

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	17	3	6	0	11	3	5	3	0	11	1	18	33
2 GLOBE TROTTERS	17	5	2	1	15	4	5	1	3	11	13	9	33
3 SHROPSHIRE STAR	17	5	4	0	14	2	3	3	2	7	6	13	31
4 REAL AYELL	17	3	4	1	3	1	4	2	3	6	10	-2	27
5 DYNAMO TEST	17	4	3	1	9	5	2	3	4	7	9	2	24
6 RADFORD SEMELE	17	5	2	2	13	5	0	6	2	1	3	6	23
7 MISTIQUE	17	3	3	2	6	3	2	4	3	6	8	1	22
8 DEFCON1 FC	17	3	3	3	8	6	2	3	3	3	7	-2	21
9 HAVERING TOWN	17	3	2	3	16	5	0	5	4	1	13	-1	16
10 REQUIEM	17	2	2	5	10	15	1	3	4	6	16	-15	14
11 BRECON WARRIORS	17	3	1	4	9	8	1	1	7	3	23	-19	14
12 CITY COLTS	17	0	5	4	1	8	1	3	4	3	6	-10	11

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 BERMONDSEY BM	17	4	4	0	8	4	6	1	2	7	5	6	35
2 HOTH WAMPAS	17	6	2	0	19	4	2	5	2	7	2	20	31
3 WELSH WIZARDS	17	1	6	1	1	1	5	4	0	7	0	7	28
4 LES FERDINAND	17	3	4	2	15	9	4	2	2	9	6	9	27
5 UTOPIA	17	5	3	1	12	4	3	0	5	13	13	8	27
6 TECHNO TERRIERS	17	4	2	2	12	9	4	1	4	16	13	6	27
7 WESSEX RANGERS	17	4	3	2	10	4	2	2	4	4	5	5	23
8 FRALKA	17	4	4	1	10	7	1	3	4	9	12	0	22
9 OLD STEINE FC	17	3	1	4	12	16	1	4	4	6	18	-16	17
10 THE GREEKS	17	3	2	4	3	7	0	4	4	1	11	-14	15
11 SPORTING SPUDS	17	0	3	5	3	9	0	7	2	9	12	-9	10
12 VIPPEROED BK	17	1	2	6	4	16	0	3	5	2	12	-22	8

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 BRECON RANGERS	17	6	2	1	11	3	4	2	2	19	8	19	34
2 THE BLIND RABBI	17	4	3	1	10	4	5	3	1	9	2	13	33
3 DAL RIADA	17	5	3	1	13	3	3	4	1	3	1	12	31
4 IB 2301	17	4	2	2	18	8	5	1	3	24	14	20	30
5 CLIFTON MIGHTY	17	4	4	1	18	6	4	1	3	14	6	20	29
6 NEWTON HEATH FC	17	4	4	1	17	5	3	2	3	13	16	9	27
7 JERSEY BOYS	17	3	3	2	6	7	3	1	5	11	19	-9	22
8 BARNBY PARK	17	3	2	3	12	4	1	7	1	1	1	8	21
9 PARK END BLUES	17	3	2	4	10	12	3	0	5	7	7	-2	20
10 SYDSIDEN	17	1	3	4	5	8	1	6	2	1	2	-4	15
11 SCI FI ELITE	17	3	1	4	18	18	1	2	6	16	21	-5	15
12 THE LEVELLERS	17	0	0	9	2	41	0	0	8	1	43	-81	0

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Messi League - Session Twelve

Season 35

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ROUND-UP TIME

Wow and so the battle goes on. Four points each for the top three and we move onto another session with little between them. **Primrose** still unbeaten, **Globes** have lost four times, but still locked together with the **Stars**, dogging their tracks. Five games and who can tell the outcomes.

Good session at the bottom for struggling **Requiem** as Mr Sutton galvanises his side into a four pointer session They jump off the bottom - to be replaced by the **Colts** - and have **Havering** in their sights though can't see the Barrett boys going down, but who knows.

