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FAQ   Calendar   Forum Actions ▾

Advanced Search

Results 1 to 25 of 156   ▾ Page 1 of 7   **1** 2 3 4 5 ... ▸ Last ▸▸

Thread: Player restrictions (non-EU / foreigners)

Thread Tools ▾

📄 08-09-14, 08:12 PM   #1

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

Player restrictions (non-EU / foreigners)

Today I had an idea. After reading some comments on a BBC Sport article about the Premier League being owned by foreigners, and the teams mostly being full of foreign players which ultimately is hindering the development of English talent and therefore the England team, I decided that I wanted to impose a strict foreigner rule in England.

Does anyone know how I would go about this?

I want to make it so that anyone who does not have English as their first or second nationality is classed as a foreigner.

📄 08-09-14, 08:35 PM   #2

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

take England out of the EU?

📄 08-09-14, 08:35 PM   #3

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

❝❝ Originally Posted by **Craig Forrest** ▸▸
take England out of the EU?

Can you instruct me how? That'd be awesome.

📄 08-09-14, 08:37 PM   #4

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

open up the editor, find England under nations, go to tab 2, where is says group membership select n0n-EU/EEA

I think that should work 😊

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> Originally Posted by **Craig Forrest** ▸▸
> *open up the editor, find England under nations, go to tab 2, where is says group membership select n0n-EU/EEA*
>
> *I think that should work 😊*

As simple as that.. Hm..

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

maybe as simple as that..... I haven't tried it, just making an educated guess

---

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

You'd need to change the work permit rules to if you want no foreigners. This might help: https://www.youtube.com/watch?v=pxES3HEd_fM - can't remember if it works on England.

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> Originally Posted by **Craig Forrest** ▸▸
> *maybe as simple as that..... I haven't tried it, just making an educated guess*

Changing England to a Non-EU Country doesn't work, it doesn't make non-English players show as FGN.

> Originally Posted by **JohnLocke** ▸▸
> *You'd need to change the work permit rules to if you want no foreigners. This might help: https://www.youtube.com/watch?v=pxES3HEd_fM - can't remember if it works on England.*

Do you have a starting point for me? In Croatia you can only have a maximum of 4 foreign players in the match day squad - that's the kind of thing I'm after.

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

00579C63 |. C642 05 03 MOV BYTE PTR DS:[EDX+5],3

From memory, 3 is the number of foreign players allow in the match squad, the +5 control the type of restriction. Video should explain in more detail.

In Poland you can restrict this at club level too, offsets are:
007CD93A |. B0 05 MOV AL,5
007CD93C |. 8846 13 MOV BYTE PTR DS:[ESI+13],AL
007CD93F |. 8846 14 MOV BYTE PTR DS:[ESI+14],AL

Don't know how to do the same for England though.

Sahan ○
Squad Rotation Player

Join Date: 05-06-14
Posts: 965

Is it possible to change the Turkish Premier Division Foreigner Rule in: 5 foreigners on the pitch 3 on the bench and 1 outside the matchsquad. e.g. 5+3+1?

08-09-14, 09:46 PM #11

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> Originally Posted by **JohnLocke** ▸▸
>
> 00579C63 |. C642 05 03 MOV BYTE PTR DS:[EDX+5],3
>
> From memory, 3 is the number of foreign players allow in the match squad, the +5 control the type of restriction. Video should explain in more detail.
>
> In Poland you can restrict this at club level too, offsets are:
> 007CD93A |. B0 05 MOV AL,5
> 007CD93C |. 8846 13 MOV BYTE PTR DS:[ESI+13],AL
> 007CD93F |. 8846 14 MOV BYTE PTR DS:[ESI+14],AL
>
> Don't know how to do the same for England though.

In the video it says... adding "1" changes the restriction to "No Restrictions", "0" changes the restriction to "all foreign players count towards the limit (with a few exceptions e.g. UK players in England don't count") and "5" changes the restriction to "Only non-EU players count towards the limit". From that information I guess changing it to 0 might work? Am I right in assuming that using the Restrictions Editor from Flex changes the above offset you provided?

08-09-14, 10:25 PM #12

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

It does. That sounds right too: EDX+0,0 should do it. Not sure if the AI is clever enough to not buy foreign players even though they can't actually play.

08-09-14, 10:27 PM #13

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> Originally Posted by **JohnLocke** ▸▸
>
> It does. That sounds right too: EDX+0,0 should do it. Not sure if the AI is clever enough to not buy foreign players even though they can't actually play.

I'm hoping that they are clever enough.. I'll run some seasons and see how it pans out. I think I'm going to increase the number of foreign players allowed in the match squad from 3 to 5 though, maybe that will prevent the AI from collapsing on itself.

UPDATE: So.. I used the Restrictions Editor from Flex and changed the value to 0. As a result all players outside of the United Kingdom now show as foreign which is pretty much what I wanted. But I would like to know the workings behind it, what offsets changed? Flex is your tool isn't it JL? Maybe you could shed some light on the situation.

Last edited by Jesus; 09-09-14 at 12:02 AM.

08-09-14, 10:27 PM #14

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

> Originally Posted by **Sahan** ▸▸
>
> Is it possible to change the Turkish Premier Division Foreigner Rule in: 5 foreigners on the pitch 3 on the bench and 1 outside the matchsquad. e.g. 5+3+1?
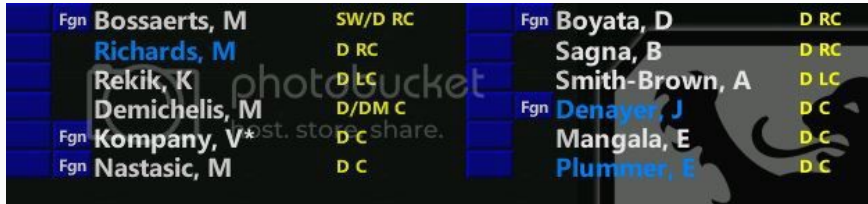
No.

08-09-14, 10:31 PM #15

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Would not just be a case of making all EU countries non-EU? Then everyone requires Work Permit's and is classed as Foreigner.

08-09-14, 10:37 PM   #16

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date:	15-12-11
Location:	Your Mother
Posts:	29,995

Yeah, that works. Just changed Belgium to Non-EU in the Editor

Kompany, Boyata, Bossaerts all foreigners now.

Still subject to work permit rules though.

08-09-14, 10:59 PM   #17

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date:	02-03-12
Location:	The Great White North
Posts:	4,502

> **Originally Posted by Dermotron** ▸▸
> *Would not just be a case of making all EU countries non-EU? Then everyone requires Work Permit's and is classed as Foreigner.*

Ya that's right.... I had it backwards 😊

08-09-14, 11:06 PM   #18

Jesus ○
First Team Player

Join Date:	04-03-12
Posts:	3,459

So I changed the offset posted above by JL (many thanks) which makes every player other than a player from the United Kingdom (England, Ireland, Scotland, Wales, N. Ireland) classed as a foreigner. It's pretty much what I was after to be fair, so thank you. My next step would be to disable the home nations other than England to be classed as foreign, any ideas?

EDIT:

You could try removing Scotland etc from the UK or Britain region (whatever it's called) in the editor. Not sure if that will do it.

First season test run..

Top 10

Man City
Arsenal
Everton
Liverpool
Man Utd
Southampton
Spurs
Chelsea
Villa
Newcastle

Transfers of Note:

Man City Bought 2 foreigners - Vidal and Sigurdsson
Arsenal Bought Eto'o, Skrtel both foreigners but supplemented those with Gareth Barry, Victor Moses and Jagielka
Everton Bought Kaboul, Lacina Traore, Ignacio Scocco with Routledge, Bertrand and Ben Amos as non foreign
Liverpool bought Arteta, Michu and Vermaelen and Rickie Lambert as non foreign

Chelsea bought 3 foreigners, Utd bought 1, Spurs Bought 4 players all with UK nationality, Southampton bought 8 players - 5 british and 3 foreigners.

Not much change with regards to league positions City (85 pts) and Arsenal (83 pts) fought it out for the title with it coming down to final game of season.. Everton (71) and Liverpool (70) were behind them and Utd (69)

Liverpool won league cup 2-0 against Stoke, While Crystal Palace beat Stoke on pens in FA Cup.

Adam Lallana was the top rated player in league and also English with a rating of 8.06 from 32 games with 17 goals and 11 assists. Lukaku top scorer with 26 goals, Rooney next best with 25 goals and Adebayor/lambert both on 22 goals.

Lots of unhappy players in league.. Quite a lot that would usually play as many games as possible had the restrictions not been in place.. Stars like Yaya Toure - 7 league games, Zabaleta 8 league games, Mertesacker 7 league games, Petr Cech ZERO league games (Every European game) - Jamal Blackman played all 38 league games will be interesting to see what happens when courtois returns, Fellaini 8 league games, Januzaj 7 league games, Lloris played 0 games Friedel was ever present..

Overall quite satisfying seeing the non foreign players getting games.. In europe its a different ball game with all foreigners being able to play although english teams only got as far as Quarter finals where they got mauled by their respective opponents - Juve smashed chelsea 5-0 and PSG despite being down 3-1 from first leg then put 4 past arsenal in return leg.. Man Utd never got out of 2nd group stage finishing bottom as well as Man City finishing 3rd in their group!

Wigan got furthest in UEFA cup reaching the quarter finals before losing 4-1 to benfica on aggregate..

Will run a few more seasons tomorrow, Wont be able to run overnight as keep getting a minor error which I can click past no problem.

I'm pretty sure there's some way of making it such that foreign players with a single nationality qualify for English citizenship.

Season 2

Transfers of note..

Southampton bought 5 players - 4 english and 1 foreigner Haris Vukic
Everton bought 5 players but only 1 englishman, They re-signed Jack Rodwell even though he had been an ever present at Man City the season before they got him at a bargain £2.7m
Liverpool bought 3 players all foreign
Chelsea bought 2 players - Defoe and a foreigner
Man City bought 9 players - 4 englishmen and 5 more foreigners
Newcastle bought 13 players of which only 2 were foreign
Villa bought 11 players 5 englishmen amongst the recruits

Chelsea Sold quite a few of their foreigners during the summer - Azpilicueta, Lukaku, luiz, willian, marin, torres, mikel, thorgan hazard, piazon, van ginkel amongst those who were moved on. And managed to rotated their squad better. They fired Mourinho after a diabolical start and hired Brendan Rodgers, whilst Liverpool replaced Rodgers with Steve Bruce.. Utd have struggled in both seasons so far getting rid of players such as nani, anderson, buttner, fletcher, kagawa, lindegaard, van persie, hernandez, fellaini and surprisingly sold wayne rooney even though they were struggling for goals.

