

RULES OF THE FOOTBALL PREDICTIONS ASSOCIATION

version 1.5.4 2017/2018

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1. Membership

The Organisers of the competitions are decided on a yearly basis. For 2017/18 the Organisers will be: Mike Phillips (overall organiser); Mark Grunwell (advisor on calendar and logistics); Naz Rajan (Webmaster). Cup draws will be rotated where possible between the Membership. The Organisers may ask for assistance from other competitors as and when necessary.

1Aa League Entrants

Entry to the League and Cup Competitions is gained by agreement with the Organisers. There are a number of primary competitions and secondary competitions to be won.

10 main titles (6 Leagues, 4 Cups)

- JP Standard League (Trialled in 1979/80, Est. 1980/81)
- Results League (Est. 1988/89)
- The Premier Standard League (Est. 2011/12)
- The Premier Results League (Est. 2011/12)
- F.A. Cup (Est. 1981/82)
- Joyce Phillips League Cup (Est. 1988/89)
- Dave Boston Group Trophy (Est. 1990/91)
- European Cup (Est. 1995/96)
- European Super League (Est. 2012/13)
- Members' Challenge League (Est. 2014/15)

Various other titles

- Season Top Score (JP Standard League)
- Most Top Scores (JP Standard League)
- Season Top Score (Premier Standard League)
- Most Top Scores (Premier Results League)
- Best Homes % (Results League)
- Best Aways % (Results League)
- Best Draws % (Results League)
- The 50% Club (anyone achieving 50% or more in the Results League)
- Most Results in one week (as a % of games predicted)
- The Charity Shield
- Prediction of the Season (JP Standard League, not always compiled)
- Most Predictions of the Week award (JP Standard League, not always compiled)
- Most Member of the Month awards (JP Standard League, not always compiled)

Additional awards will be given for any exceptional achievements (see Section 4)

1Ab Scores Deadlines

It is the responsibility of each individual Member to get his/her predictions in on time. Predictions entry should be done via the website: www.fpa-uk.org. For those without internet access, predictions can be phoned in to one of the Organisers and their contact details will be provided on request. Messages can be left on answer phone, voicemail, email or SMS text and will be accepted, if in time. The usual times for predictions are as follows:

(i) League and Cup games at the weekend:

By kick off of the first match, of the weekend's fixtures e.g. Saturday 12.45 (early kick offs) or 15.00. If there is an early kick off and this is missed, members can still predict the rest. If the Saturday games are missed, members can still predict the Sunday games. Note that FPA does not use Friday or Monday night games, unless otherwise notified.

(ii) European Super League games/mid-week Cup games:

By kick off of the first match, e.g. Tuesdays 17.00 or 19.45. If this is missed the remainder of Tuesday night games can be predicted; if Tuesday games are missed, Wednesday and Thursday games can still be predicted. If Wednesday games are missed, Thursday games can still be predicted.

Sometimes a member may enter a prediction the wrong way round and request it corrected. Though it is obviously a genuine mistake (for example where the strong 'form' team has been predicted to lose and everyone else has a win) with no hint of cheating, and previously this request has been carried out. For 2017/2018, this will no longer be allowed. Once a member clicks on final, those predictions, correctly entered or not, will stand, unless there is some spurious error - for example, an entry of 1-0 gets mistakenly entered as 10 (with no goal value for the other team) is an obvious mistake. In these cases it will be at the Organiser's discretion.

1Ac General Comments and Catch Up Games

All information on when and what to predict will be on the website. Cup predictions will be arranged as and when necessary, as sometimes fixtures are unknown until nearer the date. The above guidelines will apply unless otherwise stated.

As soon as the deadlines are reached, anyone who has failed to submit predictions will forfeit the games for that set of predictions (unless there are multiple games over multiple days where a member can still enter predictions for games that have not yet started). However there are ways to catch up.