Unbeaten all season second divvie table-toppers **Hoth Wampas** go down twice this session - one to the bottom hugging **Greeks**. Suddenly promotion begins to seem a long way away. **Bermondsey**, inform of late move to top spot and go four points clear. Looks like KP is the man in the second now. Four points cover five teams snow and the pressure is on the Wampas for sure.

That win inspires **The Greeks** fans to hop as they cut the gap at the bottom and are just two points from safety. We shall see.

Great win in the third for **Brecon**. to finally knock **The Blind Rabbi** off the top as they defeat them. Nothing decided here with six teams in the mix still.

RESULTS ROUND-UP

TEMPERATURE: Warm

Week Thirty-four

DIVISION 1

REAL AYELL Att 45864* Pitch: Muddy	0 : 0 HAVERING TOWN (H - 0.9) Wind: Light
RADFORD SEMELE Att 57594 Wind: Calm	0 : 1 PRIMROSE HILL (A - 0.3) Snatch 17 Pitch: Wet
DEFCON1 FC Williams 22 Att 25543 Pitch: Wet	1 : 1 MISTIQUE (A - 0.7) Mitroichys 82 Wind: Light

REQUIEM

Nag waddingham 21
Heinzoffer 60
Att 36005*
Pitch: Good

CITY COLTS

bkd - (h)ooof (64)
Att 41278
Wind: Light
Derby Game

SHROPSHIRE STAR

Cohen 18,55
Moretoncorbet 88
Pitch: Wet

2 : 1 DYNAMO TEST (H - 0.1)

Woy 2
off - Dordond (2)
Wind: Light

0 : 2 GLOBE TROTTERS (A - 0.9)

Bagginswood 51
Thaissa 68
Pitch: Good

3 : 0 BRECON WARRIORS (H - 1.5)

Att 58029
Wind: Light
Derby Game

DIVISION 2

3 : 3 SPORTING SPUDS (H - 0.3)

Geraint 43
Gnocchi butler 64
Spitfire 76
Wind: Light

2 : 1 FRALKA (H - 0.5)

Mobile 74
Att 28911
Pitch: Hard

0 : 1 BERMONDSEY BM (A - 1.1)

Hakan 67
Pitch: Good

0 : 2 WELSH WIZARDS (A - 1.3)

Snash 49
Ramsey 85

5 : 1 OLD STEINE FC (H - 0.9)

Karsavina 44
Att 29230
Wind: Light
Pitch: Wet

1 : 0 HOTH WAMPAS (A - 0.1)

Att 23325*
Pitch: Muddy

DIVISION 3

0 : 0 BARNBY PARK (A - 0.1)

Wind: Light
Derby Game

7 : 0 THE LEVELLERS (H - 4.7)

off - Stelios (39)
Att 24290
Wind: Brisk
Pitch: Hard

3 : 1 SCI FI ELITE (H - 1.3)

Bo-katan kryze 5
Att 32227
Wind: Light
Pitch: Hard

JERSEY BOYS

Att 27259
Pitch: Good

CLIFTON MIGHTY

Sam ashford 3,61
Lutz 14,55
Gadocha 25,48
Cartwright 80

DAL RIADA

Dal noose 34
Dal ori 57
Ted lamarr 65
Inj - Dal cava (4)
Derby Game

NEWTON HEATH FC

Att 21280
Pitch: Good

BRECON RANGERS

Att 25386
Pitch: Good

PARK END BLUES

Att 21027
Wind: Light
Pitch: Wet

0 : 0 THE BLIND RABBI (H - 1.3)

Wind: Brisk

0 : 0 SYDSIDEN (A - 0.1)

Wind: Light

0 : 5 IB 2301 (A - 1.3)