So two seasons in and there doesn't seem to be much of a difference in positions in the league.. The usual power houses of the premier league are still challenging for titles, except man utd who are shit.. In europe Everton made the Quarter finals of the CL which was quite surprising given that they had PSG, Juve and Sporting in their 2nd round of groups. In the UEFA cup it was an all English final with Chelsea playing Man Utd. Utd won 2-0 with both goals from a foreigner Angelo Henriquez!

Trying to get the perfect patch but it just won't work. Looking at England alone, if you take England out of the EU, it turns English players into foreigners and often makes them Work Permit Invalid. If you keep England in the EU, EU players don't need a work permit. If you start taking countries out of the EU, it makes them foreigners in their own country. Is there something else in the EXE that makes a league an EU league? In my view, that is what needs to be turned off and when used in conjunction with the foreigner restriction and the data, you'd get the perfect patch.

Copying the foreigner rules from Brazil into the English foreigner rules might be the ideal solution. There you are only allowed 2 players in the whole squad so after 2, you can't buy any more. This would be the key as it would force the AI to buy English only players. (unless of course they decide greyed out players are fine 😜)

That would bring a few more 'problems' due to way the AI buys players. The top clubs will want top players to fill out their squads and replace like for like but there aren't that many top English there to fill the void. I guess it's a slightly romantic notion thinking the AI would start buying all the top Championship English players but until the top clubs reps diminish by 4 or 5 points I don't see that happening. 5 seasons in a things would be nicely balanced out though I'd imagine.

> **Originally Posted by JohnLocke** ▶
>
> *You could try removing Scotland etc from the UK or Britain region (whatever it's called) in the editor. Not sure if that will do it.*

I tried this and moved Scotland, Ireland, Northern Ireland and Wales to Northern Europe/Central Europe but it didn't provide the results I was after - they still count as non-foreign. I think I'll have to alter something in the EXE that removes Scotland, Ireland, Northern Ireland and Wales from the United Kingdom.

> **Originally Posted by faz44** ▶
>
> *Trying to get the perfect patch but it just won't work. Looking at England alone, if you take England out of the EU, it turns English players into foreigners and often makes them Work Permit Invalid. If you keep England in the EU, EU players don't need a work permit. If you start taking countries out of the EU, it makes them foreigners in their own country. Is there something else in the EXE that makes a league an EU league? In my view, that is what needs to be turned off and when used in conjunction with the foreigner restriction and the data, you'd get the perfect patch.*

That's what I found, removing England from the EU isn't the solution. I don't think I want to turn something on that means work permits are required in honesty, it would make buying anyone outside of England difficult and that's not what I'm aiming for - I want the AI to be forced to play English players in the starting XI.

> **Originally Posted by Dermotron** ▶
>
> *Copying the foreigner rules from Brazil into the English foreigner rules might be the ideal solution. There you are only allowed 2 players in the whole squad so after 2, you can't buy any more. This would be the key as it would force the AI to buy English only players. (unless of course they decide greyed out players are fine* 😜 *)*
>
> *That would bring a few more 'problems' due to way the AI buys players. The top clubs will want top players to fill out their squads and replace like for like but there aren't that many top English there to fill the void. I guess it's a slightly romantic notion thinking the AI would start buying all the top Championship English players but until the top clubs reps diminish by 4 or 5 points I don't see that happening. 5 seasons in a things would be nicely balanced out though I'd imagine.*

Again, I don't want to choke the English Leagues that dramatically. I like what I've put together so far (except for removing the home nations) as it forces the AI to play English players. In addition, it leaves European competitions open as the foreigners can play in them 🙂

The next step to this though is to remove the home nations from the UK..

Page 1 of 7 **1** 2 3 4 5 ... ▶ Last ▶▶

« How to add new variable? | Is it possible to create pickable lower league ? »

-- Default Style

Archive   Web Hosting   Top

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Forum

FAQ Calendar Forum Actions

Advanced Search

🏠 Forum ⬥ CM 01/02 Updates ⬥ Patches ⬥ Player restrictions (non-EU / foreigners)

Results 26 to 50 of 156

▼ Page 2 of 7 | ◀◀First | ◀ | 1 **2** 3 4 5 6 ... | ▶ | Last ▶▶

Thread: Player restrictions (non-EU / foreigners)

Thread Tools ▼

🗋 10-09-14, 11:18 PM

#26

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White
                              North
Posts: 4,502

I've got it mostly figured out without removing countries from EU membership.... although the home nations still count as non-foreigners

---

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

That be an interesting .exe to play mate, nice job 😊👍

---

faz44 ○
Backup Player

I did this a while back. Problem is, other countries become unplayable as all their domestic players are suddenly foreigners.

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

> Originally Posted by **faz44**
> *I did this a while back. Problem is, other countries become unplayable as all their domestic players are suddenly foreigners.*

no... i only changed the rule for England

faz44
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

What's the secret?

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

In the England Rules section of the EXE:

00579C63 - MOV BYTE PTR DS:[EDX+5],3

EDX+5 is the restriction type.... in this case I believe it is non-EU players
3 is the number allowed

I simply changed it to [EDX+2] which makes it Foreign Players instead of non-EU players..... it's the same restriction used by MLS

Jesus
First Team Player

Join Date: 04-03-12
Posts: 3,459

Huh? I've already acheived something similar. I used [EDX+0],5 and achieved the same as you but I was able to have five foreigners in the match day squad. I posted a screenshot of the Chelsea team which shows the FGN symbol next to their players. What is the difference between "2" and "0" then? I still want to remove the other home nations though to make them foreigners.
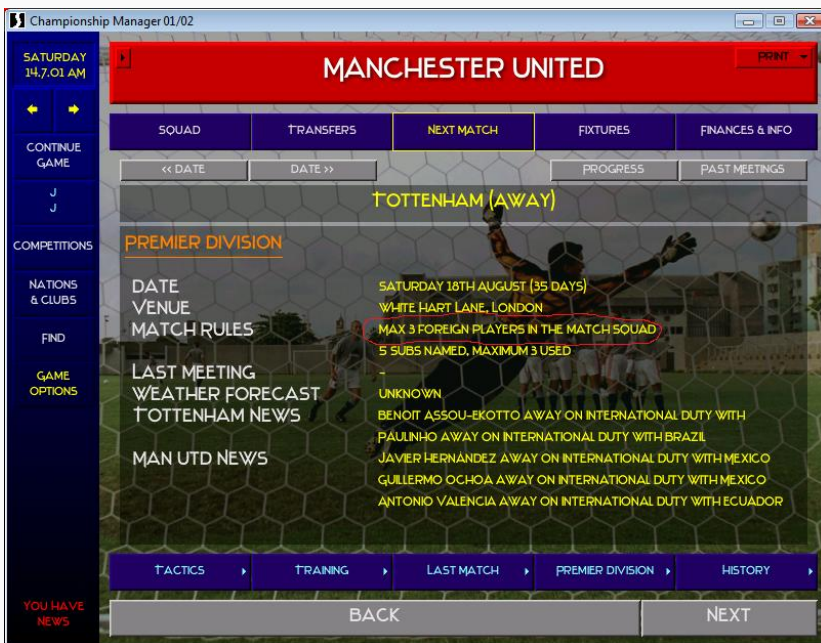
Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

Dunno what the difference is and tbh I read your post at work and couldn't see the screenies.... I just played around a bit when I got home....

I know EDX+2 is what is used in MLS.... don't think I've ever seen an EDX+0 before... and ya, if I'd changed the 3 to a 5 you'd be able to have 5 foreign players in the squad....

I'm going to have a look through the EXE and see if can figure out what all the various EDX values represent for squad restrictions

and I'm poking around at the home nations problem but no ideas as of yet

JohnLocke
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

> Originally Posted by **Craig Forrest**
> *don't think I've ever seen an EDX+0 before...*

FYI: EDX+0 will never occur 'naturally' - the compiler would use use [EDX], it can only be [EDX+0] if it was originally EDX+something that has since been edited.

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

Do you know the offsets for Scotland, Ireland, Northern Ireland and Wales? I'm hoping that it's not hard coded that they're part of the UK..

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

Depends what you mean by offsets... all the [9cf***] values for countries can be found here:
http://www.champman0102.co.uk/showthread.php?t=4795

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> ⟪⟫ Originally Posted by **JohnLocke** ▸▸
>
> *Depends what you mean by offsets... all the [9cf***] values for countries can be found here:*
> *http://www.champman0102.co.uk/showthread.php?t=4795*

I was hoping that the code was organised in to chunks for every country, so a search for 9CF*** would get me to the header of each country and I'd be able to mess about with the code or find something in the notes that would point me towards whether or not the country belonged to the UK..

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> ⟪⟫ Originally Posted by **JohnLocke** ▸▸
>
> *Through the exe you often see code like this:*
> *MOV EDX,DWORD PTR DS:[**ECX+57**]*
>
> *The bold text can be useful in determining what is being accessed.*
>
> *All values are hexadecimal*
>
> *+71: nation.continent*
> *+75: nation.region*
> *+7f : club.trainingfacilities, nation.eecmember*

JL can you explain the above to me? Maybe I can take the home nations out using the above.

What does "nation.region" refer to? Is it a file somewhere? Or is it in the .exe somewhere?

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

> JL can you explain the above to me? Maybe I can take the home nations out using the above.
>
> What does "nation.region" refer to? Is it a file somewhere? Or is it in the .exe somewhere?

Open the official editor, nation, details > then you can edit (amongst other things) continent, region and actual region - that what the highlighted values are. They are are stored 0x71, 0x75 & 0x76 bytes into each nation.

