

## ESA OLD SCHOOL CIRCUIT 23/24

**Rules.** ESA OLD SCHOOL PLAYING RULES (developed from Subbuteofest 23).

**Points.** 2 points for a win, 1 point for a draw.

**The circuit.** 6 to 7 events, each with a winner. A points systems will build up a table for the season to give a season winner.

**Format.** Each tournament is a group plus knock-outs format. Groups will be seeded based on previous Old School event results. The ESA will provide the seeding for the tournament entrants. Depending on the number of Groups the top seeds will be placed 1 per Group. Then the second, third etc seeds will be given in sets based on the number of group and should be drawn randomly from those sets into the Groups. For example if there are 4 Groups then the top 4 seeds go into Groups 1-4. Then seeds 5-8 are drawn randomly into Groups 1-4. Then the same with seeds 9-13 and so on. This is so that the same players should not always end up playing each other in every event – of course it will depend on who enters an event and also the seeding will be updated after each event but the addition of this random factor will hopefully keep things interesting.

Matches of 12 to 15 mins each way for knock outs, 10 to 15 mins for group stages depending on local conditions. If it ends level at a knock out stage then we go to a shoot-out 5 shots each consecutively (ie not alternating as in FISTF), then sudden death from the centre position. A coin should be tossed to decide who shots first and then if it goes to sudden death a coin should be tossed again to decide who shoots first. Winner of the coin-toss can choose to shoot or keep first.

Circuit Points will be awarded based on finishing positions in the groups or the knock-out phases of the main competition only. The points will be awarded by the ESA and will vary depending on the numbers of Groups and players per Group. Points from the best 2 Event will count toward the final table if we have 6 Circuit Events or less, if we add any extra event(s) then this will change to best 3.

**Pitches.** Original Subbuteo Cloth pitches (cloth put on any kind of board on any kind of Astro/Extreme etc) or Original Subbuteo Astropitch.

**Goals.** preferably metal with a bar on the back or Subbuteo WC plastic goals, otherwise Subbuteo plastic goals.

**Equipment.** All Subbuteo pre Hasbro and replicas are admitted including Top Spins, Santiago, Lux, Colpani for old Subbuteo. Traditional flats are admitted both celluloid and carboard, both Subbuteo and Swiss. **Goalkeepers** Flat or OO keeper – it is acceptable to mix a flat keeper with an OO team or vice versa.

Modern game equipment (such as flat bases, bases with chamfered edges, big keepers, Hasbro etc) is not admitted.

**Note: At some point in this season it may be necessary to change the Equipment rule so that only original Subbuteo figures (pre-Hasbro) are allowed. Advanced warning will be given if this is the case but you may wish to choose your equipment with this in mind.**

**Hosting club and entry fees.** Each tournament is the responsibility of the hosting club to organise, fix the number of participants and fee. It is also up to the hosting club to provide trophies/medals for their event. We recommend a £ 12 fee entry. £2 to be given to the ESA to purchase the final trophies and medals.

If we have 7 events, **the best 3 performances** of each player get used to make the table, 2 if we organise 6 events or less.

**If two players are level at the end of season**, to decide the winner: first points counting both group and knock out but without shoots-outs, then GD, then goals scored, then in the same order for head to head matches (only the counting events used in both cases – ie the points etc from each player's best 2 or 3 events as applicable). This is valid for winner and runner up while for the other positions players may remain level.

**Referee** is recommended for all matches but players can agree to go ahead without in particular for group matches.

**Number of pitches.** Each organiser should have at least 4 pitches available, for a minimum of 16 participants, and scale up if needed (e.g. 5 pitches for 17-20 participants, 6 pitches for 21-24 participants). Each hosting club is

responsible within a group plus knock out format to give enough playing time to each player but also to keep the day within a reasonable time to support travelling players.

**The default ball** is the large one but players can agree to play with the medium size if both like that.

The idea would be to have a 7<sup>th</sup> or 8<sup>th</sup> event, Haverhill Subbuteofest, not included in the circuit, because Subbuteofest is so well established that would allow the following:

- Time before Subbuteofest to have a full final table.
- Organising a "Old School ESA CUP" as opposed to the circuit that is the League.
- Presenting all the Circuit season trophies and medals at Subbuteofest on Sunday 2<sup>nd</sup> June.

All players can play up to 1 individual local tournament **as a taster**.

However, they **need to be a member of the ESA** (and/or any other national association affiliated to FISTF) to play more than 1 event.

All participants can win a local even or be the runner up of a local event.

However only players who:

- 1) are eligible to play for England and
- 2) are ESA members

can be on the season table.

The hosting club can decide to have an Open trophy and a Plate and even a Shield to allow all players to enjoy a full day's play.

All local events will be also recorded as **WASPA** Old rules tournaments valid for the WASPA ranking.

There is **ONE category** only for 2023/24 combining Open, Veterans, Ladies and Younger players.

## Examples of the Points allocation

For all formats the ESA will calculate the points using a similar method after the event. The numbers of points being awarded are based on the values being used for the English Championships Circuit (FISTF Rules).

### 1. 4 Groups

<u>Placing</u>	<u>Points</u>	
1	100	
2	85	
3	66	Losing semi-finalists
4	66	
5	39	Losing quarter-finalists
6	39	
7	39	
8	39	
9	20	3rd in Group
10	20	
11	20	
12	20	
13	15	4th in Group
14	15	
15	15	
16	15	
17	11	5th in Group
18	11	
19	11	
20	11	
21	7	6th in Group
22	7	
23	7	
24	7	
25	3	Others
26	3	
27	3	
28	3	
...	...	

### 2. 6 Groups

<u>Placing</u>	<u>Points</u>	
1	100	
2	85	
3	66	Losing semi-finalists
4	66	
5	39	Losing quarter-finalists
6	39	
7	39	
8	39	
9	18	Losing Last 16
10	18	
11	18	
12	18	

13	18	
14	18	
15	18	
16	18	
17	13	Other 3rd in Groups (not qualified for last 16)
18	13	
19	9	4th in Group
20	9	
21	9	
22	9	
23	9	
24	9	

3. 8 Groups

<u>Placing</u>	<u>Points</u>	
1	100	
2	85	
3	66	Losing semi-finalists
4	66	
5	39	Losing quarter-finalists
6	39	
7	39	
8	39	
9	18	Losing Last 16
10	18	
11	18	
12	18	
13	18	
14	18	
15	18	
16	18	
17	10	3rd in Group
18	10	
19	10	
20	10	
21	10	
22	10	
23	10	
24	10	
25	2	4th in Group
26	2	
27	2	
28	2	
29	2	
30	2	
31	2	
32	2	