Karla 5,25,85
Chernihiv 11,78

TECHNO NO TERRIERS AS IN FREEFALL

Week Thirty-five

DIVISION 1

RADFORD SEMELE Att 47356 Pitch: Good	0 : 0 HAVERING TOWN (H - 0.1) Wind: Light
DEFCON1 FC Williams 3 Marin 11 Kintika 12 Sneaky pete 33 Abelini 41	5 : 1 BRECON WARRIORS (H - 1.1) Zanzidane 61(og) Att 26485* Wind: Brisk Pitch: Muddy
REQUIEM Jakeman 4(p) Westminster 47 bkd - Nag waddingham (84) Wind: Light *Derby Game*	2 : 2 MISTIQUE (A - 0.1) Herbs 21 Adnaan 85(p) Att 33230 Pitch: Good
PRIMROSE HILL Att 58603 Pitch: Hard	0 : 0 REAL AYELL (H - 0.5) Wind: Light
CITY COLTS Att 41278 Wind: Light Pitch: Wet *Derby Game*	0 : 3 DYNAMO TEST (A - 0.5) Komplykate 48 Ketchum 49(p) Hoss jensen 59(og) bkd - Woy (41)/ Thramm (83)
SHROPSHIRE STAR bkd - Ludlow (44) Wind: Brisk	0 : 0 GLOBE TROTTERS (A - 0.9) Att 58029* Pitch: Wet

DIVISION 2

WESSEX RANGERS Blazer 32,65 bkd - Relas (66)/ Dean (14) Pitch: Hard	2 : 0 SPORTING SPUDS (H - 0.3) off - Seamy u donut (90) Att 34567 Wind: Light *Derby Game*
THE GREEKS Ogrady 12(og) Wind: Light	1 : 0 HOTH WAMPAS (A - 0.5) Att 41317 Pitch: Good
VIPPEROED BK Att 24194 Wind: Light Pitch: Hard	0 : 1 BERMONDSEY BM (A - 1.1) Budweisser 60 bkd - Gamorrean (20)
FRALKA Smolzee 60 Jorgen 71 Ryan curran 78 bkd - Amstel (34)	3 : 0 TECHNO TERRIERS (H - 0.3) Att 27355 Wind: Light Pitch: Hard
LES FERDINAND Att 30205 Wind: Light Pitch: Wet	0 : 2 WELSH WIZARDS (A - 0.9) Thomas 47 Newport 48
UTOPIA Gabriel 14 Att 23325* Pitch: Wet	1 : 1 OLD STEINE FC (H - 0.7) Karsavina 16 Wind: Brisk

DIVISION 3

CLIFTON MIGHTY Att 24280 Pitch: Hard	0 : 0 BARNBY PARK (H - 0.1) Wind: Light
DAL RIADA Dal cava 42 Att 26491 Pitch: Good	1 : 1 IB 2301 (H - 0.7) Wittmann 10 Wind: Light
NEWTON HEATH FC Lars 76 Brolin 84 Pitch: Muddy	2 : 0 SCI FI ELITE (H - 0.3) Att 21498 Wind: Light
THE LEVELLERS Att 22453 Wind: Calm Pitch: Hard	0 : 4 JERSEY BOYS (A - 3.3) Timon 10 Silva 53 Rockies 60 Hammerfest 65

BRECON RANGERS Burak yilmaz 89 Wind: Light	1 : 0 THE BLIND RABBI (H - 1.1) Att 29074 Pitch: Wet
PARK END BLUES Att 17580 Pitch: Good	0 : 0 SYDSIDEN (A - 0.9) Wind: Light