Edit:

Code:

```
If it helps:
004023A0 -nation.continent
00402A48 -nation.region
00402A57 -nation.region
00402A66 -nation.region
00402A7F -nation.region
00406BC9 -nation.region
00406BE2 -nation.region
0040A282 -nation.region
0040A2D6 -nation.region
0040A2E5 -nation.region
0040A2F4 -nation.region
0040A303 -nation.region
0040A31C -nation.region
0040BD65 -nation.continent
0040CAA0 -nation.region
0040CAAF -nation.region
0040CB30 -nation.region
0040CB43 -nation.region
0040CB5C -nation.region
0040DCB8 -nation.continent
0040E738 -nation.region
0040E747 -nation.region
0040E756 -nation.region
0040E76F -nation.region
0040FF11 -nation.continent
004105D9 -nation.region
004105E8 -nation.region
004105F7 -nation.region
00410606 -nation.region
```

*Last edited by JohnLocke; 11-09-14 at 07:26 PM. **Reason:** typo*

11-09-14, 07:43 PM   #40

Jesus ○
First Team Player   Join Date: 04-03-12
                                                                                         Posts: 3,459

Is that not a lead on to removing the home nations? I really don't know what I'm doing in honesty. Perhaps I'll just have to keep them in the UK..

14-09-14, 09:39 PM   #41

Jesus ○
First Team Player   Join Date: 04-03-12
                                                                                         Posts: 3,459

During my season I'm getting the following error:

"v3.9.68 match_eng..cpp 652"

Anyone know what it means and how I suppress it? It doesn't prevent me from continuing, it just pops up every few months.

14-09-14, 10:18 PM   #42

JohnLocke ○
Programmer   Join Date: 05-06-12
VIP   Posts: 1,032

Fill the following line with NOP, that should suppress it.
006B8AC5 CALL 005E8290

If anyone is interested in how I know that... 652 decimal is 28c hex (http://www.statman.info/conversions/hexadecimal.html), then search using Olly (Ctrl+f) for 'push 28c' - there are several but only one near a line mentioning 'match_eng.cpp'. The above line is the first line after: PUSH OFFSET 009870E0; ASCII "Error" - which is the code that tells the game what 'title' to put on the error pop-up. CALL 005E8290 is the code that tells the game to actually display the error - so filling with NOP stops that from happening.

I think the game originally (just for the developers?) had some sort of logging facility - presumably to help identify problems - the error logged the following message:
"Only %d away players %s v %s **, %s on %s" - %d would be replaced at run-time by a number, %s by text

---

14-09-14, 10:31 PM   #43

Jesus ○
First Team Player   Join Date: 04-03-12
                                                                                         Posts: 3,459

It's good to have you back JL, amazing stuff 😊👍

Player restrictions (non-EU / foreigners)

There have been lots of changes to leagues' restrictions since the game was released, often having a detrimental effect on the update team's latest effort. Information on what the updated rules are were hard to come by, so I turned to the dark side and had a look at Football Manager's latest demo. AFAIK the following changes are accurate, but any corrections are welcomed.

Code:

```
Argentina  DONE [No change] (4 foreign)
Australia  DONE [6 foreign -> 5 foreign]
Belgium    DONE [No change] (no restrictions)
Brazil     DONE [2 foreign -> 5 foreign; squad 3 foreign -> no restrictions]
Croatia    DONE [4 foreign -> 6 non-EU]
Denmark    DONE [See England]
England    DONE [3 non-EU -> no restrictions; changes here are tied to Denmark & Sweden]
Finland    DONE [Changed IRL, but unenforceable in-game (Cotonou Agreement & many others)
France     UNDONE/Done [5/3/3 non-EU -> 4/2/4 non-EU; 3 non-EU -> 4 non-EU French Cups]
Germany    DONE [3 non-EU -> no restrictions (except the German Cup - remains 3 non-EU)]
Greece     DONE [National B Divsion 4 non-EU -> 3 non-EU; 4 non-EU -> 5 non-EU Greek Cups]
Holland    DONE [No change] (no restrictions)
Italy      DONE [Changed IRL (?), but unenforceable in-game]
Japan      DONE [3 foreign -> 4 foreign]
Northern Ireland DONE [No change] (no restrictions)
Norway     DONE [2 non-EU -> No restrictions]
Poland     DONE [5 foreign -> 17 foreign; squad 5 foreign -> no restrictions]
Portugal   DONE [4/4/3 non-EU -> no restrictions; squad 6/5/4 non-EU -> no restrictions; 4 non-EU -> no restrictions Por
tuguese Cups]
Republic Of Ireland DONE [No change] (no restrictions)
Russia     UNDONE/Done [No limit/3 foreign -> 7 foreign]
Scotland   DONE [No change] (no restrictions)
South Korea  DONE [3 foreign -> 4 foreign]
Spain      DONE [Changed IRL, but unenforceable in-game (Cotonou Agreement)]
Sweden     DONE [See England]
Turkey     UNDONE/Done [6 foreign -> 5 foreign Turkish Premier Division & Turkish FA Cup]
USA        DONE [4 foreign -> 8 foreign; squad 4 foreign -> 8 foreign]
Wales      DONE [No change] (no restrictions)
```

You'll see something called the Cotonou Agreement mentioned a couple of times above. This is a treaty signed between EU countries and a large number of African, Caribbean and Pacific countries whereby players from these countries do not count as non-EU players. This is probably* impossible to implement in-game, but it could be countered by just adding an extra non-EU place to any league that has the Cotonou Agreement in place (it probably effects France and Spain the most). Feedback from people that regularly play the French and Spanish leagues with updated data would be appreciated.

Now for some notes on a few leagues:
Finland: This has the Cotonou Agreement and a number of other treaties that would bypass any non-EU quotas. Given the amount of nationalities affected and the fact that there's no code in the game for Finnish restrictions, I chose to leave the leagues unrestricted.
France: The French league has non-EU restrictions of 4/2/3 for Ligue 1, 2 & National respectively. The National needs to be reduced from 4 to 3, it should be quite easy to code but I can't do it (there's even space for a few lines).
Italy: I'm unsure of the rules for Italy. I know that they have restrictions on the amount of non-EU players that they can buy per window, but with regards match day squads I don't know. I looked at some recent IRL line-ups and there didn't seem to be any restrictions, therefore I left the leagues unrestricted.
Japan: The additional player must be Asian IRL, not much we can do about that for the game.
Russia: The Russian First Division needs to be changed from 7 foreigners allowed to 3. Like the French league it should be an easy change, but one I can't do.
South Korea: Like Japan, the additional player must be Asian IRL.
Turkey: The Turkish 2. Division Category A needs to be changed from 0 players allowed in the squad and line-ups, to 3 players being allowed in both. Unfortunately there's a piece of code that prevents the signing of any non Turkish player. The code can be removed/filled with NOP, but then no restrictions can be applied to the division. I decided to leave it with the restrictions as it was closer to real life than having no restrictions at all.
USA: FM didn't show any rules but I read online that the restriction was 8 foreign players. The data seems to match this restriction.

Here are the offsets to change:

Spoiler! Show

If anyone wants to try changing the Turkish rules, the offsets are located at the block starting with 009021D0.

*I said the Cotonou Agreement was probably impossible to implement, but it might be possible due to the presence of some code in the German leagues. Certain non-EU countries (Turkey, Hungary and a few others) don't count as non-EU possibly due to them being Gasterbeiter, while only affecting the German leagues. As Germany now has no restrictions for almost all its competitions, the code could possibly be altered by changing the countries from Turkey, Hungary etc to Senegal, Cameroon etc and then pointing it to the French/Spanish leagues instead of Germany. I have no idea how to do this or how practical it would be to change, nor do I know where the code is for it, but it's an idea.

I should also mention that the offsets given are for the .68 exe, they might be different for the .60 or Tapani exes.

Last edited by saturn; 21-02-15 at 11:26 AM.

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

If I'm not mistaken Turkey has a similar agreement to the Cotonou agreement with Azerbaijan, Turkemistan, Kazakhstan, Kyrgyzstan and Uzbekistan

Zé ○
Backup Player

Join Date: 11-09-12
Posts: 561

> 🔁 Originally Posted by **saturn** ▶
>
> *0x3d41ae 0x6 0x32 Portugal*
> *0x3d41c2 0x5 0x32*
> *0x3d41c9 0x4 0x32*
> *0x3d43ec 0x3 0x1*
> *0x3d43f3 0x3 0x1*

Thank you Saturn.

One question for my own understanding.

I am currently changing more offsets than you are. For example:

Was - 007D41AA C64424 12 06 MOV BYTE PTR SS:[ESP+12],6
Changed to - 007D41AA C644E4 12 32 MOV BYTE PTR SS:[ESP+12],32

But I can't see the E4 change in your code?

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

> 🔁 Originally Posted by **Dermotron** ▶
>
> *If I'm not mistaken Turkey has a similar agreement to the Cotonou agreement with Azerbaijan, Turkemistan, Kazakhstan, Kyrgyzstan and Uzbekistan*

That's right, I'd forgotten about that! All the Turkic people count as Turkish (or don't count as being foreign) IRL.

> 🔁 Originally Posted by **Zé** ▶
>
> *Thank you Saturn.*
>
> *One question for my own understanding.*
>
> *I am currently changing more offsets than you are. For example:*
>
> *Was - 007D41AA C64424 12 06 MOV BYTE PTR SS:[ESP+12],6*
> *Changed to - 007D41AA C644E4 12 32 MOV BYTE PTR SS:[ESP+12],32*
>
> *But I can't see the E4 change in your code?*

I'm probably the wrong person to ask as a lot of my own understanding is monkey-see monkey-do from Tapani's/JohnLocke's changes. I don't see a reason why the E4 would change though given it's just one value we're changing. Are you using the bog standard .68 exe?

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

> 🔁 Originally Posted by **Zé** ▶
>
> *Was - 007D41AA C64424 12 06 MOV BYTE PTR SS:[ESP+12],6*
> *Changed to - 007D41AA C644E4 12 32 MOV BYTE PTR SS:[ESP+12],32*
>
> *But I can't see the E4 change in your code?*

Check the ASM code, it seems that both versions (24 & E4) result in the same code, not sure why.

