

KICKABOUT ONLINE

07470132611

THE MESSI LEAGUE

MESSI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 LES FERDINAND	2	1	0	0	2	0	1	0	0	5	0	7	6
2 DYNAMO TEST	2	0	1	0	0	0	1	0	0	3	0	3	4
3 REAL AYELL	2	0	1	0	0	0	1	0	0	2	0	2	4
4 TECHNO TERRIERS	2	1	0	0	1	0	0	1	0	2	2	1	4
5 RADFORD SEMELE	2	0	1	0	2	2	0	1	0	0	0	0	2
6 UTOPIA	2	0	1	0	1	1	0	1	0	0	0	0	2
7 WESSEX RANGERS	2	0	1	0	0	0	0	1	0	0	0	0	2
8 GLOBE TROTTERS	2	0	1	0	0	0	0	1	0	0	0	0	2
9 HAVERING TOWN	2	0	1	0	0	0	0	0	1	0	1	-1	1
10 SHROPSHIRE STAR	2	0	0	1	0	3	0	1	0	1	1	-3	1
11 HOTH WAMPAS	2	0	0	1	0	5	0	1	0	0	0	-5	1
12 BERMONDSEY BM	2	0	0	1	0	2	0	0	1	0	2	-4	0

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 CITY COLTS	2	1	0	0	1	0	1	0	0	3	0	4	6
2 DEFCON1 FC	2	1	0	0	2	0	1	0	0	2	1	3	6
3 MISTIQUE	2	1	0	0	2	0	0	1	0	2	2	2	4
4 THE GREEKS	2	0	0	1	1	2	1	0	0	3	0	2	3
5 IB 2301	2	1	0	0	4	0	0	0	1	0	2	2	3
6 WELSH WIZARDS	2	1	0	0	2	1	0	0	1	0	1	0	3
7 NEWTON HEATH FC	2	1	0	0	2	0	0	0	1	0	2	0	3
8 BARNBY PARK	2	1	0	0	1	0	0	0	1	0	1	0	3
9 DAL RIADA	2	1	0	0	2	1	0	0	1	0	4	-3	3
10 REQUIEM2	0	1	0	2	2	0	0	1	1	2	-1	1	
11 THE BLIND RABBI	2	0	0	1	0	3	0	0	1	1	2	-4	0
12 PRIMROSE HILL	2	0	0	1	0	3	0	0	1	0	2	-5	0

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 ROSARIO	2	1	0	0	6	0	1	0	0	8	1	13	6
2 CLIFTON MIGHTY	2	1	0	0	3	1	1	0	0	5	0	7	6
3 SPORTING SPUDS	2	1	0	0	3	1	1	0	0	1	0	3	6
4 VIPPEROED BK	2	1	0	0	5	0	0	1	0	1	1	5	4
5 SCI FI ELITE	2	0	1	0	1	1	1	0	0	1	0	1	4
6 FRALKA	2	1	0	0	4	0	0	0	1	1	3	2	3
7 JERSEY BOYS	2	1	0	0	5	0	0	0	1	0	5	0	3
8 OLD STEINE FC	2	0	0	1	0	1	1	0	0	1	0	0	3
9 WRESTLEMANIA FC	2	0	0	1	0	1	0	0	1	0	4	-5	0
10 BRECON RANGERS	2	0	0	1	0	1	0	0	1	0	6	-7	0
11 THE LEVELLERS	2	0	0	1	1	8	0	0	1	1	3	-9	0
12 SYSIDEN	2	0	0	1	0	5	0	0	1	0	5	-10	0

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Games & C T Dempsey

Messi League - Session One

Season 37

Tel: 01322589895 or 07470 132611 EMail: Kickdist@gmail.com

THE PUNDIT PRATTLES
HOLD THE BACK PAGE
THOMMO THE PROGRAMS'S BROKEN
CRANFIELD IS TOP OF THE PILE
WHAT IS WRONG IN THE WORLD

RESULTS ROUND-UP

TEMPERATURE: Hot

Week One

DIVISION 1

REAL AYELL bkd - Kiev (2)/ Haulm lawton (87) Wind: Calm *Derby Game*	0 : 0 GLOBE TROTTERS (H - 0.1) bkd - Shylock (3) Att 51356* Pitch: Hard
RADFORD SEMELE Glushkov 13 Mobius 41 Att 42728 Pitch: Hard	2 : 2 TECHNO TERRIERS (H - 0.1) Moby 51 Alcazar 78 Wind: Calm
WESSEX RANGERS Att 29595 Pitch: Good	0 : 0 UTOPIA (H - 0.3) Wind: Calm
HAVERING TOWN Att 28914 Wind: Calm	0 : 0 HOTH WAMPAS (H - 0.3) bkd - Jorick (29) Pitch: Wet
SHROPSHIRE STAR Att 47438 Wind: Calm Pitch: Hard	0 : 3 DYNAMO TEST (A - 0.7) Fortescue 10,80 Quito mex 55
LES FERDINAND Trike 37 Hall 85 Pitch: Hard	2 : 0 BERMONDSEY BM (H - 2.3) Att 29895 Wind: Calm