FPA wishes all members have a fair chance of winning on one of the many competitions, so two seasons ago catch up games were opened to all, regardless of why or how many are missed. There are a set number of catch up fixture weeks in the season, for details see the calendar. If a member still has catch up games after the published fixtures have passed, the Organisers will endeavour to find more but as the season gets nearer the end, this is often harder to achieve.

Note that for some competitions, catch up games are not available either due to shortage of fixtures, or in head-to-head situations where a result between two members is required. In those instances, the games are forfeit and cannot be caught up.

1Ad Score Enquiries

Amateur entries sent to the Organiser by email will be kept until the end of the season. Any enquiries relating to scores should be checked with the scores Organiser within this period. The website will reveal other Member scores when that person's predictions are entered and confirmed. FPA has tested the website algorithm over many seasons, however any errors in the calculations are not checked for manually by the Organisers. It will be, therefore, a Member's responsibility to check their own scores points. Predictions are totally transparent in that they all appear on the website by the allocated time. Periodically, a review of competitions will be sent out to all Members by email or by post, and an end of season review, with preview of the new season, will be sent out in the summer break.

1Ae Disqualification

Anyone not predicting for five consecutive weeks, without good reason or contact with the Organiser, will be deemed to have left the leagues and be disqualified from all subsequent competitions except for exceptional circumstances such as an illness the Organiser does not know about. Additionally anyone bringing the FPA into disrepute in the opinion of the Organisers, may be removed from the competitions.

2. The Leagues

2A The Joyce Phillips Standard League (JPSL)

2Aa Requirements for a predicting week

There is a minimum requirement of four games for a predicting week to take place. The JPSL runs for almost the duration of the English Premier League, starting a week later, on Premier League week two (for our Charity Shield to run on week one). All Saturday/Sunday Premier League and Gillingham FC games will be used where possible. Note that some fixtures may be at Easter or over Christmas and New Year. All these games need to be predicted. If in any doubt,

competitors should always predict all games to be sure, and check the FPA website and calendar, which should direct Members to the correct game.

2Ab Point Scoring

The following system is used for this league:

1 point = Correct Result, for home, draw or away

3 points = Exact Score (known as a *Maximum*)

2Ac League Placings

Points accumulated are the first priority followed by maximums. A person on equal points and maximums with more games predicted than another will gain placing priority. This rewards those who predict all fixtures (this situation is reversed in the Results League). The winner is based on most points first, followed by most maximums, followed by most games predicted. If these are all equal the title will be shared.

2Ad The Premier Standard League (PSL)

Formerly known as the Lawro Standard League, the PSL is a league that includes Mark Lawrenson ('Lawro') from the BBC. It excludes Gillingham FC games, so is based on Premier League games only. In all other respects and for all rules it is the same as the JPSL.

2B The Results League (RL)

2Ba Requirements for a predicting week

For 2017/2018 there are five Professional members. Fixtures included will be based on those predicted by three or more of the Professionals (not including the Gillingham FC game, which is catered for separately in the PRL). If Professionals miss games the Organisers will aim to find catch up games.

Score Enquiries are the same as Rule 1Ad.

2Bb Point Scoring

1 point = Correct result (no maximums are used).

2Bc League Placings

Points (results) accumulated are used for placings. As there are no maximums, results percentage will count as the second priority. This may favour those who have missed some games as the RL is based on pure results, so the percentage represents how the Member would probably be placed, had they predicted all games.

2Bd The Premier Results League (PRL)

Formerly known as the Lawro Results League, the PRL is a league that includes Mark Lawrenson ('Lawro') from the BBC. It excludes Gillingham FC games, so is based on Premier League games only. In all other respects and for all rules it is the same as the RL.

2C The Members' Challenge League (MCL)

2Ca Qualification

This is a season-long, head-to-head competition where all Members play each other twice. The MCL is capped at 16 entrants simply due to the number of head-to-heads required, where each entrant will face 15 opponents twice, so 30 weeks predictions in total. To qualify, a member needs to finish in the top 16 of the JPSL. If 16th place is tied, there will be a play off between members on the following or subsequent week(s), since the MCL always finishes before the end of the regular JPSL season. If this is still unresolved at season end, tied members will play off on the first weekend of the following season (Charity Shield weekend). If still unresolved, they will both/all be provisionally entered into MCL against opponents, but will effectively be playing off

against each other every following week until there is a winner. Then that member's points will count against all head-head-head opponents in the MCL up to that point.