Mark ○
Chairman

Join Date: 31-10-11
Posts: 29,427

Fantastic stuff, Saturn. Let's hope Tapani picks this up and is able to implement this into his patch.

saturn ○

Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

> ❝ Originally Posted by **saturn** ▶
>
> *You'll see something called the Cotonou Agreement mentioned a couple of times above. This is a treaty signed between EU countries and a large number of African, Caribbean and Pacific countries whereby players from these countries do not count as non-EU players. This is probably* impossible to implement in-game, but it could be countered by just adding an extra non-EU place to any league that has the Cotonou Agreement in place (it probably effects France and Spain the most).*
>
> **I said the Cotonou Agreement was probably impossible to implement, but it might be possible due to the presence of some code in the German leagues. Certain non-EU countries (Turkey, Hungary and a few others) don't count as non-EU possibly due to them being Gasterbeiter, while only affecting the German leagues. As Germany now has no restrictions for almost all its competitions, the code could possibly be altered by changing the countries from Turkey, Hungary etc to Senegal, Cameroon etc and then pointing it to the French/Spanish leagues instead of Germany. I have no idea how to do this or how practical it would be to change, nor do I know where the code is for it, but it's an idea.*

I've found the 'Gasterbeiter' code so we can now essentially add the Contonou Agreement to the game.

Code:
```
0053D772  MOV EAX,DWORD PTR DS:[9CF314]- GERMANY
0053D777  CMP ESI,EAX
0053D779  JNZ SHORT cm0102.0053D79B
0053D77B  MOV ECX,DWORD PTR DS:[9CFA10]- Europe
```

All we have to do is change 9CF314 (Germany) to 9CF300 (France) and 9CFA10 (Europe) to 9CFA08 (Africa). The agreement also effects some Carribean and Pacific nations but, bar the odd regen, I don't think there'll be many players from them in the game. There's only enough room in the code to implement this for one country at the moment, but there's some Basque restrictions below for 23 clubs which could easily be reduced to a dozen or so without really affecting the game (a lot of them are small non-league clubs).

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                                      HTML code is Off

                                      Forum Rules

Results 51 to 75 of 156 | ▾ Page 3 of 7 | ◀◀First | ◀ | 1 2 **3** 4 5 6 7 | ▶ | Last ▶▶

Thread: Player restrictions (non-EU / foreigners)

Thread Tools ▾

🗋 12-07-15, 12:12 AM

#51

Rapinoe ○
Backup Player

Join Date: 21-06-14
Location: Canada
Posts: 608

So this occurred to me.

What is it that makes players from the Home Nations not be foreign in each others'
leagues?

And, could this thing be applied to the in-game nations that are British dependencies,
i.e. Cayman Islands and the like? It occurs to me that if that's doable, I'd also want to
make Canada, Australia, NZ, Jamaica etc also 'Home Nations', since there are so many
players in England from countries like these.

I know it's possible to make these countries EU, but then they'd freely be going to
elsewhere in the EU. And since an e.g. Welsh player is not a foreigner in England... is
there a thing in the code that says this is a Home Nation, as opposed to an EU nation? It
just occurred to me that managing in say the Conference in England, you'd see Scots,
Welsh and Northern Irish players around, but not many 'actual' foreigners, even EU,
which suggests to me there might be some other bit of code there?

🗋 12-07-15, 06:46 AM

#52

JohnLocke ○
Programmer
VIP

Join Date: 05-06-12
Posts: 1,032

I can think of two obvious ways this could have been done:
1) Nationality
2) Region or Actual Region (in nation)

I assume it will be the former, in which case you could try to find the code by looking at each 9cf value for a country you want to
change to see if you can see what it does. Or change each one in turn to see which, if any, is controlling this.

🗋 07-08-15, 05:35 PM

#53

xcamelx ○
Youth Team Player

Join Date: 29-03-15
Posts: 5

No more Foreign players allowed

Hi

Im playing Polish league. In OLLY Debugger I removed player restrictions. I have 6 non-polish players in my squad. When trying to sign another I have following message: "Celso Borges proposed transfer from (...) has collapsed as Widzew Lodz cannot have any more foreign players in their squad" and transfer is failed.

Is there any way to remove this limit?

> 🔊 Originally Posted by **xcamelx** ▶
>
> *Hi*
>
> *Im playing Polish league. In OLLY Debugger I removed player restrictions. I have 6 non-polish players in my squad. When trying to sign another I have following message: "Celso Borges proposed transfer from (...) has collapsed as Widzew Lodz cannot have any more foreign players in their squad" and transfer is failed.*
>
> *Is there any way to remove this limit?*

There's two restrictions for the Polish leagues: one for the match day squad and one for the overall squad.

The match day squad offset is: 007CD973 MOV BYTE PTR DS:[EDX+2],5 (I'm guessing this is what you changed). EDX+2 refers to the restriction (foreign) while 5 is the number of foreigners allowed.

The overall squad offset is:
007CD93A MOV AL,5
007CD93C MOV BYTE PTR DS:[ESI+13],AL
007CD93F MOV BYTE PTR DS:[ESI+14],AL

You can't change AL to a value as it will overwrite the next lines. Instead fill 007CD93C & 007CD93F with NOPs and at 007CD93C enter MOV WORD PTR DS:[ESI+13],532.

007CD93A MOV AL,5
007CD93C MOV WORD PTR DS:[ESI+13],532

No more limits.

Code:

```
008CEC51    |> 8B45 53             MOV EAX,DWORD PTR SS:[EBP+53]               ; club.nation
008CEC54    |. 85C0                TEST EAX,EAX
008CEC56    |. 74 51               JE SHORT cm0102.008CECA9
008CEC58    |. 8B10                MOV EDX,DWORD PTR DS:[EAX]
008CEC5A    |. 8B0D DCF49C00       MOV ECX,DWORD PTR DS:[9CF4DC]- TURKEY
008CEC60    |. 3BD1                CMP EDX,ECX
008CEC62    |. 75 45               JNZ SHORT cm0102.008CECA9
008CEC64    |. 8B4D 57             MOV ECX,DWORD PTR SS:[EBP+57]               ; club.division
008CEC67    |. 85C9                TEST ECX,ECX
008CEC69    |. 74 0C               JE SHORT cm0102.008CEC77
008CEC6B    |. 8B09                MOV ECX,DWORD PTR DS:[ECX]
008CEC6D    |. 8B15 D8F89C00       MOV EDX,DWORD PTR DS:[9CF8D8]- TURKISH_PREMIER_DIVISION
008CEC73    |. 3BCA                CMP ECX,EDX
008CEC75    |. 74 32               JE SHORT cm0102.008CECA9
008CEC77    |> 6A 01               PUSH 1
008CEC79    |. 50                  PUSH EAX
008CEC7A    |. 53                  PUSH EBX
008CEC7B    |. E8 00EDC6FF         CALL cm0102.0053D980
008CEC80    |. 83C4 0C             ADD ESP,0C
008CEC83    |. 85C0                TEST EAX,EAX
008CEC85    |. 74 7E               JE SHORT cm0102.008CED05
008CEC87    |. 8B4424 38           MOV EAX,DWORD PTR SS:[ESP+38]
008CEC8B    |. 85C0                TEST EAX,EAX
008CEC8D    |. 74 05               JE SHORT cm0102.008CEC94
008CEC8F    |. 66:C700 2800        MOV WORD PTR DS:[EAX],28
008CEC94    |> 8D4C24 10           LEA ECX,DWORD PTR SS:[ESP+10]
008CEC98    |. C74424 28 FFFFFFFF  MOV DWORD PTR SS:[ESP+28],-1
008CECA0    |. E8 9BE3DBFF         CALL cm0102.0068D040
008CECA5    |. 33C0                XOR EAX,EAX
008CECA7    |. EB 7F               JMP SHORT cm0102.008CED28
```

This piece of code allows/prevents a Turkish club to bid/from bidding for a non-Turkish player. At 008CEC6D it checks if the Turkish club is from the Turkish Premier Division and then skips the rest of the code if it is.

008CEC75 **JMP** 008CECA9
This will allow any Turkish club to bid for a foreign player.

008CEC6D MOV EDX,DWORD PTR DS:**[9CF8E0]**- TURKISH_2__DIVISION_CATEGORY_B
008CEC75 **JNZ** 008CECA9
This changes the rules to match those of today: any Turkish club except those in the Turkish 2. Division Category B can bid for a foreign player.

008E8840 MOV BYTE PTR SS:[ESP+13],**0**
This line sets the number of foreign players allowed at a Turkish club which is not in the Premier Division (that offset is located at 009021AB). Simply change 0 to whatever figure you want.

Finally, we have to set the number of foreign players allowed in a Turkish match.

Code:

```
009021D0    . 8B5424 08           MOV EDX,DWORD PTR SS:[ESP+8]
009021D4    . 57                  PUSH EDI
009021D5    . B9 0A000000         MOV ECX,0A
009021DA    . 83C8 FF             OR EAX,FFFFFFFF
009021DD    . 8BFA                MOV EDI,EDX
009021DF    . F3:AB               REP STOS DWORD PTR ES:[EDI]
009021E1    . 8B4C24 08           MOV ECX,DWORD PTR SS:[ESP+8]
009021E5    . 66:AB               STOS WORD PTR ES:[EDI]
009021E7    . 8B01                MOV EAX,DWORD PTR DS:[ECX]
009021E9    . 8B3D D8F89C00       MOV EDI,DWORD PTR DS:[9CF8D8]- TURKISH_PREMIER_DIVISION
009021EF    . 3BC7                CMP EAX,EDI
009021F1    . 74 3A               JE SHORT cm0102.0090222D
009021F3    . 3B05 F8F89C00       CMP EAX,DWORD PTR DS:[9CF8F8]- TURKISH_CUP
009021F9    . 74 32               JE SHORT cm0102.0090222D
009021FB    . 3B05 D0F89C00       CMP EAX,DWORD PTR DS:[9CF8D0]- Unused competition
00902201    . 75 08               JNZ SHORT cm0102.0090220B
00902203    . C642 02 00          MOV BYTE PTR DS:[EDX+2],0
00902207    . 5F                  POP EDI
00902208    . C2 0800             RETN 8
0090220B    > 8B41 14             MOV EAX,DWORD PTR DS:[ECX+14]
0090220E    . 8B08                MOV ECX,DWORD PTR DS:[EAX]
00902210    . A1 84F69C00         MOV EAX,DWORD PTR DS:[9CF684]- RESERVE
00902215    . 3BC8                CMP ECX,EAX
00902217    . 75 18               JNZ SHORT cm0102.00902231
00902219    . C642 16 15          MOV BYTE PTR DS:[EDX+16],15
0090221D    . C642 17 00          MOV BYTE PTR DS:[EDX+17],0
00902221    . A1 84F69C00         MOV EAX,DWORD PTR DS:[9CF684]- RESERVE
00902226    . 5F                  POP EDI
00902227    . 8942 26             MOV DWORD PTR DS:[EDX+26],EAX
0090222A    . C2 0800             RETN 8
```

0090222D MOV BYTE PTR DS:[EDX+2],6 sets the number of foreign players allowed in a match in the Turkish Premier Division and Turkish Cup.

