their lead to seven points. Far too good for the rest of the division it seems. At the bottom sleepyhead Cranfield slips further into trouble as **Chernobyl** have a super session to go above them. Gotta pick up a few points with Hudders snapping at your ass Cranners.

Still very close in the second, but all to play for as the Sutton moves into the top three, all that chest-beating early seasn now coming true. However watch out for **the Force**. Mortie is the man in form here as he bids to wave to brother Jens as he passes him into the top flight. Still five in the fight for two places behind Mr Lawton

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Hope League - Session Eleven

Season 3

RESULTS HOPE SESSION ELEVEN

RESULTS ROUND-UP

TEMPERATURE: Freezing

Week thirty-one

DIVISION 1

JLR COMMANDOS Att 45823 Pitch: Frozen	0 : 0 MOSEISLEY JAWAS (-)	Wind: Light
SMITHY ATHLETIC Hill 60 Att 36998 Wind: Light	1 : 1 RPG ROVERS (H - 0.3)	Boghead 67 bkd - Boghead (18) Pitch: Frozen
GALACTIC STARS Cpo lawton 14 Att 35500* Wind: Light	1 : 2 HAN SHOT FIRST (A - 0.3)	Dahl 29 Greedo 73 Pitch: Frozen
SITH HAPPENS FC Thrawn 10 Surman 23 Roba fett 54 Pitch: Frozen	3 : 1 MANDALORE (H - 1.3)	Hemingway 13 Att 40000* Wind: Brisk
STILE COMMON Brutus fett 47 Hurst 54 Inj - Another deadcat (2) Wind: Light	2 : 2 ETERNAL SPRINGS (A - 0.5)	Lopi 74 Almanac 75 Att 27871 Pitch: Frozen
CHERNOBYL Haavelmo 12 bkd - Haavelmo (65)/ Rozycki (35) Pitch: Frozen	1 : 1 GOBAITH FC (A - 0.9)	Villeneuve 16 Att 35495 Wind: Calm

DIVISION 2

ANDRASSY AVENUE Austin friars 65 Att 33146 Wind: Light Pitch: Frozen	1 : 3 PFC LUBOCRANETS (H - 0.3)	River 11 Giovinazzi 77 Mccruddov 79
HENLEY ROVERS Att 29613 Wind: Light Pitch: Frozen	0 : 2 DYSTOPIA IV (H - 0.7)	Cockroach 25 Chemical watse 26
GALERIE BLEU FC Magnussen 52 Lautrec 74 Cezanne 89	3 : 0 STARFIGHTER FC (H - 1.5)	Att 33850 Wind: Calm Pitch: Frozen
FULL THROTL FC Faith 21 Att 32277 Pitch: Muddy	1 : 1 HILL VALLEY (H - 1.3)	Mcfly 10 Wind: Light
MEMORIAL PARK off - Parku (12) Att 33977 Wind: Light Pitch: Frozen	0 : 4 THE FORCE (A - 1.9)	Bersante 2 George 34 Athe 71 Pascal 74 Inj - Simmons (1)
BRUTUS AWAKENS Stavros solo 22 bkd - Spiros yoda (76) Wind: Brisk	1 : 1 STAR COMMAND (A - 0.3)	Zlatan luke 14(og) Att 35875 Pitch: Muddy

Week thirty-two

DIVISION 1

ETERNAL SPRINGS Want 9 Almanac 73 Quest 87 Inj - Norris (1) Att 39785* Pitch: Frozen	3 : 3 MANDALORE (H - 1.3)	Scorchio 62 Seamy mc yoda 64,70 off - Ahsoka tano (27)/ Seamy mc yoda (88) Wind: Light
WISH SAVES PENALTY FOR ETERNAL SPRINGS AFTER 8 MINS		

