

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	21	7	2	1	25	6	7	3	1	24	5	38	47
2 TUSKEN RAIDERS	21	5	5	0	20	3	6	4	1	19	9	27	42
3 HILL VALLEY	21	6	1	3	16	9	6	1	4	12	9	10	38
4 DYSTOPIA IV	21	4	2	4	9	9	6	2	3	12	11	1	34
5 SITH HAPPENS FC	21	4	5	2	13	6	3	6	1	8	6	9	32
6 TON-EIGHTY FC	21	5	2	4	13	7	3	3	4	10	15	1	29
7 DYNAMO KASHYYYK	21	4	4	3	16	10	3	2	5	11	23	-6	27
8 CORELLA PIRATES	21	4	3	4	8	10	2	5	3	5	7	-4	26
9 BRUTUS AWAKENS	21	3	3	5	10	12	2	3	5	9	11	-4	21
10 THE MIGS	21	3	5	2	11	9	1	4	6	3	9	-4	21
11 GOBAITH FC	21	1	3	7	7	17	2	3	5	2	11	-19	15
12 KESSEL RUNNERS	21	3	1	6	6	20	0	0	11	3	38	-49	10

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MANDALORE	21	10	1	0	31	7	8	1	1	21	9	36	56
2 DARKSIDE ARTS	21	6	3	1	21	5	6	3	2	12	6	22	42
3 MEMORIAL PARK	21	6	1	3	23	9	5	3	3	21	10	25	37
4 HAN SHOT FIRST	21	6	2	3	13	10	3	5	2	7	5	5	34
5 KA ROYALTY	21	6	2	3	26	11	3	3	4	14	15	14	32
6 THE FORCE	21	6	3	2	16	11	2	2	6	7	17	-5	29
7 JLR COMMANDOS	21	5	4	2	16	7	2	3	5	19	20	8	28
8 HENLEY ROVERS	21	3	4	3	11	9	3	3	5	8	12	-2	25
9 FULL THROTTLE FC	21	4	4	2	9	7	1	4	6	8	16	-6	23
10 STAR COMMAND	21	4	3	4	11	8	1	0	9	3	18	-12	18
11 PARK STREET	21	4	2	4	11	10	0	4	7	9	23	-13	18
12 CHERNOBYL	21	1	2	7	18	38	0	0	11	3	55	-72	5

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 STILE COMMON	21	7	4	0	15	0	6	2	2	21	2	34	45
2 MOSEISLEY JAWAS	21	7	2	1	29	2	6	1	4	22	7	42	42
3 ANDRASSY AVENUE	21	6	4	0	20	3	5	1	5	17	19	15	38
4 GALACTIC STARS	21	7	3	0	18	1	3	5	3	6	8	15	38
5 ATHLETICO SMITH	21	7	3	0	26	3	2	5	4	11	8	26	35
6 SGSE UTD	21	5	4	1	25	7	4	1	6	22	27	13	32
7 PFC LUBOCRANETS	21	5	3	3	14	6	3	5	2	8	5	11	32
8 HARROWBY UNITED	21	5	3	3	19	12	2	5	3	6	8	5	29
9 R.Y.L WOOLWICH	21	5	1	5	24	20	2	3	5	18	19	3	25
10 HIGHWOODS UTD	21	4	4	2	13	3	1	4	6	4	16	-2	23
11 BEGGARS CANYON	21	0	2	9	1	32	0	1	9	1	39	-69	3
12 SEASIDE FC	21	0	1	10	2	50	0	1	9	3	48	-93	2

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Games & C T Dempsey

Hope League - Session Fifteen

Season 14

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PUNDIT PRATTLES

The Sutton has mixed fortunes, a terrible defeat at the hands of **Kessel** already relegated could lose him third spot as the dreaded Barrett moves into that position. A second draw hands the prize money to the dreaded Barrett & Euro champs **Hill Valley**.

Further down **the Migs** manager a win at last hallelujah!. and close the gap with a four pint session on **Brutus** . Dead level on points and goal difference it goes down to the wire. but poor old Ashie has to go to leaders **Leamington** so the Sutton might just escape the drop. back to the top next season?

Big game in the second sees **Memorial Park** go to rivals **Han Shot** and hit them for six. Does manager BALLY not want to go up on this form No. Big Bosie only has to see off Cranners with just a point and he is promoted.

All the teams in the bottom six picked up points this session, but relegation was sorted as **Henley** got a double spunky win to send down **Star, Park & the dreadful Chernobyl**.