00902203 MOV BYTE PTR DS:[EDX+2],0 sets the number of foreign players allowed in a match in the two lower Turkish divisions. Fill the two lines above (009021FB + 00902201) with NOPs first.

Here's a list of offsets for non-EU/foreigner restrictions for both playing (match) and signings (squad). Any omissions welcomed.

Match restrictions:

Code:

```
Argentina   0040AA23  MOV BYTE PTR DS:[EDX+2],4
Australia   00412DC3  MOV BYTE PTR DS:[EDX+2],6
Brazil      0043F2C8  MOV BYTE PTR DS:[EDX+2],2
Croatia     00518633  MOV BYTE PTR DS:[EDX],4
England     00579C63  MOV BYTE PTR DS:[EDX+5],3
France (First Division)  005C1A53  MOV BYTE PTR DS:[EDX+5],5
France (Other)   005C1A5A  MOV BYTE PTR DS:[EDX+5],3
Germany (German Cup)  005E02F8  MOV BYTE PTR DS:[EDX+5],3
Germany (Other)  005E02FF  MOV BYTE PTR DS:[EDX+5],5
Greece (National A Division) 005ED048  MOV BYTE PTR DS:[EDX+5],5
Greece (Other)   005ED04F  MOV BYTE PTR DS:[EDX+5],4
Japan   006670A3  MOV BYTE PTR DS:[EDX+2],3
Norway   00794753  MOV BYTE PTR DS:[EDX+5],2
Poland   007CD973  MOV BYTE PTR DS:[EDX+2],5
Portugal (Division 2B)  007D43EA  MOV BYTE PTR DS:[EDX+3],3
Portugal (Other)  007D43F1  MOV BYTE PTR DS:[EDX+3],4
Russia (First Division)  007EC978  MOV BYTE PTR DS:[EDX+2],3
South Korea   0066E763  MOV BYTE PTR DS:[EDX],3
Spain 2001/2+2002/3 (All) 008595D1  MOV BYTE PTR DS:[EDX+5],3
Spain 2003/4+ (First Div + Cup) 008595D1  MOV BYTE PTR DS:[EDX+5],3
Spain 2003/4+ (Other)  008595B9  MOV BYTE PTR DS:[EDX+5],2
Turkey (Other)   00902203  MOV BYTE PTR DS:[EDX+2],0 (Fill 009021FB + 00902201 with NOPs first)
Turkey (Premier Division + Cup) 0090222D  MOV BYTE PTR DS:[EDX+2],6
USA   0090BA88  MOV BYTE PTR DS:[EDX+2],4
```

EDX+x values are:

Code:

```
[-] = Foreign players (Croatia & South Korea)
[+1] = No restrictions
[+2] = Foreign players
[+3] = Non-EU players (Portugal)
[+5] = Non-EU players
```

Squad restrictions:

Code:

```
Argentina   0040A5D6  MOV BYTE PTR DS:[ESI+13],14 [20]
Australia   00412D89  MOV BYTE PTR DS:[ESI+13],CL (CL=6)
Belgium     00424BE8  MOV BYTE PTR DS:[ESI+13],AL (AL=FF)
Brazil      0043F1E8  MOV BYTE PTR DS:[ESI+13],DL (DL=3)
Holland     005F979B  MOV BYTE PTR DS:[ESI+13],AL (AL=32) [50]
Poland      007CD93C  MOV BYTE PTR DS:[ESI+13],AL (AL=5)
Portugal (Premier Division) 007D41AA  MOV BYTE PTR SS:[ESP+12],6
Portugal (Second Division) 007D41BE  MOV BYTE PTR SS:[ESP+12],5
Portugal (Second Division B) 007D41C5  MOV BYTE PTR SS:[ESP+12],4
South Korea   0066E738  MOV BYTE PTR DS:[ESI+13],7
Turkey (Premier Division) 009021AB  MOV BYTE PTR DS:[ESI+13],AL (AL=8)
Turkey (Other)   008E8840  MOV BYTE PTR SS:[ESP+13],0 (plus 008CEC75 JE 008CECA9 -> JMP 008CECA9)
USA   0090BA48  MOV BYTE PTR DS:[ESI+13],4
```

xxx+12 seems to be non-EU, xxx+13 foreigners.

There's some offsets for Spain that I've found that don't seem to do what they're supposed to:

Code:

```
008E85B8    |> 3B05 88F49C00        CMP EAX,DWORD PTR DS:[9CF488]- SPAIN
008E85BE    |. 75 34                JNZ SHORT cm0102.008E85F4
008E85C0    |. 8B46 57              MOV EAX,DWORD PTR DS:[ESI+57]          ; club.division
008E85C3    |. 85C0                 TEST EAX,EAX
008E85C5    |. 74 28                JE SHORT cm0102.008E85EF
008E85C7    |. 8B10                 MOV EDX,DWORD PTR DS:[EAX]
008E85C9    |. 8B1D 24F69C00        MOV EBX,DWORD PTR DS:[9CF624]- SPANISH_FIRST_DIVISION
008E85CF    |. 3BD3                 CMP EDX,EBX
008E85D1    |. 75 07                JNZ SHORT cm0102.008E85DA
008E85D3    |. C64424 12 04         MOV BYTE PTR SS:[ESP+12],4             ; club.foreign.squad (?)
008E85D8    |. EB 1A                JMP SHORT cm0102.008E85F4
008E85DA    |> 85C0                 TEST EAX,EAX
008E85DC    |. 74 11                JE SHORT cm0102.008E85EF
008E85DE    |. 8B00                 MOV EAX,DWORD PTR DS:[EAX]
008E85E0    |. 8B15 28F69C00        MOV EDX,DWORD PTR DS:[9CF628]- SPANISH_SECOND_DIVISION
008E85E6    |. 3BC2                 CMP EAX,EDX
008E85E8    |. C64424 12 03         MOV BYTE PTR SS:[ESP+12],3             ; club.foreign.squad (?)
008E85ED    |. 74 05                JE SHORT cm0102.008E85F4
008E85EF    |> C64424 12 00         MOV BYTE PTR SS:[ESP+12],0             ; club.foreign.squad (?)
```

You can definitely sign more than 4/3 players in the top two divisions, while changing the last offset (which looks like it should relate to Second Division B clubs) doesn't have any effect (they still can't sign non-EU players).

thank you very much saturn, I've been needing some of these! Superb work!

Would it be possible to remove the 3 NON-EU players in a team for English leagues? I think this isn't in the game for Italy and Germany is set to 18 max so seems doable, and I'm pretty sure England don't have this restriction anymore in real life.

Last edited by azmaster; 16-09-15 at 09:24 PM.

17-09-15, 08:12 AM   #59

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> **❝❝ Originally Posted by azmaster ▶**
> *Would it be possible to remove the 3 NON-EU players in a team for English leagues? I think this isn't in the game for Italy and Germany is set to 18 max so seems doable, and I'm pretty sure England don't have this restriction anymore in real life.*

It's possible to do but you will have to edit the exe with Olly. Alternatively use the EEC Hack tool from the downloads section.

17-09-15, 08:32 AM   #60

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

JLPatch will allow you to remove it too

Champman0102.co.uk Facebook Page
13000 followers and rising
November 2020 Data Update Out Now

17-09-15, 06:05 PM   #61

azmaster ○
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

Don't suppose you know the offset for it? I can't seem to find it in the forums, thanks Aaron

---

17-09-15, 06:09 PM   #62

azmaster ○
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

Don't suppose anyone knows the offset for the below? I can't seem to find it in the forums.

Remove the 3 NON-EU player restrictions in a team for English, French and Spanish leagues?

I think this isn't in the game for Italy and Germany is set to 18 max so seems doable, but I can't find the offsets the these leagues to amend it from 3 MAX

Last edited by azmaster; 17-09-15 at 06:56 PM.

17-09-15, 06:27 PM   #63

azmaster ○
Decent Young Player

Join Date: 04-03-12
Location: England
Posts: 92

Also do you have any offsets to change the number of teams in the following leagues, as they should be 20 rather than 18

French First
Italian Serie A

17-09-15, 06:47 PM   #64

Fods ○
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

I'm sure it's in the offsets thread Aaron 👀

#65

azmaster ○
Decent Young Player

Join Date:	04-03-12
Location:	England
Posts:	92

I've been looking for 1.5 hours, still no luck. I found Portuguese but no English, any clues?

#66

Fods ○
Not Needed at the Club

Join Date:	16-12-11
Location:	Australia
Posts:	11,493

Why change offsets for non eu player issue. Just run EEC hack tool 😊👍

#67

azmaster ○
Decent Young Player

Join Date:	04-03-12
Location:	England
Posts:	92

I don't want to make non EU teams EU....

#68

Fods ○
Not Needed at the Club

Join Date:	16-12-11
Location:	Australia
Posts:	11,493

Without searching I wouldn't be able to point you in right direction. I'm sure the 2.20 or 3.12 patch changes a lot of what your asking for.?

#69

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date:	02-03-12
Location:	The Great White North
Posts:	4,502

England foreigner restriction

00579C63 - MOV BYTE PTR DS:[EDX+5],3

Increasing teams in a league is very difficult

- - - Updated - - -

The EDX+5 value can be changed to make it for different restrictions.... the 3 at the end is the number of players in hexadecimal form

---

#70

azmaster ○
Decent Young Player

Join Date:	04-03-12
Location:	England
Posts:	92

Thanks Craig, do you have the offsets for Spain and France too for the foreigner restrictions?