JLR COMMANDOS Att 48176 Wind: Light	0 : 1 GALACTIC STARS (A - 1.5)	Cpo lawton 72 Pitch: Frozen
HAN SHOT FIRST Dahl 19,65 Calrissian 37 Calo nord 44 Ketsuonyo 58 Greedo 75	6 : 0 MOSEISLEY JAWAS (H - 1.5)	Att 46000* Wind: Calm Pitch: Frozen
GOBAITH FC Carreg 42 Luke 59 Villeneuve 61 Pitch: Frozen	3 : 1 SMITHY ATHLETIC (H - 0.9)	Tommy 43(og) Att 36800* Wind: Light
STILE COMMON Att 37828 Wind: Light	0 : 0 SITH HAPPENS FC (A - 0.9)	bkd - Seymour (61) Pitch: Wet
CHERNOBYL Ericsson 25 Up rolling 32 Wind: Light	2 : 1 RPG ROVERS (A - 0.5)	Wow 15 Att 31881 Pitch: Frozen

DIVISION 2

THE FORCE Pascal 3 Greedo 31 Hamill 57 Athe 75 Bersante 89 Pitch: Muddy	5 : 4 HILL VALLEY (H - 1.3)	Marv berry 9 Jonny b goode 35,57 Biff 54 Att 31290 Wind: Light
ANDRASSY AVENUE Austin friars 19 Att 31300 Wind: Light	1 : 1 GALERIE BLEU FC (A - 0.3)	Gauguin 35 bkd - Gauguin (27) Pitch: Muddy
STARFIGHTER FC Att 35399 Wind: Light	0 : 1 PFC LUBOCRANETS (A - 2.1)	Supracondylar 80 Pitch: Frozen
STAR COMMAND Echo 5 Att 33544 Wind: Light	1 : 1 HENLEY ROVERS (A - 0.9)	Peppard 88 Inj - Olsson (2) Pitch: Muddy

HENLEY ROVERS MISS PENALTY AFTER 31 MINS

MEMORIAL PARK Att 34483 Pitch: Frozen	0 : 0 FULL THROTL FC (A - 0.9)	Wind: Light
BRUTUS AWAKENS Att 33894 Pitch: Frozen	0 : 0 DYSTOPIA IV (A - 0.9)	Wind: Brisk

Week thirty-three

THE HOPE CUP

Quarter-final replays

SITH HAPPENS FC Roba fett 79 off - Rune haako (108) Att 40000* Pitch: Frozen	1 : 2 GOBAITH FC (H - 0.1) [AET]	Lili 53 Ynu 114 Wind: Calm
MANDALORE Att 51792* Wind: Light Pitch: Wet	0 : 2 CHERNOBYL (A - 0.3)	Smith 78 Galois 83 bkd - Galois (9)

THE HOPE TROPHY

Second Round

BRUTUS AWAKENS Att 33395 Wind: Light Pitch: Frozen	0 : 4 HILL VALLEY (A - 0.9)	George 9,60 Mayor 35 Jonny b goode 90
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HILL VALLEY MISS PENALTY AFTER 18 MINS

THE HOPE LEAGUE CUP

Semi-finals

Chernobyl v The Force
Smithy Athletic v Sith Happens FC

(To be played on session twelve neutral grounds with replays on following session)

HENLEY ROVERS

Niagara 93
Att 28389
Pitch: Frozen

STILE COMMON

Att 28572
Wind: Calm

DYSTOPIA IV

Chemical waste 98
Att 29435
Wind: Calm

1 : 0 RPG ROVERS

bkd - Sturgeon baze (20)
Wind: Light

(H - 0.3)

[AET]

0 : 1 THE FORCE

Hamill 82
Pitch: Frozen

(A - 0.7)

1 : 1 MOSEISLEY JAWAS

Berry 119
bkd - Berry (10)
Pitch: Frozen

(A - 0.1)

[AET]

DYSTOPIA IV WIN PENALTY SHOOTOUT 4 - 2

FULL THROTTLE FC

Att 32568
Wind: Brisk

STARFIGHTER FC

Att 33465
Wind: Light

PFC LUBOCRANETS

Pryce 25(og)
Wind: Light

CHERNOBYL

Smith 11
Johnson 28
Pitch: Frozen

0 : 1 ANDRASSY AVENUE

Cigoli 46
Pitch: Frozen

(H - 0.3)

