

# WESTERN SYDNEY SUBBUTEO SPRING LEAGUE 2018



## INFORMATION

- 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>)
- A draw will be published via googledocs which will show when all matches are to be played. This draw will be updated if and as needed, so all competitors should check it regularly.
- Players should arrive in time to have their figures ready to use by the appointed flick-off times.
- 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.
- 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 wherever possible.
- Players are expected to play in the best possible spirit.
- 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, all attempts will be made to reschedule the game, but the unavailable player may need to forfeit the match with a 0-3 scoreline, if a suitable alternative date cannot be organised.

## COMPETITION

- All players will play against each other once 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.
- No game will have a result recorded with a greater goal difference than 5 (i.e. a 6-0 game will be recorded as 5-0, 9-2 recorded as 7-2 etc). This is to encourage stronger players to use their games against weaker opponents as a chance to help the weaker player improve, rather than demoralise them.
- 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, placings will be decided based on their head to head encounter. If this match was a draw, the players will be declared equal on the table. Goal difference or goals scored will not be used to separate players on equal points. Again, this is to encourage stronger players to use their games against weaker opponents as a chance to help the weaker player improve, rather than demoralise them.