#71

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date:	02-03-12
Location:	The Great White North
Posts:	4,502

not handy but they aren't hard to find.... search in the "rules" section in Olly and find a line similar to the England one

---

#72

azmaster ○
Decent Young Player

Join Date:	04-03-12
Location:	England
Posts:	92

ahh how can you tell the "rules" sections in Olly? I can't see any sort of pattern

---

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White
              North
Posts: 4,502

Click in the bottom box, hit ctrl+B, enter "code\transfer" in the search box..... it will find all the rules sections for various countries... same way you find leagues or cups

---

milo ◦
Director

Join Date: 02-03-12
Posts: 3,608

> Originally Posted by **azmaster** ►►
>
> *Also do you have any offsets to change the number of teams in the following leagues, as they should be 20 rather than 18*
>
> *French First*
> *Italian Serie A*

this is for italy, no idea for france:

http://www.champman0102.co.uk/showth...509#post250509

Jesus ◦
First Team Player

Join Date: 04-03-12
Posts: 3,459

> Originally Posted by **azmaster** ►►
>
> *I've been looking for 1.5 hours, still no luck. I found Portuguese but no English, any clues?*

http://www.champman0102.co.uk/showthread.php?t=5626

Have a read of this.

« How to add new variable? | Is it possible to create pickable lower league ? »

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🏠 Forum ⚑ CM 01/02 Updates ⚑ Patches ⚑ Player restrictions (non-EU / foreigners)

Results 76 to 100 of 156 | ▾ Page 4 of 7 | ◀◀First ◀ 1 2 3 **4** 5 6 7 ▶ Last ▶▶

Thread: Player restrictions (non-EU / foreigners)

Thread Tools▾

📄 21-09-15, 10:41 PM   #76

Alan ⚬   Join Date: 20-09-12
Backup Player   Posts: 649

azmaster - I am a noob at playing with this stuff, but I got some ideas that may help
you cos Ive been playing around tonight a bit...

Get yourself the latest JL tools*, Load Flex Editor.bat, sleect your cm exe and then
locate the Restrictions.batch file
This will allow you to easily change the restrictions for the countries already recorded in
the text file (France isn't one of them). See post 13 in this thread for the meaning of the
restriction type.

I set the type to 4 (1 is the same = no restrictions) and that will remove the EU limit in a
matchday squad. In England you will still need to meet the 75% appearances over 24
months to maintain a work permit (or whatever the numbers are in the game).

To change the French limits you can edit the restrictions text or use Olly taking the ifo
from the first code section in the same post 13.

*I say latest JL tools, but for some reason Flex 3 won't work for me, but Flex 2 is fine.
Unless you are a knuckle-dragger I am sure you can figure it out if you also need to use
Flex 2.

📄 29-09-15, 12:40 AM   #77

hifema ⚬   Join Date: 14-07-12
Youth Team Player   Posts: 1

Thank you! But I am not sure if I am doing the right way. I tried to write offsets with the help of "Flex", there was a "restrictions" file in
Flex. I wanted to change it. I also changed but it didn't work. From where you are changing the offsets? I couldn't see any block with
"00902203" for Turkey. Can you help me? I managed to change foreign player limit in match squad by the help of Flex. But I couldn't
change the signing foreign player limit. It is now allowed 14 foreign players to sign and 11 foreign players in match squad in Turkey.
Please help me hifema@gmail.com

- - - Updated - - -

Thank you! But I am not sure if I am doing the right way. I tried to write offsets with the help of "Flex", there was a "restrictions" file in
Flex. I wanted to change it. I also changed but it didn't work. From where you are changing the offsets? I couldn't see any block with
"00902203" for Turkey. Can you help me? I managed to change foreign player limit in match squad by the help of Flex. But I couldn't
change the signing foreign player limit. It is now allowed 14 foreign players to sign and 11 foreign players in match squad in Turkey.
Please help me hifema@gmail.com

📄 29-09-15, 07:29 PM   #78

saturn ⚬   Join Date: 18-03-14
Programmer   Posts: 1,240
VIP

Use Olly to change the offsets, not Flex. Flex can make straightforward edits but if you want to change the rules in Turkey as in post #12 it's better to use Olly.

Also, are the rules for 14 foreign players in a club squad and 11 foreign in a match squad just for the Süper Lig or are they for all divisions in Turkey?

📄 30-09-15, 05:03 PM   #79

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Removing player restrictions

Can anyone enlighten me as to how to remove/change foreign player restrictions in game? I have looked at some of the dated methods but they don't seem to work 😕

If anyone can share any recent successful methods that would be amazing

thanks!

📄 30-09-15, 06:13 PM   #80

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Thanks for pointing me in the direction of the info - but I am terrible at this sort of thing. Can anyone give me step by step for EEC Hack, JLPack or Flex2?

Last edited by martinho; 30-09-15 at 06:32 PM.

📄 30-09-15, 06:37 PM   #81

martinho ○
Hot Prospect for the Future

Join Date: 08-03-12
Posts: 232

Never mind, I think I have cracked it! ^^

📄 03-11-15, 03:07 AM   #82

zumbo ○
Youth Team Player

Join Date: 03-11-15
Posts: 2

Turkish Premier League player restirictions problem.

Hello Everyone I'm from Turkey and i play cm 01 02 since i was i chield..

There is a good editor name flex but in this editor i fail to arrenge player restirictions for turkey i guess there was a small problem with codes or something.

in original game they allow me to buy 8 foreign player and 6 in match squad when i change values in flex editor to 1 that only fix 8 player in match squad but i can not buy more than 8 foreign player. İn flex editor i checked other countires restirictionn rules ect. i realized that one missing line about turkey.

example..for portugal four lines

Portugal.Club.Type 0x3d43f3 byte "Portugal - Restriction Type (Club)"
Portugal.Club 0x3d43f4 byte "Portugal - Number of Foreign Players at Club"
Portugal.Match.Type 0x3d43ec byte "Portugal - Restriction Type (Match)"
Portugal.MatchSquad 0x3d43ed byte "Portugal - Number of Foreign Players in Match Squad"

but turkey there are only two lines

Turkey.Premier.MatchSquad.Type 0x50222f byte "Turkish Premier - Restriction Type (Match)"
Turkey.Premier.MatchSquad 0x502230 byte "Turkish Premier - Number of Foreign Players in Match Squad"

can anyone fix that?

sorry for my bad english.

i try to swap club with this editor it doesnt solve my problem with this method there is no upcomig games in fixture except champions league games.

tim-matavz ○
Youth Team Player

Join Date: 17-05-12
Posts: 14

I am from Turkey as well so let me answer your question in Turkish))

Flex 2 editoru yukledin mi? Orda Match Squad sinirlamasini 14 yapacaksin,problem cozulecek, kolay gelsin, iyi oyunlar!

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

They are fixed in this patch - http://www.champman0102.co.uk/showthread.php?t=7636

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mkwas ○
Hot Prospect for the Future

Join Date: 23-04-14
Location: POLAND
Posts: 35

change in Poland 15/16

first division,max 3 non-eu in match squad
second division,max 1 non-eu in match squad
polish cup (all clubs) max 3 non-eu in match squad

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

> Originally Posted by **mkwas**
>
> *change in Poland 15/16*
>
> *first division,max 3 non-eu in match squad*
> *second division,max 1 non-eu in match squad*
> *polish cup (all clubs) max 3 non-eu in match squad*

Thank you. Contributions like this from people that know about their domestic leagues are invaluable as as it is difficult to find rules online. (Although the latest FM release in a couple of weeks should help too.)

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

Croatia:

00517F58 MOV DWORD PTR DS:[ESI+13],17 ;should be changed to 6

Boyda ○
Youth Team Player

Join Date: 15-01-16
Posts: 2

Work permits / Loan Transfers

HI All,

I was wondering if anyone can help me with regards to removing work permits and also changing the restriction on loaning more then two players at one club? Cheers

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

The EEC hack tool removes work permits.

15-01-16, 06:03 PM

#90

Fiestita ○
Backup Player

Join Date: 06-03-12
Posts: 496

It would be nice if you introduce yourself in new signings and if you use the forum search. Such topics have been discussed more than one time and there's a fix for each of them. Welcome to the site!

27-02-16, 10:22 AM

#91

magpiemadman ○
Youth Team Player

Join Date: 19-10-15
Posts: 17

Hi there, I need some help in figuring out how to change this offset 0090222D MOV BYTE PTR DS:[EDX+2],6
I know what I have to change but say I change the 6 to 11, it turns out to be 17 foreign players allowed, but I want there to be 11

15-04-16, 08:02 PM

#92

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

I don't know if anyone cares, but from playing around for my MLS patch, I've figured out how to make Canadians not count as foreign players in the US league... would work with other countries too

Also found the code that tells the game that players from England, Wales, Scotland, N. Ireland and Rep. Ireland don't count as foreign players either 😁

15-04-16, 09:50 PM

#93

Jesus ○
First Team Player

Join Date: 04-03-12
Posts: 3,459

> 🔁 Originally Posted by **Craig Forrest** ▶
> *I don't know if anyone cares, but from playing around for my MLS patch, I've figured out how to make Canadians not count as foreign players in the US league... would work with other countries too*
>
> *Also found the code that tells the game that players from England, Wales, Scotland, N. Ireland and Rep. Ireland don't count as foreign players either* 😁

Would this help in excluding Scottish, Irish and Welsh people from England? If so I'd be quite interested in how to do that.

15-04-16, 09:59 PM

#94

djole2mcloud ○
Programmer

Join Date: 04-03-12
Location: Serbia,Belgrade,Zemun
Posts: 984

would be great
post your findings Craig...pls...
and thanks!