Week Thirty-six

THE MESSI TROPHY

2nd Round

THE BLIND RABBI Att 28605 Wind: Calm	0 : 1 WELSH WIZARDS (A - 1.9) Thomas 15 Pitch: Good
UTOPIA Seraphim 93 Gerbil 94 Gwrach 100(og) Yom kippur 116	4 : 0 VIPPEROED BK (H - 0.5) [AET] Att 23325* Wind: Brisk Pitch: Wet
THE GREEKS Hargravo 13,78 Endor 19 Shaw 23 Pitch: Muddy	4 : 1 SCI FI ELITE (H - 1.1) Bo-katan kryze 87 Att 40113 Wind: Light
SPORTING SPUDS Geraint 37 Gnocchi butler 40 Att 24008 Wind: Light	2 : 3 NEWTON HEATH FC (H - 1.1) [AET] Barasi 22 Brolin 46 Melbourne 106 Pitch: Muddy
WESSEX RANGERS Blazer 101,115 Att 30034 Pitch: Good	2 : 1 BRECON RANGERS (H - 0.9) [AET] Svealand 108 Wind: Calm
FRALKA Mobile 42 Jorgen 43 Stoneheart 44 Pitch: Good	3 : 1 OLD STEINE FC (H - 0.9) Bubbles wonky 60 Att 28285 Wind: Light
PARK END BLUES Att 21026 Wind: Light	0 : 1 DAL RIADA (A - 1.7) Dal ori 75 Pitch: Muddy
CLIFTON MIGHTY Att 26024 Wind: Light	0 : 1 IB 2301 (H - 0.1) Wittmann 2 Pitch: Hard

Week Thirty-six

THE MESSI LEAGUE CUP

Semi-finals

HAVERING TOWN Arthur m 21 Raducanu 47 Att 44358 Pitch: Hard	2 : 2 SHROPSHIRE STAR (A - 0.1) Petro 25 Ohio 88 Wind: Brisk
REAL AYELL Att 45864 Wind: Light *Derby Game*	0 : 0 RADFORD SEMELE (A - 0.5) bkd - Fields (14) Pitch: Good

Due to me being away on
saturday Session Thirteen
will be processed this
friday

MESSI CUP

Semi-finals

Defcon1 v Shropshire Stars

Real Ayell v Dynamo Test

(To be played on session fourteen with replays)

MESSI LEAGUE CUP

Quarter-finals

Havering Town v Shropshire Stars

Real Ayell v Radford Semele

(played on session 12 with replays)

Both ties go to replays will all to play for.

The Stars going for a treble, Ayell for a

THE MESSI TROPHY

Quarter-finals

(to be played on session thirteen no replays)

The Greeks v Fralka

IB 2301 v Newton Heath FC

Wessex Rangers v Utopia

Welsh Wizards v Dal Raida

CHAMPIONS TROPHY

First Round Session S4 & S6

Semis S9 & S11

Final one leg S13

Semi-final 2nd legs

GLOBE TROTTERS	2 : 0	BRUTUS AWAKENS	(H - 0.5)
Salarino 32		Att 43840*	
Billy 60		Wind: Gale	
Pitch: Wet			
REAL AYELL	3 : 0	THE MIGS	(H - 0.7)
Lyford 5		Att 45864*	
Haulm lawton 9		Wind: Storm	
Mackeson 22		Pitch: Frozen	

A derby final oh dear

MESSI FRIENDLIES

NORTHWICH(NL)	1 : 0	GLOBE TROTTERS	(H - 2.7)
BERMONDSEY BM	0 : 1	WELLING(NL)	(A - 2.5)
KETTERING(NL)	1 : 0	BARNBY PARK	(H - 2.5)
BRECON WARRIORS	0 : 1	STAFFORD(NL)	(H - 0.1)
SLOUGH(NL)	0 : 0	CITY COLTS	(H - 0.5)
DEFCON1 FC	2 : 0	BATH(NL)	(H - 1.7)
WYCOMBE(NL)	1 : 0	DYNAMO TEST	(H - 1.3)
STOWMARKET(NL)	0 : 0	LES FERDINAND	(-)
HOTH WAMPAS	0 : 0	COLWYN BAY(NL)	(H - 0.9)
THURROCK(NL)	3 : 0	JERSEY BOYS	(H - 2.1)
PRIMROSE HILL	0 : 1	AFC HAYES(NL)	(A - 1.7)
MISTIQUE	1 : 1	DIDCOT TOWN(NL)	(A - 0.1)
ALTRINCHAM(NL)	0 : 1	THE LEVELLERS	(H - 1.5)
TECHNO TERRIERS	1 : 0	WROXHAM(NL)	(A - 1.3)
DROYLSDEN(NL)	0 : 0	REQUIEM	(H - 0.3)
OXFORD CITY(NL)	1 : 0	SYDSIDEN	(H - 1.1)