In the third both **Galactic Stars & Andrassy Avenue** win one lose one. They stay tied neck and neck on points and goal difference. The **Avenue** have to entertain leaders **Stile** who have lost just once this season, while the **Stars** entertain lowly **Beggars Canyon**. I think I know who my money is on.

RESULTS ROUND-UP

TEMPERATURE: Hot

Week forty-three

DIVISION 1

KESSEL RUNNERS Hui 8 Skamlingsbanken 57 Wind: Calm	2 : 1 DYSTOPIA IV (A - 0.3) Malfeasance 2 Att 26742 Pitch: Hard
CORELLA PIRATES Att 38564 Wind: Calm	0 : 1 HILL VALLEY (A - 0.1) Dorinthea 6 Pitch: Good
THE MIGS Dongo bastos 74 Att 28467* Wind: Calm	1 : 1 SITH HAPPENS FC (H - 0.1) Odeceixe 8 Inj - Riptide (6) Pitch: Hard
GOBAITH FC Att 34000* Wind: Calm Pitch: Good	0 : 6 LEAMINGTON SPA (A - 1.1) Yadrenko 20 Al-rumi 22 Flaherty 61

FINGERS GETS A WIN BONUS AT LAST

Kassabov 66,87
Voronoey 90

TON-EIGHTY FC

Ratajski 40
Omelchenko 64
Wind: Calm

TUSKEN RAIDERS

Trush 8,23,52,55
Doc 12
Qui-gon jinn 22
Luiv 34
bkd - Qui-gon jinn (3)
Pitch: Hard

PARK STREET

Marburg 11,65
Tjinouska 23
Mezhistrov 38
Pekanski 71

KA ROYALTY

Att 26190*
Pitch: Hard

HENLEY ROVERS

Gunner 55
Wind: Calm

HAN SHOT FIRST

Att 32095
Wind: Calm
Pitch: Good
Ladby 44
Descobrimientos 89

STAR COMMAND

Los porro 14
Monza 37
Att 28077*
Wind: Light
Derby Game
DARKSIDE ARTS
Ax tagrin 19
off - Kardue malloc (80)/
No moon (55)
Pitch: Good

ANDRASSY AVENUE

Masubi 9
Al qudra 13
Jp morgan 21
Beccali 78
bkd - Anno domini (6)/
Tremorgio (53)/
Jp morgan (30)/
Beccali (83)/
Mothecombe (70)
Inj - Beccali (4)

HARROWBY UNITED

Fardell 32
Jr ewing 45(og)
bkd - Fardell (33)
Wind: Calm
Derby Game

MOSEISLEY JAWAS

Jensen 4,62
Jester downey 5,87
Pitch: Hard

PFC LUBOCRANETS

Skinsted 4
Chefski 72
Wind: Calm

BEGGARS CANYON

Att 24361
Wind: Calm
Pitch: Hard

2 : 1 BRUTUS AWAKENS (H - 1.3)

Mandaloredag 53
Att 28610*
Pitch: Hard

7 : 1 DYNAMO KASHYYYYK (H - 1.3)

Shisar 82
bkd - Mcgrath (73)/
Jardazz (84)
Att 32150*
Wind: Calm
Derby Game

DIVISION 2

5 : 0 CHERNOBYL (H - 0.1)

Att 26432
Wind: Calm
Pitch: Good

0 : 0 FULL THROTTLE FC (A - 0.1)

Wind: Calm

1 : 0 THE FORCE (H - 0.3)

Att 28100
Pitch: Wet

0 : 6 MEMORIAL PARK (H - 0.3)

Casa mila 11
Knossos 13,87
Plo koon 20

2 : 0 JLR COMMANDOS (A - 0.5)

bkd - Saracen (6)/
Zlatan binks (16)/
Brabham (2)
Pitch: Good

1 : 1 MANDALORE (-)

Shaun strang 45
Att 29641
Wind: Calm

DIVISION 3

4 : 0 SGSE UTD (H - 0.5)

bkd - Edvard (16)/
Hill seventy (57)
Inj - Sam smith (1)
Att 27575*
Wind: Light
Pitch: Hard
Derby Game

2 : 0 GALACTIC STARS (H - 0.1)

bkd - Princess brillo (33)/
Gafsa (56)
Att 25057
Pitch: Good

4 : 0 SEASIDE FC (H - 3.9)

Att 26922
Wind: Calm

2 : 1 HIGHWOODS UTD (H - 1.1)