DIVISION 2

PRIMROSE HILL bkd - Caius (85)/ Kobenhaven (47) Att 42956 Wind: Calm *Derby Game*	0 : 3 THE GREEKS (A - 2.5) Efes 28 Dagobah 52 I am mortymus 55 Pitch: Hard
DEFCON1 FC Mustafar 20,83 Wind: Calm	2 : 0 IB 2301 (A - 0.5) Att 22407* Pitch: Good
THE BLIND RABBI Att 29120 Wind: Calm Pitch: Good	0 : 3 CITY COLTS (A - 1.3) Bredetved 2 Nosebag colly 47 Redrum duggle 57
DAL RIADA Salarino 5,72 Att 27021 Pitch: Hard	2 : 1 REQUIEM (H - 0.1) Dal ape 43(og) Wind: Calm
BARNBY PARK Mandalore 18 bkd - Bartosz (77) Wind: Calm *Derby Game*	1 : 0 WELSH WIZARDS (A - 0.3) bkd - Polanski (17) Att 20749* Pitch: Good
MISTIQUE Mitroichys 14 Herbs 43 Pitch: Good	2 : 0 NEWTON HEATH FC (H - 0.1) Att 25095 Wind: Calm

MOLLOY PUTS THE EVIL EYE ON LAWTON

DIVISION 3

JERSEY BOYS Gerwyn 17 Arisu 22 Rockies 42 Bergstrop 47 Tommys oscar 58 Inj - Maggs (6)	5 : 0 SYSIDEN (H - 0.5) Att 20982 Wind: Light Pitch: Good
CLIFTON MIGHTY Lutz 3 Sam ashford 46,55 Wind: Calm	3 : 1 THE LEVELLERS (H - 4.1) Jens 76 Att 25584 Pitch: Hard
SPORTING SPUDS Seamy u donut 12 Chips duggle 24(p),37(p) bkd - Kp hasselback (12) Att 28842 Wind: Calm Pitch: Hard *Derby Game*	3 : 1 FRALKA (H - 0.1) Kaj 84 bkd - Djokovic (63)/ Sorensen (54)/ Darwin (74)/ Carney (16) off - Darwin (79)

BRUTUS BINDWEED SAVES PENALTY FOR SPORTING SPUDS AFTER 82 MINS

ROSARIO Gerbil 26 Calypso 49,55 Wookie 49 Stavros 58,62	6 : 0 BRECON RANGERS (H - 0.9) Att 25970 Wind: Calm Pitch: Hard
WRESTLEMANIA FC Att 21084 Wind: Calm	0 : 1 OLD STEINE FC (A - 0.1) El cortes 25 Pitch: Hard
SCI FI ELITE Bo-katan kryze 83 Att 27115* Pitch: Hard	1 : 1 VIPPEROED BK (A - 0.2) Klint 3 Wind: Calm

Week Two

DIVISION 1

DYNAMO TEST Att 42462 Pitch: Good	0 : 0 WESSEX RANGERS (H - 0.3) Wind: Calm
BERMONDSEY BM Att 21639* Wind: Calm	0 : 2 REAL AYELL (A - 1.9) Feliz-kulpa 10,27 Pitch: Good
GLOBE TROTTERS Att 47456* Pitch: Hard	0 : 0 RADFORD SEMELE (H - 0.9) Wind: Light
TECHNO TERRIERS Silva 69 Wind: Calm	1 : 0 HAVERING TOWN (H - 0.3) Att 28522 Pitch: Good
UTOPIA Honey-dew 67 Att 23325* Pitch: Wet	1 : 1 SHROPSHIRE STAR (H - 0.7) Grated rosti 88 Wind: Calm
HOTH WAMPAS Att 30659 Wind: Calm Pitch: Hard	0 : 5 LES FERDINAND (A - 0.9) Jensbaby 20,38 Demebele 53 Trike 57 Bock 75