2Cb Requirements for a predicting week

Since all MCL games come from JPSL games, the same rules apply.

2Cc Missed Predictions

There are no catch-ups for MCL games since it's a head-to-head competition. If a Member fails to predict they simply forfeit that week's match with no points or points for. The predicting opponent will receive points for scored and none against.

2Cd Point Scoring

The MCL uses the same point scoring system as the JPSL for points from games. For league points, see 2Cd below.

2Ce League Placings

Points accumulated are the first priority followed by maximums. A person on equal points and maximums with more games predicted than another will gain placing priority. This rewards those who predict all fixtures. The winner is based on most points first, followed by most maximums, followed by most games predicted. If these are all equal the title will be shared.

1. Group points
2. Maximums
3. Game points for/against difference
4. Most game points scored for
5. The most points scored between the two members in their two head-to-heads

If all these are equal, the title will be shared

2D The European Super League (ESL)

2Da Requirements for a predicting week

There is a minimum requirement of four games for a predicting week to count (e.g. in the event of adverse weather conditions). The ESL runs for the duration of the UEFA Champions and Europa Leagues and their finals, so it begins in August and ends in May, with a break from December to February. All weekday Tuesday and Wednesday games will be used, and a selection of Thursday UEFA Europa games where English teams are involved, or to bring the games up to 16 in the latter stages of the competition, which is also in the second half of the season.

If in any doubt, competitors should always predict all UEFA games to be certain, and should also check the FPA website which will direct Members to the correct games to predict. The league will include the UEFA Europa final, and the UEFA Champions League final will also be predicted, marking the last game of the ESL season. Extra time counts for knockout stages and both the finals, but penalty shoot outs do not.

2Db Scores Deadlines

The deadline for all ESL games is usually by the first kick off of the first game (normally 19.45 on Tuesday but sometimes 17.00 or at other times, see website and members should check). Since there are few catch up games available for this league, members can predict games on the second night (i.e. Wednesday, then Thursday) from any one mid-week, should they miss the prediction deadline for the first or second night. However the member still forfeits the missed games from the first night, unless catch up games become available. Sometimes there are unused Europa League games, particularly in the first half of the UEFA season, and these will be used for catch up games if possible.

2Dc Point Scoring

The following system is used for this league for all games:

1 point = correct result (known as a point or result)

3 points = exact score (known as a *maximum*)

2Dd League Placings

Points accumulated are the first priority followed by maximums. A person on equal points and maximums with more games predicted than another will gain placing priority. This rewards those who predict all fixtures. Catch up games will be determined, if possible. If all criteria are equal at the end of the season, those Members will share the title. The ESL table also shows results success percentage but this is for reference only.

2E Professional Entrants in the Results Leagues

In addition to the `Amateur` members, there is a selection of five Professional entrants from a UK newspaper, from BBC TV, and online, for the 2017/2018 season:

The Sun, historic reasons from the early FPA days, and most times Pro winner.

Mark Lawrenson, (BBC TV), LRL Champion 2012/2013. [See 2Ad and 2Bd].

FootStats, online football predictor <http://www.footstats.co.uk>

Predict Z, online football predictor <http://www.predictz.com>

Rezilta, online football predictor <http://www.rezilta.com>

2F Collection and Recording of Professional Predictions

One member provides newspaper predictions to the Organiser, in addition to the online predictions and Mark Lawrenson's predictions, from the BBC Sport website. For 2017/2018 the collectors are:

The Sun, collected by Mark Grunwell

Mark Lawrenson predictions, collected by Mike Phillips from BBC Sport Football site:

www.bbc.co.uk/sport/0/football

Three online predictors, collected by Mike Phillips:

FootStats, from <http://www.footstats.co.uk>

Predict Z, from <http://www.predictz.com>

Rezilta, from <http://www.rezilta.com>

3. THE CUPS

3A The Joyce Phillips League Cup (JPLC)

3Aa Entries

To start the competition an even number of entrants divisible by four and resulting in 16 or 8 are required. Otherwise a Play-off round will be used. For 2017/2018 there are 22 entrants, therefore the Play-off round will be 12 names drawn as below. The 6 winners progress to join the remaining 10, in the First-round draw of 16.