0 : 1 GALERIE BLEU FC

Goldsworthy 10
Pitch: Frozen

(A - 1.7)

1 : 0 MEMORIAL PARK

Att 38351
Pitch: Muddy

(H - 1.1)

2 : 0 STAR COMMAND

Att 35683
Wind: Light

(H - 0.3)

HOPE FRIENDLIES

WHITBY TOWN(NL)

GALACTIC STARS

MET POLICE(NL)

UXBRIDGE(NL)

0 : 0 ETERNAL SPRINGS

0 : 0 ROMULUS(NL)

0 : 0 HAN SHOT FIRST

0 : 0 SMITHY ATHLETIC

(H - 0.5)

(A - 0.1)

(A - 0.5)

(H - 1.9)

THE HOPE CUP

Semi-final Draw

The Force v Full Throttle FC
Chernobyl v Gobaith

(To be played on session fourteen with replays)

THE HOPE TROPHY

Quarter-final Draw

The Force v PFC Lubocranets

Chernobyl v Dystopia IV

Galerie Bleu FC v Henley Rovers

Hill Valley v Andrassy Avenue

(To be played on Session 12, extra time and penalties to decide)

WEATHER FORECAST

Temperature next session: Cold
Predicted wind speed next session: Brisk

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	DAHL	HAN SHOT FIRST	20
2	BABY YODA	MANDALORE	11
3	HAAVELMO	CHERNOBYL	9
4	ROBA FETT	SITH HAPPENS FC	9
5	SEYMOUR	SITH HAPPENS FC	8
6	JOHNSON	CHERNOBYL	7
7	YNU	GOBAITH FC	7
8	LILI	GOBAITH FC	7

DIVISION 2

1	TUSKEN	FULL THROTL FC	15
2	JOHN SMITH	FULL THROTL FC	14
3	CHEMICAL WATSE	DYSTOPIA IV	13
4	MCCRUDDOV	PFC LUBOCRANETS	12
5	PASCAL	THE FORCE	12
6	BUTTON	HILL VALLEY	11
7	RIVER	PFC LUBOCRANETS	10
8	HART	HENLEY ROVERS	10

MANAGERIAL RATINGS - ATTENDANCE

TOP

MANDALORE - 0

SITH HAPPENS FC - 2

HAN SHOT FIRST - 4

BOTTOM

MOSEISLEY JAWAS - 42

STILE COMMON - 44

RPG ROVERS - 46

MANAGERIAL RATINGS - MPS

TOP

ANDRASSY AVENUE - 0

CHERNOBYL - 2

JLR COMMANDOS - 4

BOTTOM

GALACTIC STARS - 42

PFC LUBOCRANETS - 44

MANDALORE - 46

MANAGERIAL RATINGS - APPS

TOP

MANDALORE - 0

ETERNAL SPRINGS - 0

MOSEISLEY JAWAS - 0

BOTTOM

PFC LUBOCRANETS - 46

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- AHSOKA TANO [1] (MANDALORE) / SEAMY MCYODA [1] (MANDALORE) / RUNE HAAKO [1] (SITH HAPPENS FC) / SEYMOUR [1] (SITH HAPPENS FC) / PARKU [1] (MEMORIAL PARK) /

PRIVATE DEALS

FULL THROTL FC sold EBBESVIK (21-12 MF) {P/S} to STAR COMMAND for 270K

STAR COMMAND sold FOXTROT (18-2 SW) {APP} to FULL THROTL FC for 0K

All deals completed successfully!