Dokin 9
Att 32583
Pitch: Hard

0 : 1 R.Y.L WOOLWICH (A - 2.3)

Fallout 11
bkd - Tushkanova (14)

ATHLETICO SMITH 1 : 0 **STILE COMMON** (A - 0.3)
 Sykes smith 52 Att 27784
 Wind: Calm Pitch: Good

Week forty-four

DIVISION 1

BRUTUS AWAKENS 0 : 1 **HILL VALLEY** (A - 0.5)
 Att 33783* Jaws 67
 Wind: Calm Pitch: Hard

DYNAMO KASHYYYK 2 : 2 **TUSKEN RAIDERS** (A - 1.3)
 Skandi 39 Karasik 47
 Jensen 52 Trush 72
 bkd - Mcgrath (22)/ bkd - Doc (14)/
 Hlerizz (62)/ Trush (26)
 Jarshag (31) Att 39806
 off - Jardazz (77) Wind: Calm
 Pitch: Hard *Derby Game*

DYSTOPIA IV 2 : 2 **TON-EIGHTY FC** (H - 0.7)
 Porthcawl 2 Malak 31
 Malfasance 4 Ihasz 61
 Att 27504* Wind: Calm
 Pitch: Good

SITH HAPPENS FC 0 : 0 **LEAMINGTON SPA** (A - 0.5)
 bkd - Salah mo (9)/ Att 42000
 Riptide (78) Wind: Calm
 Pitch: Hard *Derby Game*

CORELLA PIRATES 1 : 0 **KESSEL RUNNERS** (H - 1.1)
 Yavin 80 Att 26618
 Wind: Calm Pitch: Good

GOBAITH FC 0 : 1 **THE MIGS** (A - 0.3)
 Att 27895 Du hast 78
 Wind: Calm Pitch: Hard

DIVISION 2

JLR COMMANDOS 1 : 1 **FULL THROTTLE FC** (H - 0.9)
 Tea 78 Earl haig 7
 Att 42114 Wind: Light
 Pitch: Hard

MANDALORE 1 : 0 **DARKSIDE ARTS** (H - 0.5)
 Chewtobacco col 63 bkd - Lobot (83)/
 off - Shaun strang (14) Bacta tank (65)
 Att 30622 off - Cant (43)
 Wind: Light Pitch: Hard

CHERNOBYL 3 : 2 **STAR COMMAND** (-)
 Mikuru suzuki 30,49 Han solo 21
 Los porro 82(og) Utah 73
 Att 26296 Wind: Calm
 Pitch: Good

THE FORCE 2 : 1 **MEMORIAL PARK** (A - 0.1)
 Dice ibegon 10 Ataturk 79
 Windu 86 Att 30387
 Wind: Calm Pitch: Good

KA ROYALTY 2 : 1 **PARK STREET** (H - 0.3)
 Sy snootles 61 Pekanski 53
 Princess morten 66 bkd - Dahlenburg (13)
 Att 26190* Wind: Calm
 Pitch: Hard *Derby Game*

HAN SHOT FIRST 0 : 2 **HENLEY ROVERS** (H - 0.5)
 bkd - L humphries (77) Gunner 13,75
 Att 29775 Wind: Calm
 Pitch: Hard

DIVISION 3

R.Y.L WOOLWICH 0 : 1 **GALACTIC STARS** (A - 0.3)
 Att 29917 North 56
 Wind: Calm Pitch: Good

STILE COMMON 2 : 0 **ATHLETICO SMITH** (H - 1.1)
 Aran 50 Att 23389
 Gort 71 Wind: Calm
 Pitch: Hard

SGSE UTD 5 : 0 **BEGGARS CANYON** (H - 2.5)
 Sanders 1(og) Att 26976
 Sweverege 17,48,70 Wind: Calm
 Edvard 83 Pitch: Hard

SEASIDE FC 0 : 1 **HIGHWOODS UTD** (A - 2.3)
 Att 17900 Zelenski 68
 Wind: Calm Pitch: Hard

HARROWBY UNITED 2 : 1 **ANDRASSY AVENUE** (A - 0.3)

Marv berry 14,36
 Att 23815
 Pitch: Good

Beccali 84
 Wind: Calm

PFC LUBOCRANETS 0 : 1 **MOSEISLEY JAWAS** (A - 0.7)
 Att 36820 Quito mex 54
 Wind: Calm Pitch: Hard