3Ab The Draw

All rounds are drawn. Two members must be present at each drawn round so no person can draw the rounds alone. The Play-off round will be played on the first weekend of the domestic (EPL) leagues when details of the English League Cup are known.

The Play-off draw is made as follows:

1 v 7, 2 v 8, 3 v 9, 4 v 10, 5 v 11, 6 v 12

The First-round draw is made as follows:

1 v 9, 2 v 10, 3 v 11, 4 v 12, 5 v 13, 6 v 14, 7 v 15, 8 v 16

Subsequent rounds are drawn in the same way reducing down to the Final.

3Ac Requirements for a cup tie to be played

Where possible, ties are mainly based on the English League Cup fixtures involving Premier League (and Gillingham, where appropriate). A minimum of 4 games must be available for a tie to take place. Predictions for ties will need to be in by kick off time, according to deadlines listed in Rule 1Ab. In the latter stages of the Cup after the Semi-finals, available English League Cup games may drop to below four. In these cases, the first Premier League games (up to a maximum of four) as listed on the published fixtures (usually they are in order of (a) time; (b) alphabetical order), from the next available midweek or weekend league prediction fixtures, will be added to make up the shortfall. If less than four total games occur due to games being called off (e.g. during adverse weather conditions), the tie is cancelled and must be rescheduled.

3Ad Point Scoring

All games are predicted as an exact score. JPLC is a results-based cup *only for deciding tied head-to-heads*. The aim is still to score the most amount of points whether by maximums or by results. Since results have priority if members tie, they will be used as a deciding factor. Maximums are worth **2** points.

Example:

ACTUAL SCORES	2-1	3-0	1-1	
Member A:	2-1 (2)	3-0 (2)	0-2 (0)	= 4 Points (2 Maximums, 2 results)
Member B:	2-1 (2)	2-1 (1)	0-0 (1)	= 4 Points (1 Maximum, 3 results)

In this example, Member B wins because although the score was 4 points each, Member B had one more result. This is the only cup competition of the four cups to use this system.

3Ae Missed Predictions

If an entrant fails to predict, their opponent will automatically receive a bye to the next round. There are no catch-ups for JPLC games.

3Af Extra Time

In all JPLC games extra time counts. Penalty shoot outs do not.

3Ag Replays

In the event of a replay being required, the Organiser will select JPLC games to predict wherever possible as described in Rule 3Ac. If time is limited between rounds, predictions for the usual weekend JPSL games could be used.

3Ah The Final

The Final cannot be decided on results if scores are tied. A replay will always be required. If there are not enough English League Cup games to predict, regular weekend JPSL games may be used, each weekend until a winner is produced.

3B The European Cup (EC)

3Ba Entries

From 2017/2018, to simplify the process and make it more competitive, the EC will be a fully open competition with an open draw and no seeding.

With 22 competitors for 2017/2018, there are two groups of six and two groups of five, so each member gets five or four head-to-head games, depending on the group size, with the top two progressing to the last eight Quarter-finals.