Consec. Home Defeats

Moseisley Jawas	5 games
Starfighter Fc	3 games

Since a Home Defeat

Han Shot First	24 games
The Force	10 games
Pfc Lubocranets	7 games
Stile Common	6 games
Dystopia Iv	6 games
Eternal Springs	5 games
Henley Rovers	5 games
Smithy Athletic	4 games

Consec. Away Defeats

Starfighter Fc	7 games
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AUCTION PAGE

AUCTION RESULTS SESSION ELEVEN

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
2)	WG99-99	USE ON NO.9 (FULL THROTTLE FC)		389K	3	356K
3)	WG99-99	FOR 19 (ANDRASSY AVENUE)		159K	1	0K
5)	WG99-99	BIRTH CERTIFICA (CHERNOBYL)		1227K	5	567K
6)	WG99-99	#17 (HAN SHOT FIRST)		99K	1	0K
7)	WG99-99	STC B (HENLEY ROVERS)		555K	3	389K
8)	WG99-99	BACK UP STAFF (THE FORCE)		221K	2	47K
9)	GK22-12	GREY (CHERNOBYL)		720K	1	719K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION TWELVE NONESKI

AUCTION NOTES

NOTE
THIS
WELL

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!!

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

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.

KICKABOUT MUSINGS & MEANDERINGS

During the course of the veterans ageing there was alot 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 players 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 hi 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

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

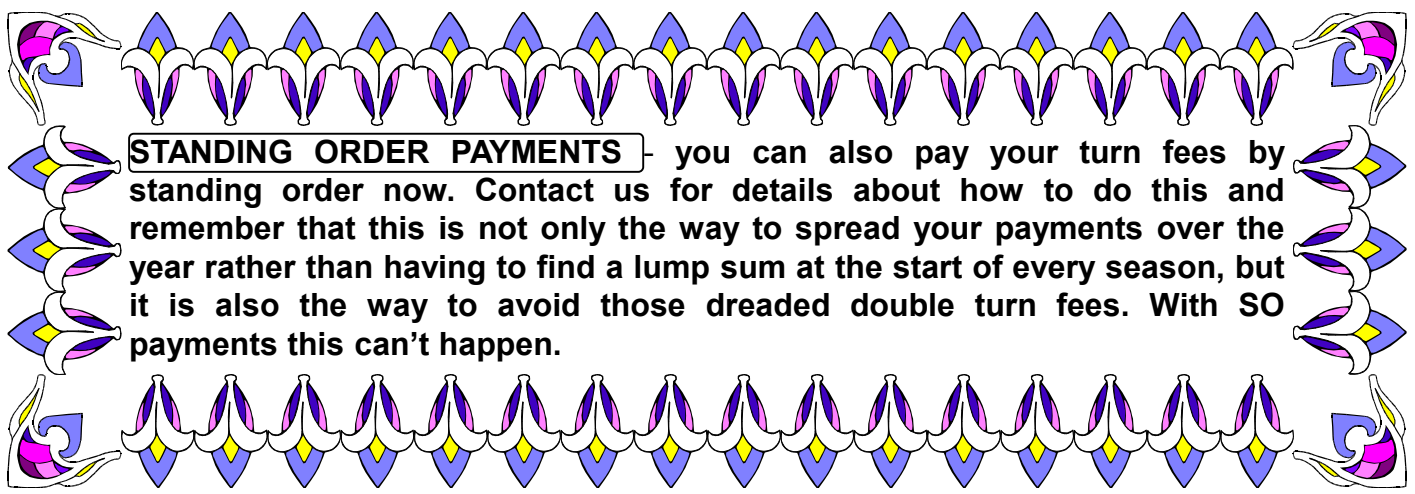
CREDIT CARD PAYMENTS

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.

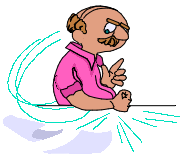
THE KICKABOUT COMMUNITY

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. 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.

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.

NORWICH WEEKEND IN MAY 2022

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

NOTE LATER DATE

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 says he and his son are coming to Odense

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! Cost a mere £20



HOPE SEASON THREE 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

No 2st round in the Hope

S4 2nd 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 four group runners-up with the best records 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

THE TROPHY

This will consist of sixteen teams. All the two division along with the bottom four of the first division as at the end of S10

1st round is on S11 - no replays

2nd round is on S12 and so final is on S15 with no replay



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>



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 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.