WEATHER FORECAST

Temperature next session: Cool

Predicted wind speed next session: Storm



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	HAULM LAWTON	REAL AYELL	14
2	SALARINO	GLOBE TROTTERS	13
3	SILVA	PRIMROSE HILL	11
4	COHEN	SHROPSHIRE STAR	10
5	BAGGINSWOOD	GLOBE TROTTERS	10
6	CALYPSO	GLOBE TROTTERS	9
7	FIELDS	RADFORD SEMELE	8
8	KOMPLYKATE	DYNAMO TEST	8

DIVISION 2

1	GERBIL	UTOPIA	10
2	DEMBELE	LES FERDINAND	9
3	BLAZER	WESSEX RANGERS	9
4	GYROS BRUTUS	TECHNO TERRIERS	9
5	HAKIEM	HOTH WAMPAS	8
6	MOBILE	FRALKA	8
7	TENENBLAT	UTOPIA	7
8	COLBACK	LES FERDINAND	6

DIVISION 3

1	BO-KATAN	KRYZE SCI FI ELITE	14
2	KARLA	IB 2301	10
3	DUNDEE	SCI FI ELITE	9
4	CHERNIHIV	IB 2301	9
5	WITTMANN	IB 2301	9
6	DAL CAVA	DAL RIADA	9
7	KIEFER	SCI FI ELITE	7
8	SVEALAND	BRECON RANGERS	7

Since A Win

Sporting Spuds	19 games
The Levellers	17 games

Since A Draw

The Levellers	30 games
	8 games

Consec. Home Wins

Barnby Park	3 games
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THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- DORDOND [3] (DYNAMO TEST) / SEAMY U DONUT [1] (SPORTING SPUDS) / GAMORREAN [1]

PRIVATE DEALS

REAL AYELL sold SHADOW (29-7 MF/G) {P/S} to FRALKA for 0K

FRALKA sold KIEV (18-9 DF) {P/S} {APP} to REAL AYELL for 0K

GLOBE TROTTERS sold THAISA (19-11 UT) to DAL RIADA for 550K

TECHNO TERRIERS sold MAKIIVKA (24-10 GK) to BRECON WARRIORS for 500K

THE GREEKS sold EDAM BRUTUS (19-11 FW) to PARK END BLUES for 0K

THE GREEKS sold DNIPRO (18-2 MF) {FUT} to PARK END BLUES for 0K

PARK END BLUES sold FORTESCUE (18-12 FW) {SBY} to THE GREEKS for 0K

HOTH WAMPAS sold MANDALORE (20-12 DF/A) to BARNBY PARK for 1200K

All deals completed successfully!

TOP SHOT STOPPERS

ENGELSTADT	BRECON RANGERS	100%
TATOOINE	HOTH WAMPAS	86%
BEN GESSERIT	BARNBY PARK	84%
KAUTO SEAMY	CITY COLTS	83%
NYLAND	SYDSIDEN	83%
JAMES	FRALKA	82%
RED LEB	MISTIQUE	82%
ARMISTRONG	CLIFTON MIGHTY	81%
HAMLET	DAL RIADA	81%
NARDI	LES FERDINAND	81%

MOST APPEARENCES (CAREER)

DIVISION 1

1	SANDBLASTER	REAL AYELL	662
2	KARLA	CITY COLTS	454
3	MANE	RADFORD SEMELE	434
4	GRATED ROSTI	SHROPSHIRE STAR	420
5	BULLOCK	HAVERING TOWN	419
6	ANDERSSON	REAL AYELL	342
7	STAROPRAMEN	PRIMROSE HILL	341
8	DEFI BLEU	SHROPSHIRE STAR	318