3Bb The Group Draw

For 2017/2018, the group draw is as follows:

	Order: 1	2	3	4	5	6
Group A	1	5	9	13	17	21
Group B	2	6	10	14	18	
Group C	3	7	11	15	19	22
Group D	4	8	12	16	20	

Groups A & C (groups of 6)

Game 1	1 v 2, 3 v 4, 5 v 6
Game 2	1 v 3, 2 v 5, 4 v 6
Game 3	1 v 4, 2 v 6, 3 v 5
Game 4	1 v 5, 2 v 4, 3 v 6
Game 5	1 v 6, 2 v 3, 4 v 5

Groups B & D (groups of 5)

Game 1	1 v 2, 3 v 4 (5 no game)
Game 2	1 v 3, 2 v 5 (4 no game)
Game 3	1 v 5, 2 v 4 (3 no game)
Game 4	1 v 4, 3 v 5 (2 no game)
Game 5	2 v 3, 4 v 5 (1 no game)

3Bc Requirements for a cup tie to be played

A minimum of 4 UEFA Champions League or Europa League fixtures must be available for a tie to take place but the ideal is 8 or more. Ties are based in on the UEFA Champions League fixtures, and any UEFA Europa League fixtures involving English Clubs (or additional Europa League games to make up enough games). Although a tie may take place over a number of days, all predictions will need to be in on the first day. Most ties are played midweek [see Rule 1Ab for deadlines].

3Bd Group Point Scoring

Each group member will play once against everyone else. Maximums (2 points) count towards overall tie score but do not decide ties. If equal points are scored it is a draw and both Members will gain 1 point in their group. A win counts for 3 points.

Example:

ACTUAL SCORES	<u>2-1</u>	<u>3-0</u>	<u>1-1</u>
Member A:	0-2(-)	3-0(2)	1-1(2) = 4 Points (2 Maximums)
Member B:	3-2(1)	3-0(2)	0-0(1) = 4 Points (1 Maximum)

In this example, each Member scored 4 points (Member A from 2 maximums, Member B from 2 results and 1 maximum). Since the score was 4-4, each Member would gain 1 point in their group regardless of maximums.

A win in the group gives 3 group points.

3Be Missed Predictions

There are no catch-ups for EC games since it's head-to-head.

- (i) Group Stage: Due to how missed predictions skew a table in the group stage, if a Member fails to predict, they will be removed from the group and all points for/against scored by opponents will also be removed. The remainder of the group will play fixtures according to the group size. If not enough games remain to pay out the group, members will use games from regular domestic weekend games.
- (ii) Knockout Stage: Missed predictions will give the opponent a 'bye' (free pass) to the next round.

3Bf Qualification to the Quarter-Finals

The following factors will be used to decide group placings, in descending order of priority:

1. Group points scored
2. Game points for/against difference
3. Most group game points scored
4. Greater number of ties won throughout the cup campaign
5. Highest score achieved in any of the group games

Example:

	Pld	Won	Drn	Lst	Pts	For	Against	Difference
Member A	4	2	1	1	5	12	10	+2
Member B	4	1	3	0	5	9	7	+2

In this example, Member A is higher on most game points for.

The top 2 in each group will then progress to the Quarter-final stage which operates on a knock-out basis, with maximums counting to decide ties.

3Bg The Quarter-Finals

The 8 qualifiers to the quarter-final will be matched as follows:

Game 1	=	Winner of group A	v	Runner up of group D
Game 2	=	Winner of group B	v	Runner up of group C
Game 3	=	Winner of group C	v	Runner up of group B
Game 4	=	Winner of group D	v	Runner up of group A

Rules regarding replays are covered in Rule 3Af using European games first followed by regular Premier League/Gillingham FC games.

3Bh The Semi-Finals

Winner of Game 1 v Winner of Game 2

Winner of Game 3 v Winner of Game 4

Rules regarding replays are covered in Rule 3Af using European games first, followed by regular Premier League/Gillingham FC games.

3Bi The Final

The Final cannot be decided on maximums if scores are tied. A replay will always be required. If there are not enough UEFA games to predict, regular weekend League games may be used, as described in Rule 3Ag.

3Bj Extra Time

In European cup games, extra time counts. Penalty shoot outs do not count.