DIVISION 2

WELSH WIZARDS Benedict 30 James 43 Wind: Calm	2 : 1 THE BLIND RABBI (H - 0.1) Abdul bulbas 34 Att 28777 Pitch: Good
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NEWTON HEATH FC Manchini 57 Melbourne 76 Pitch: Wet	2 : 0 PRIMROSE HILL Att 23691 Wind: Light	(H - 2.1)
THE GREEKS Lalo 76 Att 36232 Pitch: Good	1 : 2 DEFCON1 FC Barcola 57,89 Wind: Calm	(H - 0.1)
IB 2301 Karla 8 Chernihiv 15 Leofric 19 Kepler 65	4 : 0 DAL RIADA Att 29467* Wind: Calm Pitch: Hard	(H - 0.1)
CITY COLTS Nosebag colly 50 Wind: Calm	1 : 0 BARNBY PARK Att 26702 Pitch: Hard	(H - 1.9)
REQUIEM Cambuskenneth 41,55 bkd - Nova scotia (51)/ Westminster (76) Att 31905 Pitch: Good	2 : 2 MISTIQUE Herbs 13 Mitroichys 29 bkd - Morse (46) Wind: Calm *Derby Game*	(H - 0.5)

DIVISION 3

OLD STEINE FC Att 24195* Wind: Calm	0 : 1 SPORTING SPUDS Bolokov 73 Pitch: Hard	(A - 0.5)
VIPPEROED BK Klint 9,64 Dybesoe 12 Abrahams 70 Anneberg 71	5 : 0 JERSEY BOYS Inj - Mattice (1) Att 23537 Wind: Calm Pitch: Hard	(H - 0.9)
SYSIDEN Att 20539 Wind: Calm Pitch: Wet	0 : 5 CLIFTON MIGHTY Sam ashford 12 Constanza 23 Luke conlon 25 Smithson 46 Chip ballantyne 61	(A - 1.5)
THE LEVELLERS Whelan 31 Att 20892 Wind: Calm Pitch: Hard	1 : 8 ROSARIO Zivkovik 7,61,69 Gnocchi butler 20 Munkholm 24 Calypso 53,63 Mashed lewis 71	(A - 4.3)
FRALKA Cody rhodes 20(og) Shadow 24 Carney 51 Djokovic 58 bkd - Carney (51)	4 : 0 WRESTLEMANIA FC Att 23812 Wind: Calm Pitch: Good	(H - 0.9)
BRECON RANGERS Att 29682 Wind: Calm	0 : 1 SCI FI ELITE Dundee 7 Pitch: Hard	(A - 0.3)

Week Three

MESSI FRIENDLIES

ENFIELD(NL)	7 : 0 CITY COLTS	(H - 6.1)
IB 2301	0 : 3 WOKING(NL)	(A - 6.5)
CARSHALTON(NL)	4 : 0 DEFCON1 FC	(H - 2.5)

CLIFTON MIGHTY	0 : 2 SOUTHPORT(NL)	(A - 4.1)
ALFRETON TOWN(NL)	2 : 0 JERSEY BOYS	(H - 4.9)
HOTH WAMPAS	0 : 0 HEDNESFORD (NL)	(A - 1.5)
SUTTON UTD(NL)	2 : 0 DAL RIADA	(H - 1.9)
WEYMOUTH(NL)	5 : 0 BARNBY PARK	(H - 3.5)
MARGATE(NL)	2 : 0 DYNAMO TEST	(H - 2.1)
GLOBE TROTTERS	1 : 0 STEVENAGE(NL)	(A - 0.7)
RUNCORN(NL)	4 : 0 HAVERING TOWN	(H - 1.5)
SPORTING SPUDS	1 : 3 HASTINGS UTD(NL)	(A - 3.9)
MISTIQUE	0 : 2 NORTHWICH(NL)	(A - 2.5)
SCI FI ELITE	0 : 0 WELLING(NL)	(A - 1.1)
KETTERING(NL)	5 : 0 SHROPSHIRE STAR	(H - 5.3)
NEWTON HEATH FC	0 : 0 STAFFORD(NL)	(H - 0.1)
SLOUGH(NL)	0 : 0 LES FERDINAND	(H - 1.1)
BATH(NL)	2 : 0 REAL AYELL	(H - 1.7)
WYCOMBE(NL)	5 : 0 REQUIEM	(H - 2.3)
STOWMARKET(NL)	1 : 0 OLD STEINE FC	(H - 1.1)
ROSARIO	1 : 0 COLWYN BAY(NL)	(A - 1.1)
THURROCK(NL)	4 : 0 RADFORD SEMELE	(H - 5.3)
AFC HAYES(NL)	4 : 0 PRIMROSE HILL	(H - 3.7)
WRESTLEMANIA FC	1 : 0 DIDCOT TOWN(NL)	(A - 2.1)
ALTRINCHAM(NL)	5 : 0 TECHNO TERRIERS	(H - 2.9)
WESSEX RANGERS	1 : 1 WROXHAM(NL)	(A - 2.1)
DROYLSDEN(NL)	6 : 1 THE LEVELLERS	(H - 3.5)
THE GREEKS	0 : 3 OXFORD CITY(NL)	(A - 3.7)
STAFFORD(NL)	5 : 0 SYSIDEN	(H - 4.3)
THE BLIND RABBI	0 : 5 LEATHERHEAD(NL)	(A - 3.3)
LEEK TOWN(NL)	5 : 0 VIPPEROED BK	(H - 3.3)
UTOPIA	0 : 1 HERNE BAY(NL)	(A - 3.9)
ILFORD(NL)	5 : 0 FRALKA	(H - 4.5)
WELSH WIZARDS	0 : 0 TRURO CITY(NL)	(A - 2.5)
TAMWORTH(NL)	2 : 0 BERMONDSEY BM	(H - 2.3)
BRECON RANGERS	0 : 2 WHITBY TOWN(NL)	(A - 3.9)

