

ESA OLD SCHOOL CIRCUIT 24/25

Rules. ESA OLD SCHOOL PLAYING RULES (developed for 24/25 from the Subbuteo WC 24 playing rules).

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

The circuit. 6 to 7 events, each with a winner. A points system 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. In addition players from the same club should be kept apart in the initial Group draw – so if a player is drawn into a group where a player from their own club is already present then they should move to the next group. Of course if there are more than 4 players from the same club and only 4 groups then this becomes impossible – common sense should be used whilst keeping the draw as random and as fair as possible. With small numbers of entrants this is always likely to be difficult but we will try our best.

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 shoots 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, including any Plate/Shield etc competitions. 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 3 Events will count toward the final table.

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.

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 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 3 events). 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.

We will have a 7th 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 the “ESA Old School International Cup” as opposed to the circuit that is the League.
- Presenting all the Circuit season trophies and medals at Subbuteofest on Sunday 27th July.

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.

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ESA Commercial Director

ESA Secretary

9th October 2024

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	90	
3	77	Losing semi-finalists
4	77	
5	58	Losing quarter-finalists
6	58	
7	58	
8	58	
9	46	3rd in Group
10	46	
11	46	
12	46	
13	41	4th in Group
14	41	
15	41	
16	41	
17	37	5th in Group
18	37	
19	37	
20	37	
21	33	6th in Group
22	33	
23	33	
24	33	
...	...	

And so on.

Or if there is a plate then instead of 3rd/4th in Group etc we have:

<u>Placing</u>	<u>Points</u>
9 (Plate Winner)	48
10 (Plate Runner-Up)	46
11 (Plate Losing SF)	44
12 (Plate Losing SF)	44
13 (Plate Losing QF)	41
14 (Plate Losing QF)	41
15 (Plate Losing QF)	41
16 (Plate Losing QF)	41

And so on for Shield etc.

Similar calculations will be done for other numbers of Groups and any other sub-competitions.