

SUBBUTEO PARRAMATTA SPRING LEAGUE 2015



Information

The competition will be organised by Subbuteo Parramatta.

Entry into the competition is free and open to all players regardless of age, gender, ability, experience or club affiliation.

Any player not already affiliated with a Subbuteo/Table Football club, who competes in the competition, is free to become a member of Subbuteo Parramatta if they wish, though this is not compulsory.

Players do not have to be members of Subbuteo Parramatta to compete in the competition.

All games will be played using the current FISTF approved match rules. (<http://fistf.com/wp-content/uploads/2014/03/FISTF-Rules-V.-5.01.pdf>)

Depending on the number of players registered, the competition will run from late-August until mid/late November, 2015.

All games will take place on Tuesday evenings. Players must be available for the majority of Tuesday evenings during the tournament, though there is a small amount of flexibility for those unavailable for one or two dates. Games will be played in the Parramatta/Toongabbie vicinity. Specific venues will be specified closer to the start of the tournament.

The organisers will be responsible for providing a pitch to play on as well as goals. All other materials will be the responsibility of each player to organise. There is, however, equipment that can be borrowed so contact the organisers beforehand to arrange this if you need it - don't let a lack of equipment put you off.

All games will be played in two halves of 15 minutes each.

Players are expected to attend and compete in all matches they are scheduled to play.

Players will also be expected to either referee or assist refereeing at games scheduled on the same date as their own.

A complete draw of all competition fixtures will be published 7 days before the beginning of the competition.

If a player is unavailable for any fixture, 72 hours notice must be given to the organiser. If this notice is given, an alternative date for the fixture can be arranged. If less than 72 hours notice is given, the unavailable player may need to forfeit the match with a 0-4 scoreline.

Competition

All players will play against each other twice over the course of the competition.

The winning player of each match will receive 3 points.

Both players in a drawn match will receive 1 point.

The losing player of each match will receive 0 points.

At the conclusion of the competition, the player with the most points will be Champion.

In the event of two or more players being equal in points at the end of the competition, the Champion will be decided on a count back looking at the following statistics in this order.

1. Head to head results
2. Head to head goal difference
3. Overall goal difference
4. Overall goals scored
5. In the unlikely case of a tie still existing, another count back will occur with the results against the last placed player in the competition not counted. This is repeated, eliminating each player as needed, until an overall winner is found.

In the week following the final match of the Championship competition, a finals series involving all players may take place, time permitted, with the top players from the Championship competing for the Cup, and the other players competing for the Plate. The specific format will be determined after the number of competitors is known.

To enter the competition, simply fill in the entry form on the Australian Table Football Association website (<http://subbuteoaustralia.com/?p=1462>).