3C The F.A. Cup (FAC)

3Ca Entries and Qualification to the First Round

In 2017/2018 there are 22 members. The top 10 JPSL places at the end of the weekend predictions of 16 December 2017 will automatically qualify for the F.A.Cup First Round of 16 on 6 January 2018. Any members tied for 10th place will play off the following week of 23 December 2017. If still tied they will be entered as a double entry in the Play-off Round of 26 December 2017 and the higher score counted as claiming 10th place with the loser points counting towards the Play-Off Round.

3Cb The Draw

All rounds are drawn. The First Round of 16 is usually drawn in December and played using the English F.A. Cup third round games in January. Any games involving a Premier League team, and Gillingham FC, will be used.

The method for drawing the ties between Members is the same as that of the Joyce Phillips League Cup [Rule 3Ab].

3Cc Requirements for a cup tie to be played

A minimum of four F.A. Cup fixtures must be available for a tie to take place. Ties are based on the English F.A. Cup fixtures whenever possible. This involves all games played by Premier League, and Gillingham FC, where appropriate. Although a tie may take place over a number of days, all predictions will need to be in on the first day. Some ties may be played midweek and some on weekends [see Rule 1Ab for deadlines]. If less than four games occur due to games being called off (e.g. during adverse weather conditions), the tie is cancelled and must be replayed.

3Cd Point Scoring

Throughout the F.A. Cup *maximums* always count. Therefore in the event of a drawn tie, most maximums scored will be the deciding factor. Maximums are worth **2** points.

Example:

ACTUAL SCORES:	3-0,	3-1,	0-2
Member A :	0-0(-)	3-1(2)	0-2(2) = 4 Points (2 Maximums)
Member B :	1-0(1)	2-0(1)	0-2(2) = 4 Points (1 Maximum)

In this example the scores are tied 4-4 but member A wins by two maximums to one.

3Ce Extra Time

In the F.A. Cup extra time will always count. Penalty shoot outs do not count.

3Cf Replays

In the event of a replay being required, the Organiser will select English F.A. Cup games to predict, wherever possible. If time is limited between rounds, predictions for the usual weekend league games could be used (see the Joyce Phillips League Cup for criteria determining ties).

3Cg The Final

The Final cannot be decided on maximums if scores are tied or on other criteria, but can only be won from a full head-to-head tie. A replay will always be required. If there are not enough FA Cup games to predict, regular weekend JPLC fixtures may be used each week until a winner is produced.

3D The Dave Boston Group Trophy (DBGT, GT)

3Da Entries

This is a group-based cup requiring a quarter-final of 8. For 2017/18, with 22 entrants, there will be two groups of six and two groups of five required to start the Trophy, with the top two from each group qualifying, to produce the 8 Quarter-finalists. Everyone will be entered into the draw [Rule 1Ab applies]. From the Quarter-finals, it is straight knock out thereafter.

3Db The Draw

The Trophy begins early in the second half of the season, in the New Year. All Premier League and Gillingham FC games are included as well as any English Joyce Phillips League Cup Semi-Finals or Finals, if required for replays etc. As in the other cup competitions, normal rules apply [Rule 1Ab]. Rules for drawing groups are identical to the European Cup [Rule 3Bd].

3Dc Requirements for a cup tie to be played

A minimum of 4 fixtures must be available for a tie to take place. If Saturday games are unavailable for prediction, weekday games could be used (The usual deadlines apply: see 1Ab). Ties could take place over a number of days, however all predictions will be required in advance. In certain circumstances (e.g. when there are only a few fixtures) cup games that coincide with usual Group Trophy games may be used. If in any doubt, competitors should predict all games though the website should show the fixtures. If fewer than 4 games occur due to games being called off (e.g. during adverse weather conditions), the tie is cancelled and must be replayed. The decision will be at the Scores Organiser's discretion.

3Dd Group Point Scoring

Each group member will play once against everyone else. All group point scoring is the same as the European Cup [see Rule 3Bf].

3De Missed Predictions

There are no catch-ups for DBGT games since it's head-to-head.

