



Vision 2023

The 5 year vision for Table Football in Australia is built on three pillars:

- Growth;
- Community; and
- Excellence

Growth

We aspire to grow the game to the following level by 2023:

- Clubs are established in every capital city of Australia
- Each club hosts an event (WASPA, league, cup, or FISTF) each month with at least 12 Open, 6 junior and 4 women competing in each event.
- Each club has enough registered players for Open, Junior and Women's category teams.
- Each club has a home base that is a public venue.
- Registered players in Australia at least 50% for Open, triple for Junior, and Women.
- The next Asian Cup event held in Australia attracts 75 players.

Community

We aspire to continue to develop the social aspect of Table Football through the following:

- Re-engage with existing but inactive players.
- Retain 90% of ATFA members year-on-year.
- Year-on-year 95% of Australian based players that compete in a FISTF event do so the following year.
- Followers of ATFA social media(Facebook and Twitter) double in numbers
- Social events are held at each FISTF tournament (e.g. dinner or other).
- All players contribute to an ethos of fair play and sportsmanship which encourages participation and enjoyment by new and existing players.
- All players demonstrate care towards the well-being and enjoyment of all players, referees, organisers and officials.
- All players feel included and are treated equally regardless of their race, colour, religion, gender, sexual orientation, or ethnic origin. Views and feelings of others are respected by all.
- All players agree to and comply with the ATFA Code of Conduct.

Excellence

We aspire to continue to develop the quality of the match play to the following level:

- An Australian wins the Asian Cup in the Open, Junior and Women's categories.
- An Australian club wins the Asian Cup in the Open, Junior and Women's categories.
- Australia wins the Asian Cup national team categories.
- An Australian progresses from their group in the World Cup