15-04-16, 11:31 PM

#95

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

> *Hey fellas.... while playing around with my MLS patch, I stumbled across the code that tells the game which countries to accept as "non-foreigners" (handy to make Canadians not foreign players in MLS*
>
> *I knew that in Australia, New Zealand players aren't foreign so I poked around and found*
>
> Code:
> ```
> 0053DA6E    8B15 C0F29C00    MOV EDX,DWORD PTR DS:[9CF224]
> 0053DA74    8B35 80F29C00    MOV ESI,DWORD PTR DS:[9CF3F4]
> ```
>
> *I changed that to 9CF2C0 (Denmark, because that's my new USA for patch purposes), and 9CF280 (Canada).... and lo and behold, Canadians are no longer foreigners in the USA*
>
> *I also scrolled up a bit and found a bunch of others..... like England and the home nations, and a handful of others I didn't bother to look up.... figured some of y'all might be interested* 😜

That's pretty much it 😊

Offside Trap ○
Squad Rotation Player

Join Date:	07-03-12
Location:	Peterborough, UK
Posts:	1,291

I use that EEC hack program

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date:	02-03-12
Location:	The Great White North
Posts:	4,502

> 🙶🙶 Originally Posted by **magpiemadman** ▶
> *Hi there, I need some help in figuring out how to change this offset 0090222D MOV BYTE PTR DS:[EDX+2],6*
> *I know what I have to change but say I change the 6 to 11, it turns out to be 17 foreign players allowed, but I want there to be 11*

The number is in hexadecimal format... so if you want 11, you need to enter the hexadecimal equivalent

---

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date:	02-03-12
Location:	The Great White North
Posts:	4,502

> 🙶🙶 Originally Posted by **Offside Trap** ▶
> *I use that EEC hack program*

Which is fine.... but in the MLS, they have a foreigner restriction.... but for the Canadian teams, Canadians don't count..... so I wanted to make Canadians not foreign players yet keep other nationalities as foreign

---

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date:	15-12-11
Location:	Your Mother
Posts:	29,995

Is it possible to add restrictions to unplayable nations that have a league structure, specifically China. We have a decent handle on the type and quality of player the clubs buy but not on the volume. The current rule is 4 + 1 from an AFC country so would say 5 foreigners per squad is fine if possible.

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---

saturn ○

Join Date:	18-03-14

Programmer
VIP

Posts: 1,240

I don't think so unfortunately. Restrictions only seem to be applicable to countries with playable leagues, so although China has leagues in the editor, there's nothing in the exe for it.

« How to add new variable? | Is it possible to create pickable lower league ? »

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Results 101 to 125 of 156   ▼ Page 5 of 7   ◄◄ First ◄ 1 2 3 4 **5** 6 7 ► Last ►►

Thread: Player restrictions (non-EU / foreigners)

Thread Tools ▼

📄 12-08-16, 05:45 PM   #101

Rapinoe ⊙   Join Date: 21-06-14
Backup Player   Location: Canada
                                                       Posts: 608

> 💬 Originally Posted by **Craig Forrest** ⏩
>
> *I don't know if anyone cares, but from playing around for my MLS patch, I've figured out how to make Canadians not count as foreign players in the US league... would work with other countries too*
>
> *Also found the code that tells the game that players from England, Wales, Scotland, N. Ireland and Rep. Ireland don't count as foreign players either* 😁

Hmmmm, so would that latter finding make it possible to make players from British Overseas Territories not be foreign in the UK, or French territories not be foreign in France, or players from CIS countries not be foreign in Russia?

📄 12-08-16, 06:22 PM   #102

Craig Forrest ⊙   Join Date: 02-03-12
Manager   Location: The Great White
Programmer   North
Forum Enforcer   Posts: 4,502
Holy Trinity Member

I think if you played around with it, you'd be able to make some amendments but I haven't explored enough to say yes or no

---

📄 18-09-16, 03:17 PM   #103

Phreus ⊙   Join Date: 17-09-16
Youth Team Player   Posts: 1

Hi everyone! I looked but couldn't find a solution tıo Turkey's restriction problem. Flex and Flex 2 doesn't work. The Turkish league doesn't have any restriction after the apps but i can't sign more than 6 foreign players. Can anyone plaease help?

Last edited by Phreus; 18-09-16 at 05:33 PM.

📄 20-09-16, 10:42 AM   #104

Dermotron ⊙   Join Date: 15-12-11
Sir Mergements   Location: Your Mother
Director   Posts: 29,995
Manager
VIP
Captain

Just install Tapani 2.21.1 patch

Sahan ○
Squad Rotation Player

Join Date: 05-06-14
Posts: 965

Player restrictions (non-EU / foreigners) Turkish Leagues

> ❝❝ Originally Posted by **wells** ▶
> *Quick Update for Turkish Super League*
>
> *Foreign player rules for Turkish Super League:*
> *Starting from the 2015-16 season, clubs will only be allowed to have a 28-man squad. Fourteen domestic and 14 foreign players will be permitted. Out of the 14 domestic players, four must have been raised in Turkey and two must have been developed at the club. Out of the 14 foreign players, 11 can be included in the 18-man matchday squad list and all 11 can play at any one time. Players of Turkish origin that play for another national team will not count as domestic players. Seven out of the 18-man matchday squad have to be domestic players and this must include a Turkish goalkeeper.*

With the addition that players who are eligible for the U21 teams (which means players below 22 years), do not count for the 28-man squad limitation.

TFF 1.Lig (Turkish 2. Divisin Category A)

25-man squad size and at least 15 players who are eligible to play in Turkish national teams (which means a max of 10 foreigners eligible)

Players younger than 22 (and eligible for U21 teams) do not count for the 25-man squad limitation

Spor Toto 2. Lig no foreign players are eligible (Turkish 2. Division Category B)

Spor Toto 3. Lig no foreign players are eligible (~Turkish 2. Division Category B)

BAL= Regional Amateur Leagues (Turkish Lower) max. four foreign players eligible

---

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Thanks for the information! Apart from the foreign player limits, the other things you mentioned can not be implemented unfortunately.

So just to double-check, the foreign player limits for the Turkish divisions are:

Turkish Premier Division / Turkish Süper Lig
Squad: 14 players
Match: 11 players

Turkish 2. Division Category A / TFF First League
Squad: 10 players
Match: ? players

Turkish 2. Division Category B / TFF Second League
Squad: 0 players
Match: 0 players

Sahan ○
Squad Rotation Player

Join Date: 05-06-14
Posts: 965

The foreign player limits for the Turkish divisions are:

Turkish Premier Division / Turkish Süper Lig
Under contract: 14 players
18-man matchday squad: max.11 players (they can all start in 1st XI)
Starting XI: 11 players

Turkish 2. Division Category A / TFF First League
Under contract: 10 players
18-man matchday squad: max. 5 players (they can all start in 1st XI)
Starting XI: 5 players

Turkish 2. Division Category B / TFF Second League
Under contract: 0 players
18-man matchday squad: 0 players
Starting XI: 0 players

01-12-16,   04:17 PM   #108

mrarcu ○
Youth Team Player

Join Date: 16-01-13
Posts: 4

Help for Turkish League Update

Hello,

As you know, in 01/02 there was restriction for foreign soccer. but now, in 2016 there is no restriction.

Do we have any update for this problem?

Thanks

01-12-16,   04:40 PM   #109

Mark ○
Chairman

Join Date: 31-10-11
Posts: 29,427

I'm sure it's fixed in the Tapani Patch: http://champman0102.co.uk/downloads.php?do=file&id=268

You can't play in 2016 with the above though.

Perhaps best using this one: http://champman0102.co.uk/showthread.php?t=9049

05-12-16,   03:23 PM   #110

mrarcu ○
Youth Team Player

Join Date: 16-01-13
Posts: 4

I m sorry for the commentary about this.

In 2016 Turkish Super League has no restriction for foreign soccers in real. So that in real, for Besiktas has many foreign soccers in team. But when i want to open cm01/02 with updated tapani or last update one, besiktas has many foreign player and it is restricted more than 6 players in team. So you can not choose a team which contains foreign soccer more than 6.

What i want is when i open the game updated one, there is no restriction for foreign player. Do you have any update like this?

PS: If you dont understand what i mean, please open a turkish league and choose one of the super league team. You ll see the problem.

*Last edited by mrarcu; 05-12-16 at 03:25 PM. **Reason:** change*

06-12-16,   05:52 PM   #111

valmarque ○
Youth Team Player

Join Date: 07-04-12
Posts: 12

Foreign players problem

hi guys,

first i am sorry if there is a another topic exist same name. then i have a problem like this.

"... are not allowed to sign any more foreign players"

i m playing with Turkish second division and using eec editor but game still says that. by the way in my squad screen im still seeing the fng boxes next to foreign players.

why its happening?

Fods ○
Not Needed at the Club

Join Date:	16-12-11
Location:	Australia
Posts:	11,493

Maybe the EEC Hack hasn't taken effect, are you running it as administrator?

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date:	15-12-11
Location:	Your Mother
Posts:	29,995

EEC Editor won't have any bearing on Turkey as they class anyone not from Turkey as a towards foreign player count.

Best install this patch as it has the correct foreign player limits for Turkey http://champman0102.co.uk/showthread.php?t=9049

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neo754 ○
Youth Team Player

Join Date:	09-02-17
Posts:	1

⚠ **Spanish nationality**

Hello! I'm playing with the Spanish league. How many years does a player need to become Spanish?

Thanks and sorry for my english

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date:	15-12-11
Location:	Your Mother
Posts:	29,995

http://champman0102.co.uk/showthread...406#post221406 👍

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carls ○
Youth Team Player

Join Date:	03-04-14
Posts:	4

Can you remove the restriction of foreign transfer of turkish league for me? Could you also remove the foreign player play limit?

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date:	15-12-11
Location:	Your Mother
Posts:	29,995

Play with saturn 2.21.1+ v2, that change is in that patch 👍

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vfilatov ○

Join Date:	23-06-14

Youth Team Player

Posts: 48

Foreigner restrictions

Is it possible to change foreigner restrictions in original game? I want to remove restrictions for Russian First Division.

Is it possible:
Via original editor?
Via patch save file?
Via path executable?

Thanks.

19-03-17, 09:50 PM #119

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

Sorry, I found the answer here and here.

29-03-17, 07:25 PM #120

carissma
Youth Team Player

Join Date: 29-03-17
Posts: 1

Informing about Turkey League

Foreign border removed in Turkey League
Thanks...

12-11-17, 11:27 AM #121

carls
Youth Team Player

Join Date: 03-04-14
Posts: 4

foreign player limit

3.9.65 or 3.9.60 foreign player limit delete is possible for turkey all leagues? someone is can delete thats limits ?