- (i) Group Stage: Due to how missed predictions skew a table in the group stage, if a Member fails to predict, they will be removed from the group and all points for/against scored by opponents will also be removed. The remainder of the group will play fixtures according to the group size.
- (ii) Knockout Stage: Missed predictions will give the opponent a 'bye' (free pass) to the next round.

3Df Qualification to the Quarter-final

Qualification to the Quarter-final is the same as the European Cup [see Rule 3Bf].

3Dg The Quarter-Finals

The 8 qualifiers to the quarter-finals will be matched as follows:

Game E	=	Winner of group 1	v	Runner up of group 4
Game F	=	Winner of group 2	v	Runner up of group 3
Game G	=	Winner of group 3	v	Runner up of group 2
Game H	=	Winner of group 4	v	Runner up of group 1

3Dh The Semi-Finals

The 4 qualifiers to the semi-finals will be matched as follows:

Winner of Game E v Winner of Game F
Winner of Game G v Winner of Game H

3Di The Final

The Final cannot be decided on maximums if scores are tied. A replay will always be required.

If the final is drawn and there are no more available weeks for a replay (where close to the end of the season), when the final replay week is used up the following criteria will decide the winner:

1. Greater number of ties won throughout the full cup campaign.
2. Total games points For/Against difference in group and knockout stages.
3. Greater number of points scored throughout the group and knockout stages.
4. After the above, if there were no more predicting weekends left, a replay would take place on the same weekend of the following season's Charity Shield, and normal replay rules would apply. This would continue until a winner is found.

3Dj Extra Time

In the Group Trophy, JPSSL fixtures are used, but if any type of cup game is used, then extra time will always count. Penalty shoot outs do not count.

3E The Charity Shield (CS)

3Ea Qualification

The Charity Shield is played between:

- (i) The JP Standard League winner, and
- (ii) The F.A. Cup winner

In the event of the JPSL and F.A. Cup winner being the same, then

- (iii) The JPSL runner-up, then
- (iv) The F.A. Cup runner-up

3Eb The Tie

The tie will be played on the first Saturday of the English Premier League, or the first week we use that precedes the start of the JP Standard League, using games from the Premier League, and Gillingham FC.

3Ec Point Scoring

Games are predicted in the usual way for Premier and Gillingham games (see JPLC). Maximums (2 points) count as this is a cup tie and will be used to decide the match if scores are even. In the event of a draw, the Charity Shield has no replays and is shared.

4. Other Awards and Mentions

In addition to the above mentioned competitions, a number of other awards may be awarded over the duration of the season (these are Organiser-time dependent and on an as-and-when basis) These are:

4A Most times Predictor of the Month

Mention will be made at the end of each month for the best performing Member for each month, and then at the end of the season, the most number of months won, based upon combined JP Standard League and Results League performance.

4B The Season High Score (The *Mark Wallbank Award*)

This is named in honour of the late Mark Wallbank, a Member in the 1992/1993 season. The highest JP Standard League score of the season involving all Premier League/Gillingham from one set of predictions wins this award. If two or more people attain the high score, the deciding factor will be the number of games predicted on the high score week. The Member with a high score from the least number of games will be the winner. The next criteria is highest number of maximums. After that the award is shared.

4C Homes, Aways and Draws

Each Member will attain a RL percentage of correct homes, aways and draws forecast in relation to the number predicted. The highest percentage in each category wins each award. To get a percentage rating in each category the entrants must have predicted at least 10% of total games forecast. For example, from a total of 300 games forecast in the season, 30 games, 30 aways and 30 draws must be predicted to achieve a percentage in each category.

4D The 50% Club

A mention will be made of anyone attaining a percentage of 50% or more as at the final week of the Results League. Note that from the total possible games predicted in the season, 75% of games must have been predicted. For example, if there were 200 games in the season 150 would be the minimum needed to be predicted. To qualify:

- (1) the 75% rule needs to be satisfied
- (2) the final week must be predicted

4E Highest RL Percentage

This goes to the Member who finishes with the highest Results League percentage. The Member must have satisfied qualification in Rule 4D.