DIVISION 2

1	PIGGOTT	HOTH WAMPAS	450
2	BATLEY-SLAPPER	SPORTING SPUDS	427
3	STONEHEART	FRALKA	411
4	OVERLI	BERMONDSEY BM	398
5	BROCKLEHURST	BERMONDSEY BM	364
6	DAPHE	WELSH WIZARDS	333
7	SHADOW	FRALKA	319
8	BOOTHGEEK	TECHNO TERRIERS	273

DIVISION 3

1	HOOF	DAL RIADA	425
2	MERLIN	SCI FI ELITE	367
3	YING SAH	THE BLIND RABBI	309
4	BARASI	NEWTON HEATH FC	303
5	CHIP BALLANTYNE	CLIFTON MIGHTY	287
6	GREVINGE	DAL RIADA	285
7	YOUNG COLLINS	IB 2301	275
8	DAY	SYDSIDEN	245

LEADING SCORERS (CAREER)

DIVISION 1

1	STAROPRAMEN	PRIMROSE HILL	245(in 341 games)
2	BULLOCK	HAVERING TOWN	88(in 419 games)
3	FALKIRK	BRECON WARRIORS	87(in 299 games)
4	SANDBLASTER	REAL AYELL	78(in 662 games)
5	KARLA	CITY COLTS	77(in 454 games)
6	FIELDS	RADFORD SEMELE	76(in 153 games)
7	GRATED ROSTI	SHROPSHIRE STAR	64(in 420 games)
8	MITROICHYS	MISTIQUE	62(in 165 games)

DIVISION 2

1	PIGGOTT	HOTH WAMPAS	67(in 450 games)
2	BATLEY-SLAPPER	SPORTING SPUDS	60(in 427 games)
3	CANTERBURY	SPORTING SPUDS	56(in 186 games)
4	STONEHEART	FRALKA	53(in 411 games)
5	BROCKLEHURST	BERMONDSEY BM	51(in 364 games)
6	SHADOW	FRALKA	50(in 319 games)
7	DAPHE	WELSH WIZARDS	47(in 333 games)
8	VERSTAPPEN	OLD STEINE FC	40(in 166 games)

DIVISION 3

1	MERLIN	SCI FI ELITE	54(in 367 games)
2	BO-KATAN KRYZE	SCI FI ELITE	47(in 119 games)
3	HOOF	DAL RIADA	41(in 425 games)
4	WITTMANN	IB 2301	35(in 117 games)
5	GREVINGE	DAL RIADA	35(in 285 games)
6	CHIP BALLANTYNE	CLIFTON MIGHTY	35(in 287 games)
7	ABDUL BULBAS	THE BLIND RABBI	34(in 144 games)
8	YING SAH	THE BLIND RABBI	25(in 309 games)

MOST APPEARENCES

DIVISION 1

1	LIEUTENT.PIGEON	DEFCON1 FC	36
2	KOMPLYKATE	DYNAMO TEST	36
3	TCHAIKOVSKY	REQUIEM	35
4	CALYPSO	GLOBE TROTTERS	34
5	HUYGHE	HAVERING TOWN	34
6	JONES	DEFCON1 FC	34
7	MORETONCORBET	SHROPSHIRE STAR	33
8	WESTMINSTER	REQUIEM	33

DIVISION 2

1	CARLING	BERMONDSEY BM	34
2	SPITFIRE	SPORTING SPUDS	34
3	FONTAINBLEAU	WESSEX RANGERS	34
4	NEWPORT	WELSH WIZARDS	34
5	VERSTAPPEN	OLD STEINE FC	33
6	LEADEN	WESSEX RANGERS	33
7	VAN DER VADER	HOTH WAMPAS	32
8	RYAN CURRAN	FRALKA	32

DIVISION 3

1	DAL CAVA	DAL RIADA	34
2	WYLIE	CLIFTON MIGHTY	34
3	GOOFY	THE BLIND RABBI	34
4	BEGKAMPALOT	THE BLIND RABBI	34
5	DAL ILAMA	THE BLIND RABBI	34
6	BARASI	NEWTON HEATH FC	33
7	THAISA	DAL RIADA	33
8	DAL TED	DAL RIADA	33