Week forty-five

THE HOPE CUP

Semi-final replays

HILL VALLEY 0 : 2 **LEAMINGTON SPA** (A - 0.5)
 Att 62151 Voronoy 35
 Wind: Calm Jobarteh 78
 Pitch: Wet

MEMORIAL PARK 5 : 3 **BRUTUS AWAKENS** (A - 0.3) [AET]
 Ataturk 83,95 Jabba brutus 33,120
 Plo koon 91 Jabba 96(p)
 Philae 99,119 bkd - Yoda gregerson (36)/
 Att 42996 Ewok ash (56)
 Wind: Calm Pitch: Hard

THE HOPE TROPHY

FINAL

JLR COMMANDOS 2 : 1 **PARK STREET** (H - 0.7)
 Brabham 55 Mezhirov 55
 Wartorn 78 Att 38136
 bkd - Brabham (73) Wind: Calm
 Pitch: Good



HOPE FRIENDLIES

RUNCORN(NL) 1 : 8 **ANDRASSY AVENUE** (A - 2.3)

DYSTOPIA IV 0 : 3 **HASTINGS UTD(NL)** (H - 0.1)

NORTHWICH(NL) 2 : 1 **HARROWBY UNITED** (H - 0.5)

WELLING(NL) 1 : 6 **CORELLA PIRATES** (A - 3.1)

KETTERING(NL) 1 : 3 **GOBAITH FC** (A - 1.3)

STAFFORD(NL) 2 : 1 **R.Y.L WOOLWICH** (H - 0.1)

SLOUGH(NL) 2 : 3 **HENLEY ROVERS** (H - 0.5)

BATH(NL) 2 : 2 **STILE COMMON** (A - 0.7)

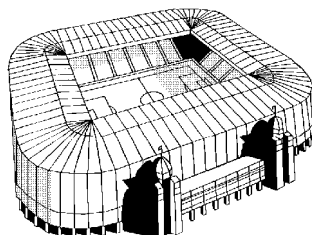
WYCOMBE(NL) 1 : 5 **TUSKEN RAIDERS** (A - 2.9)

THE MIGS 3 : 5 **STOWMARKET(NL)** (H - 0.5)

WEATHER FORECAST

Temperature next session: Warm

Predicted wind speed next session: Light



THE HOPE CUP

Semi-final Replays

Leamington Spa v Memorial Park
(to be played on session Sixteen no replays)



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

Att 61695
Wind: Light

0 : 1 HILL VALLEY

Jaws 18
Pitch: Good

(A - 0.5)

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

I'VE GOT A
TROPHY
AND IT'S ALL
MINE



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	VORONOV	LEAMINGTON SPA	20
2	SKANDI	DYNAMO KASHYYYK	14
3	STRAIN	TUSKEN RAIDERS	13
4	HENDERSON	LEAMINGTON SPA	13
5	JJ BARRIE	HILL VALLEY	11
6	DISCOTRAXX	HILL VALLEY	11
7	OMELCHENKO	TON-EIGHTY FC	11
8	WADDERS THE HUTBRUTUS AWAKENS		11

DIVISION 2

1	PLO KOON	MEMORIAL PARK	19
2	SHAUN STRANG	MANDALORE	15
3	CHRIS CRUMB	DARKSIDE ARTS	10
4	CHEWTOBACCO	COLMANDALORE	10
5	TEA	JLR COMMANDOS	10
6	BRABHAM	JLR COMMANDOS	10
7	MAWENZI	MEMORIAL PARK	10
8	ATATURK	MEMORIAL PARK	9

DIVISION 3

1	JENSEN	MOSEISLEY JAWAS	20
2	MARV BERRY	HARROWBY UNITED	10
3	LORD GERKELIN	STILE COMMON	10
4	TUBORG	STILE COMMON	10
5	VAN HOLE	R.Y.L WOOLWICH	9
6	SKINSTED	PFC LUBOCRANETS	8
7	BECCALI	ANDRASSY AVENUE	8
8	JACKSON	SGSE UTD	8

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 :- JARDAZZ [1] (DYNAMO KASHYYYK) / BRABHAM [1] (JLR COMMANDOS) / SHAUN STRANG [3] (MANDALORE) / NO MOON [1] (DARKSIDE ARTS) / CANT [1] (DARKSIDE ARTS) / KARDUE MALLOC [4] (DARKSIDE ARTS) / BECCALI [1] (ANDRASSY AVENUE) /