12-11-17, 12:42 PM #122

Redknapp69
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

think Tapani patch and/or Saturn patch gets rid of the limit

12-11-17, 09:44 PM #123

carls
Youth Team Player

Join Date: 03-04-14
Posts: 4

ı do it myself but ı have a problem ı cant work witout deamontools cd show

---

06-12-17, 09:23 PM #124

zeus77
Decent Young Player

Join Date: 13-06-12
Location: Braga
Posts: 55

not the ideal topic but here is a sugestion, if its possible:

Introduce a restriction on Altinordu for turkish players only

---

06-12-17, 09:31 PM #125

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

Join Date: 02-03-12
Location: The Great White North
Posts: 4,502

We cannot do that in a data update.... only in a patch

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Results 126 to 150 of 156   ▾ Page 6 of 7   ◀◀First ◀ ... 2 3 4 5 **6** 7 ▶ Last ▶▶

Thread: Player restrictions (non-EU / foreigners)

Thread Tools ▾

📄 06-12-17, 11:34 PM   #126

zeus77 ○   Join Date: 13-06-12
Decent Young Player   Location: Braga
                                                         Posts: 55

would be nice to have it in the next saturn patch, maybe

📄 08-12-17, 06:42 PM   #127

Dermotron ○   Join Date: 15-12-11
Sir Mergements   Location: Your Mother
Director   Posts: 29,995
Manager
VIP
Captain

It think it can be done using the code for the Basque restriction that some Spanish clubs have. You could take the code from Éibar since it doesn't apply to them anymore.

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📄 13-12-17, 04:06 PM   #128

flo2693 ○   Join Date: 20-02-13
Youth Team Player   Posts: 13

Hello,

For my personal use, I would like to play with a limitation of 3 foreign players
by club and play as before the Bosman decision.

I used Olly to edit the following championships: https://champman0102.co.uk/showthrea...427#post250427

Do you have a list of all the playable championships ?!
France, Italy ...
I play with version 3.9.68

In advance, thank you for your answer.

Kay00 ○
Youth Team Player

Join Date: 31-12-17
Posts: 1

Player tranfers restriction

Hey!
I used flex to change player restriction in polish league. That work, no have any restricion. But have problem with transfers. Cant buy no one from other country... Too many forgain players... Who know what do for resolve this problem?

tom_clarke_6 ○
Youth Team Player

Join Date: 27-08-12
Posts: 36

Russian League Transfers

Chaps,

Anyone know anything about signing foreign players in Russian League? I have just tried to sign Hegazi but just as I was about to confirm the deal, it's saying I am not allowed to sign any more FGN's. Is that just for the current season, or is there a maximum number of FGN's you are allowed to have at a Russian club?

Thank you!

SteveV ○
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Foreign Player Rules- Argentina

First time playing in the Argentinian Superliga, I was aware that you can only have 4 'Foreign' players in the MATCHDAY squad but the game won't allow me to buy any foreign players at all once there are 4 in the entire squad. If I bung a couple in the reserves would that allow me to purchase more?

Mark ○
Chairman

Join Date: 31-10-11
Posts: 29,427

I doubt it. Have you not tried it?

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

Surely unlikley as on club stats page it says how many non-EU (or forign etc) you have at the club as a whole?

Goive it a whirl tho!

SteveV ○
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

[QUOTE=Redknapp69;405128]Surely unlikley as on club stats page it says how many non-EU (or forign etc) you have at the club as a whole?

Goive it a whirl tho![/QUOT

Put 3 of them in the reserves and tried to put in an offer for another non Argentinian player - same error message. It looks like when they coded the league rules they forgot to differentiate between a Matchday Squad and the whole First Team Squad. Or the phrase Matchday Squad doesn't mean what it appears to mean ◄-(◑◑)-►

Kingsley ○
The Mascot

Join Date: 05-03-12
Location: Ribble Valley
Posts: 5,734

It is also a bugger when an Argentine club tries to buy a player from you, then it all goes to pot when they can't sign another foreigner. I've stopped doing business with Argentine clubs.

It does mean that when you are playing in Argentina that you make your foreign players count. If they are not going to be regular starters they are a waste of a place in the squad.

The artist formally known as The Eejit

#136

Coliuto ○
Decent Young Player

Join Date: 23-06-12
Posts: 52

use a savegame editor and give them argentina as 2nd nationality

---

03-10-18,   06:57 AM   #137

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

There are both match restrictions and squad restrictions in place for some leagues:
https://champman0102.co.uk/showthrea...427#post250427.

16-11-18,   11:29 AM   #138

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

   Offset for second nationality gain per countries

Hi there!
Are there somewhere what is the offset of gaining second
Nationality years? Eg. in northern ireland is 5 seasons for a foreigner to gain the north. irish. Can i edit it to 2-3 years ?
Thanks a lot ! 🙂

16-11-18,   07:35 PM   #139

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Replace Spain (9CF488) with N Ireland (9CF3E4) in the line below and it'll only take 2-3 years.

008C5C47 MOV EAX,DWORD PTR DS:[9CF488]

16-11-18,   09:30 PM   #140

Bhaalspawn ○
Hot Prospect for the Future

Join Date: 05-02-17
Posts: 112

> 🔊 Originally Posted by **saturn** ▶
> *Replace Spain (9CF488) with N Ireland (9CF3E4) in the line below and it'll only take 2-3 years.*
>
> *008C5C47 MOV EAX,DWORD PTR DS:[9CF488]*

Thanks mate !! ☐

31-01-20,   06:25 PM   #141

ralphie95 ○
Youth Team Player

Join Date: 17-07-19
Posts: 4

   foreign players

Hi guys!

How i can abolish limit of foreign players in my league (polish league)? In editor i can't find this option. I wanted to download *Tapani 2.21.1 Patch*, but my antivirus found a Trojan horse...

Could you help me? Greetings ◄👍►◄👍►

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

It's fin and not a virus/trojan

just disable anti virus etc and install it then turn anti virus back on

---

faz44 ○
Backup Player

Join Date: 09-03-12
Location: London
Posts: 931

I replied in the Chatbox for number 1. One version of Flex Editor has foreigner limit tweaks,

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ralphie95 ○
Youth Team Player

Join Date: 17-07-19
Posts: 4

> 🔖 Originally Posted by **Redknapp69** ▶▶
>
> *It's fin and not a virus/trojan*
>
> *just disable anti virus etc and install it then turn anti virus back on*

are you sure? I bought a new laptop last week, so i'm very careful 🙂🙂🙂

Gibclaret80 ○
Decent Young Player

Join Date: 05-10-19
Posts: 55

I'd like to up the foreign players in matchday squad in japan but flex doesn't work ??

---

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Try changing the following in Olly:
00666F66 CMP BL,5

---

gcabecinha ○
Youth Team Player

Join Date: 21-03-20
Posts: 1

Remove 4 palyers restriction from Portugal lague

Hello,

I've innstalled cm01/02 and put march database updates.

I dont want to run tarantini patch, because it gives me issues in the graphical side.

having this said, can someone help me to remove the restriction about only being able to use 4 Foreign players for this lague?

Thanks

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

This thread should help. I don't know the specific's for Portugal but this is the right place to either find it or get an answer 😊👍

📄 27-03-20, 02:01 PM   #149

lusacan ○
Youth Team Player

Join Date: 26-03-20
Posts: 2

Hi

Im playing Turkish league. In OLLY Debugger I was able to removed player restrictions for match squad. I have a lot of foreign player on the squad now. When trying to sign another I have following message: "... cannot have any more foreign players in their squad" and transfer is failed.

Is there any way to remove this limit completely? I checked this post https://champman0102.co.uk/showthread.php?t=6208&page=3&p=250427#post250427 but couldn't figure out. I am using 3.9.68 and saturn v9. Can someone help me?

Thanks

📄 28-03-20, 06:10 PM   #150

saturn ○
Programmer
VIP

Join Date: 18-03-14
Posts: 1,240

Süper Lig number of foreigners (in v9):
009021A9 MOV BYTE PTR DS:[ESI+13],0E

1. Lig number of foreigners (in v9):
008E8840 MOV BYTE PTR SS:[ESP+13],0A

▼ Page 6 of 7   ◀◀First   ◀ ... 2 3 4 5 6 7 ▶   Last ▶▶

« How to add new variable? | Is it possible to create pickable lower league ? »

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Thread: Player restrictions (non-EU / foreigners)

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☐ 28-03-20, 09:17 PM   #151

cfabregas4 ○
Youth Team Player

Join Date: 18-03-20
Posts: 14

At Arsenal I'm told I can't loan non-EU players (trying to loan a turkish CB) Yet we have
Pablo Mari on loan?

☐ 28-03-20, 09:47 PM   #152

MadScientist ○
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

> Originally Posted by **cfabregas4** ▶
>
> *At Arsenal I'm told I can't loan non-EU players (trying to loan a turkish CB) Yet we have Pablo Mari on loan?*

isnt him eu?

☐ 30-03-20, 01:22 PM   #153

lusacan ○
Youth Team Player

Join Date: 26-03-20
Posts: 2

Hello,
Thanks for the response.

In olly I have currently this line

009021A9 MOV BYTE PTR DS:[ESI+13],0E

What should I change to remove the restriction?

☐ 20-04-20, 02:17 PM   #154

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

Join Date: 15-12-11
Location: Your Mother
Posts: 29,995

Is there a "some what" quick way of applying Italy's foreigner player restrictions to all playable leagues? Basically no foreigner player restrictions of any sort

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Nick+Co ○   Join Date: 18-07-15
Programmer   Posts: 795

@Derm: my latest patcher, Under Tools, Misc Patches -> There's a patch called NoForeignRestrictionsForAll - try applying that - even mid game (doesn't need a new game) and it should be good. There's a similar one in there for Work Permits too.

The Following User Says Thank You to Nick+Co For This Useful Post:

Dermotron

Dermotron ○   Join Date: 15-12-11
Sir Mergements   Location: Your Mother
Director   Posts: 29,995
Manager
VIP
Captain

Ace, thanks Nick 😊🤛

▼ Page 7 of 7   ◀◀First   ◀   ... 3 4 5 6 **7**

« How to add new variable? | Is it possible to create pickable lower league ? »

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