MANAGERIAL RATINGS - MPS

TOP

THE LEVELLERS - 0

TECHNO TERRIERS - 2

SYDSIDEN - 4

BOTTOM

BARNBY PARK - 66

HAVERING TOWN - 66

REQUIEM - 66

MANAGERIAL RATINGS - APPS

TOP

REAL AYELL - 0

DYNAMO TEST - 0

RADFORD SEMELE - 0

BOTTOM

SCI FI ELITE - 66

JERSEY BOYS - 66

HAVERING TOWN - 66

AUCTION PAGE

ROLLING AUCTION RESULTS FOR SESSION TWELVE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1)	PP:2		(DYNAMO TEST)	1122K	3	388K

All players not shown were unsold.

AUCTION FOR SESSION THIRTEEN

- 1) PP:2

2) MP:7

3) STAR QUALITY

4) CONTRACT NEGOTIATORclub in finacial trouble all your players agree to a 50% wage reduction

5) NEW STAND

6) CHARISMATIC CHAIRMAN

6) KEV DE BOUGLERS
- Nominate on bidding

+200 capacity

following up by 2000

Ducth maestro who through injuries has seen his best days. Can a change of scenery help him? Can you nurse him back to his best - 30-4 PS MF/A [CR95] VERY FAST RISER

**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

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

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.



FORTHCOMING KA WEEKENDS

Spring 2025 Back To Norwich

Main house accomodation already booked for this

**Tommo McTomfaceand Richard Pickup are first men in
Geraldo, Jens, Seamus, Craig, Gareth, Nigel, Rob, Chris Moore,
Wadders, Neil B, Adrian & Danny B have all indicated that they are
coming**

dates 9th-11th of May

Glasgow weekend dates 9th-12th October

Craig is first man in here

**Gerard, Jens, Seamus, Gareth, Nigel, Rob, Cranners, Steadders, Neil B,
Adrian& Colly all reckon that they will be coming along**

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

Bo, Rob, Tim & Dennis are first men in

Craig, Gareth, Nigel, & Cranners have all said they will be there

**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 and we
wil all be able to shame Danny into returning to the fold**

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

DATE FOR YOUR DIARY

**The social secretary Mr Cranners has arranged a Beermile on Saturday
March 22nd usual place usual clientele. Why not come along and join the
happy throng?**



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 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)