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

TUSKEN RAIDERS - 0

HILL VALLEY - 3

DYSTOPIA IV - 6

BOTTOM

HIGHWOODS UTD - 99

SEASIDE FC - 102

BEGGARS CANYON - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

BEGGARS CANYON - 0

PFC LUBOCRANETS - 3

SEASIDE FC - 6

BOTTOM

R.Y.L WOOLWICH - 99

GOBAITH FC - 102

THE FORCE - 105

Since A Home Draw

R.Y.L Woolwich	9 games
Brutus Awakens	8 games
Kessel Runners	7 games
Moseisley Jawas	7 games
Leamington Spa	6 games
The Force	6 games
Star Command	6 games

Consec. Away Wins

Hill Valley	4 games
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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 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



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, Cranners & Colly 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'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)

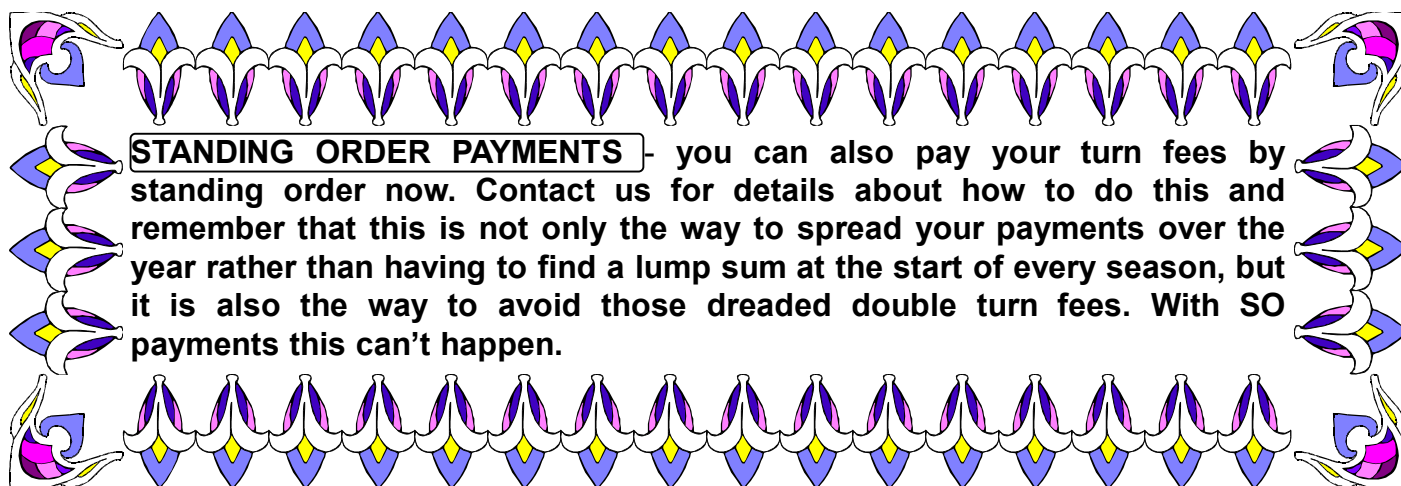
LEAGUE CUP GAMES

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



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

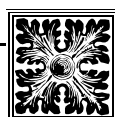
- S8** Quarter-finals
- S12** Semi-finals
- S14** Final

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)



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**



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

In the calculations above where it refers to WAGES, this also refers to wages + any experience the player has. 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 specialist or has an * by his name, you add something extra to the calculation. I would say 5k is a good rule of thumb

MANAGERS 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!!!**

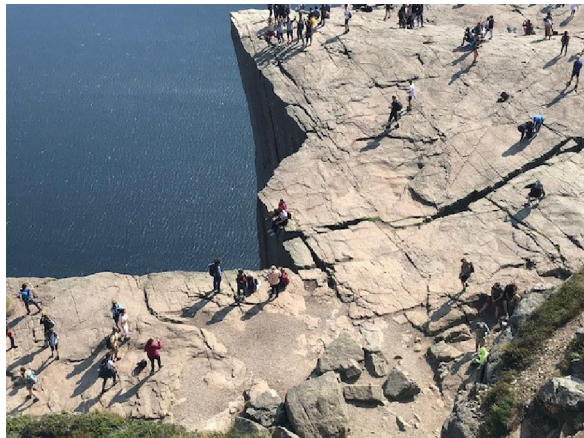
★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

★ **THE MOORE LEAGUE** ★

★ We have a numbr of fre etams in this league so would obviously like to fill it up ★

★ **Coatbrig Celts.** A team who have been tipped to get promotion to the first divison this season and have started ★

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★



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.