WEATHER FORECAST

Temperature next session: Cool

Predicted wind speed next session: Brisk

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	ZIVKOVIK	HOTH WAMPAS	3
2	TRIKE	LES FERDINAND	2
3	JENSBABY	LES FERDINAND	2
4	FORTESCUE	DYNAMO TEST	2
5	FELIZ-KULPA	REAL AYELL	2

DIVISION 2

1	CAMBUSKENNETH	REQUIEM	2
2	HERBS	MISTIQUE	2
3	MITROICHYS	MISTIQUE	2
4	NOSEBAG COLLY	CITY COLTS	2
5	SALARINO	DAL RIADA	2
6	MUSTAFAR	DEFCON1 FC	2
7	BARCOLA	DEFCON1 FC	2

DIVISION 3

1	CALYPSO	ROSARIO	4
2	KLINT	VIPPEROED BK	3
3	SAM ASHFORD	CLIFTON MIGHTY	3
4	STAVROS	ROSARIO	2
5	CHIPS DUGGLE	SPORTING SPUDS	2

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- DARWIN [1] (FRALKA)

Since A Defeat

Real Ayell	15 games
Utopia	8 games
Radford Semele	6 games
Dynamo Test	5 games
Les Ferdinand	5 games
Sci Fi Elite	5 games

Since A Draw

The Levellers	59 games
City Colts	15 games
Rosario	12 games
The Greeks	9 games

PRIVATE DEALS

REAL AYELL sold FELDSCHLOSSCHEN (18-2 DF) {SBY} to LES FERDINAND for 600K

WESSEX RANGERS sold GUIMARAES (24-4 FWS) to REAL AYELL for 25K

THE LEVELLERS sold STILLMAN (19-10 GK) to HAVERING TOWN for 705K

HAVERING TOWN sold CHARLENE (21-8 GK) to THE LEVELLERS for 0K

UTOPIA sold DICK POPE (20-6 MF/A) to HOTH WAMPAS for 1500K

ROSARIO sold ZIVKOVIK (23-12 WG[f]) to HOTH WAMPAS for 500K

LES FERDINAND sold NARDI (20-9 GK) to SYSIDEN for 710K

PRIMROSE HILL sold GANYMEDE (18-2 DF) {SBY} to WRESTLEMANIA FC for 650K

PRIMROSE HILL sold MOOY (26-12 MF) {P/S} to CLIFTON MIGHTY for 900K

PRIMROSE HILL sold STRANDHUSENE (28-12 MF/A/D) to VIPPEROED BK for 4500K

DEFCON1 FC sold SNEAKY PETE (25-12 SW) to THE GREEKS for 1100K

ROSARIO sold WOOKIE (24-12 MF/D) to THE GREEKS for 3000K

REQUIEM sold INIA (21-8 UT) {P/S} to THE GREEKS for 250K

All deals completed successfully!