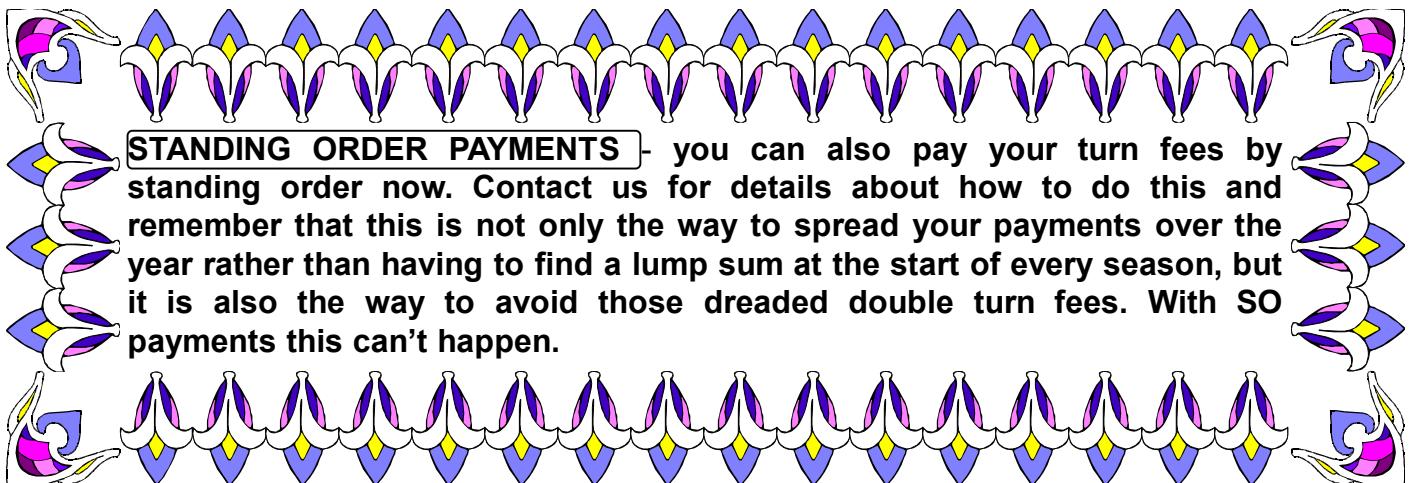
LEAGUE CUP GAMES

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



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 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 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)



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. 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
LINK**

MANAGERS NEEDED

SHAKESPEARE league - METROPLE IF. Big challenge but some interesting old boys to sell on?

SPECIAL OFFER

Each of these teams has a credit balance from nil to 100, take them on and whatever the balance it is yours to play with



THE BIG BOYS WILL BE MEETING AGAIN
SOON

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

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+

Despite countless explanations to folks, numerous written responses and an addenda to the rulebook it appears that some managers still have little clue how the Ball Winner and Creative statistics affect the game as a whole.

They have opted to ignore these rather than try to grasp WHY they have been introduced and when their team loses 1-0 and the newsletter reports how superbly creative their opponents were, those same managers start moaning about their ill fortune. Only recently one manager on the newsserver said that the main thing he didn't like in the game was the ridiculous 1-0 defeats his teams suffered, suggesting that such "freak" results were a far too common occurrence. It never really hit him that he was losing these matches for a reason. Anyway it seems as good a time as any to try and go through this game mechanic once more, just so the next time people say "how does this work" we can point them to yet another part of the newsletter that they decided wasn't worth reading.

The Ball Winner and Creative statistic were added to the game for a good reason - they differentiate between players of the same basic type in a manner that was previously untouched. Look at real players for instance. There can be no doubt that Paul Ince and David Batty are very similar types of players. Let us assume, for sake of argument, that both can be called level 11 MF/D's and, again for the sake of argument, both are power players.

Now in Kickabout that would be that. There was previously no way of trying to simulate the fact that Ince was the kind of player that could break from midfield with powerful runs and get into the box while Batty was more likely to play just in front of the back four. The Ball Winner and Creative stats were introduced to make that difference.

A player who is a good Ball Winner is one that will be in there where the tackles are flying and will, basically, have an edge when it comes to breaking up the moves of the opposition. He will have the better chance of coming away with the ball from a 50-50 challenge than normal. His ability to put his foot in will make the difference between someone getting in a shot and having it blocked. Ball Winners are designed in a defensive frame of mind.

Creative players are just the opposite and, as you would expect, it is they that have the ability to turn a loose ball into a scoring chance. They thrive on the more skilful type of play, getting the ball on the floor and playing it to feet. They may not be the greatest of tacklers but they will be able to provide that extra touch that puts a striker through on goal.

Every player in Kickabout, with the exception of Goalkeepers, have two figures recorded against them to show their abilities in both these basic areas. Often these two figures will add up to a 100, and in this way they can be looked upon as percentages. The first of the two figures is the player's ball winning ability while the latter is their creative skill. So if a statistic reads "65/35" it becomes immediately apparent that the player is far more suited to a physical, tackling game than he is likely to be putting in killer passes. These figures may sometimes not add up to a hundred, or may total to a good deal more. One player in an early auction had figures of "65/65" which are more formidable, a sort of Giggs type character who has no problem in tracking back and winning the ball when required. Whatever the case may be, these two numbers DO have a fair importance in the game now and they should be taken note of by EVERY manager.

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 affects 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 apparently 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 where as 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



WILL HE BE TOP OF THE PILE