Since A Win

The Levellers	46 games
Primrose Hill	23 games
Bermondsey Bm	9 games
Globe Trotters	4 games
Sysiden	4 games

AUCTION PAGE

AUCTION RESULTS FOR SESSION ONE

AUCTION RESULTS						
POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	17-2	LYSANDER	(GLOBE TROTTERS)	1289K	4	1213K
2) SW	18-2	IVO PINTO	(ROSARIO)	409K	5	276K
3) DF/A	19-10	HOSSIO	(CITY COLTS)	1325K	5	899K
4) DF	18-2	BRAADE	(VIPPEROED BK)	1454K	6	1100K
5) MF	18-2	NANI	(FRALKA)	371K	5	367K
6) MF	19-10	FONSECA	(RADFORD SEMELE)	644K	2	586K
7) FW	17-4	VEDDINGE	(VIPPEROED BK)	1552K	5	892K
8) UT 1	8-2	JENS ZERO	(LES FERDINAND)	888K	6	610K
9) FWS	22-12	MAINCROP MORTY	(SPORTING SPUDS)	375K	3	281K
10) FW	19-11	GALE	(DAL RIADA)	999K	4	879K
11) UT	25-7	PORFIRIO	(PRIMROSE HILL)	126K	1	0K
12) UT	18-10	NORTADA	(REAL AYELL)	483K	6	367K
13) CROWD:3000			(THE BLIND RABBI)	387K	4	50K
14) SUPERSOUT			(DYNAMO TEST)	187K	4	163K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION TWO

1) BUY 2 PPs

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

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

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 MUSINGS AND MEANDERINGS OF THE KA 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.

FORTHCOMING KA WEEKENDS

Bo has offered to host us all at his place in Odense during the spring of 2026 Dates now settled 14th to 17th of May

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

Firts 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?

PLEASE NOTE THAT UNLESS YOU SUBSCRIBE TO
TEAMPICK/SHOMATCH THEN YOUR TEAMSHEETS WILL ALWAYS BE
SENT OUT BY POST. EMAIL TURNS ARE ONLY SENT TO TEAMPICK/
SHOMATCH SUBSCRIBERS

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)

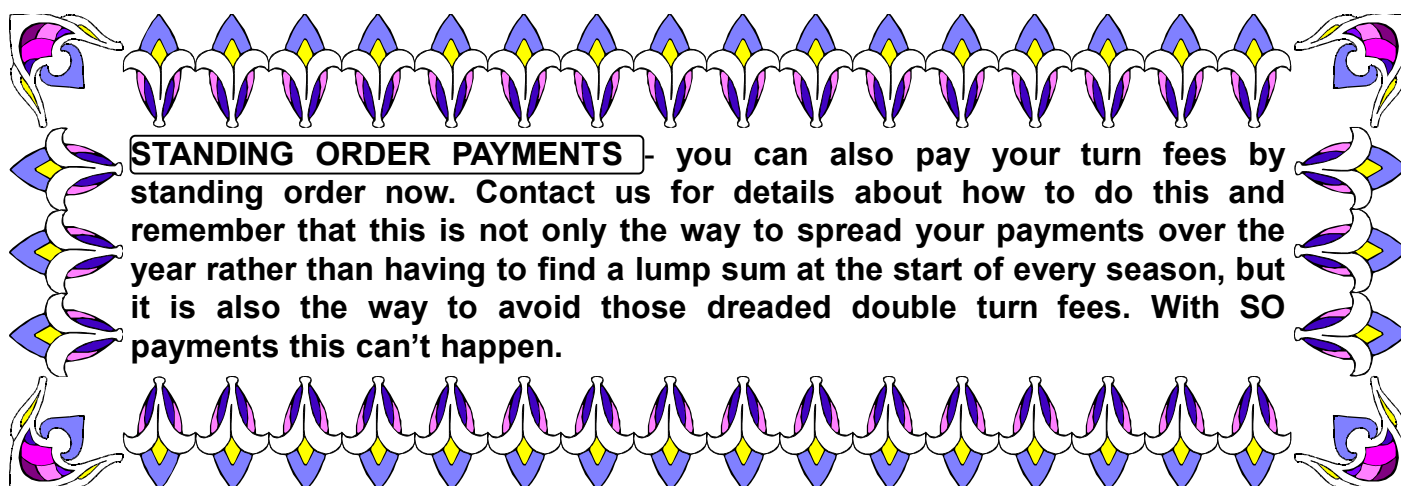
LEAGUE CUP GAMES

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**

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 as. This means that you are NOT ever sure about the calculation. Not that important for a normal player who does not have an * by his name, but where specialists are involved it can be important. So we suggest that when offering a contract to a player who is a 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

SPECIAL OFFER

The two quick leagues Messi & Hope will have a few places free when the season ends next week. We'd like to fill these few places up so here's a dooper souper special offer for you.

Take on a team with a free season on offer and you can claim a free season for **ONE** of your other **Email or Postal teams**. How can you turn that down. Open to existing or new Quick league players.

Give it a go ???



BEERMILE SLUTS

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.