4F Prediction of the Season

The Organiser will select, in their opinion, the best predictions from the season records. Each week one is chosen, where possible, based on the best exact score or a unique result predicted, for example, that no-one else predicted. If time, members may decide the winner by vote. Otherwise the Organiser will choose the best one in their opinion.

4G Special Mention

Any other achievements worthy of special mention could also be in line for an award. The following are examples of possible candidates:

- (i) setting a new record, e.g. longest time in first place in a league
- (ii) a League and Cup double/treble etc., or an exceptional unbeaten cup run
- (iii) four titles or more, any combination of the 3 Leagues and 4 Cups
- (iv) a 'Grand Slam', where all '4 regular' Leagues, or all 4 Cups, are won by the same member (this has never been done)
- (iv) highest RL percentage ever; in RL, and in RL homes, always or draws categories
- (v) achieving a landmark points total or winning points margin

5. Inquiries and Investigations

All members participate in a spirit of friendly competition. However a check needs to be kept on any activities bordering on or exceeding gamesmanship. Should the Organiser, or any Member, have serious doubts then the following procedure could take place:

- (i) the inquiring member will notify the Organiser in writing.
- (ii) the Organiser and inquiring member will select two other members at random, other than the Member who raised the issue, who will then be told of the circumstances. All three if in agreement will decide on whether to raise a vote from the Members. If these two Members are not in agreement to take part, a further two will be drawn until agreement is found. If no Members agree to take part then the case will have to be dropped through lack of Member support.
- (iii) if (ii) is agreed, five members will be randomly drawn by the other three and these five will vote, if they are in agreement with taking part, on whether they believe foul play occurred. If so, they can call a League Inquiry using the established format which can be provided on request. The Organiser has the deciding vote, so long as the Organiser did not raise the query or is the subject of the issue raised.

The Organiser runs the competition in a position of trust. All records are available on request for scrutiny and the website records are available to all. Any Member doubts could also result in a League Inquiry. Note that members usually enter their own predictions via the website. Those who email them have an email trail; those who call in their predictions by phone need to keep a note of them to check them against the website once entered by Organisers.

- (i) three members should forward a written request to the Organiser.
- (ii) one of the three will be appointed a Chairman. The three will draw two members at random to join the others for an Inquiry.
- (iii) the five will then conduct an inquiry using the established format. The Chairman has the deciding vote.
- (iv) if the inquiry finds the Organiser to have wilfully breached any rules, a vote will be put to the membership and comments will be asked for as to the best course of action.

Since the FPA uses a web-based prediction system, Members can see, by kick off, all those who have predicted on time and what their predictions are. This should stop any doubts of any improper action by any Member, including the Organiser, since all predictions are transparent.

6. Final Decisions

The rules are final however, some situations often arise that have not been thought of. In these situations the Organiser(s) will show fairness and always attempt to come to a decision that suits all.

Occasionally a rule needs to be changed during the season, and when this happens the Organiser(s) will always endeavour to announce any changes before the rule or the round or fixtures take place.

Final decision always rests with the Organiser(s) who in certain circumstances may need to make a rule change.

7. Revisions, Versions and Acknowledgments

These rules have been updated for the 2017/2018 season and are correct as at August 2017.

There have been many changes since last season and the Rules may yet need further update, if you see any errors please inform the Organisers. Many of the suggestions, votes and updates from last season have been included.

The Football Predictions competitions (which came to be known as the Football Predictions Association, or FPA) began in the former Royal Navy Dockyard, Chatham, with a trial competition (which came to be called the Standard League, now the JP Standard League), for a short pilot season in 1979/1980. It was started by Mike Phillips. See the FPA website under History for more information.

The FPA is, we believe, the longest continuously running football predictions league competition in Britain, and possibly in the world. With the first predictions starting in 1979/80 (over 35 years ago), it is probably also the oldest.

Sadly, founder member Joyce Phillips died in 2011, but three of the original founder members from 1979/80 still predict today; Mike Phillips, Glen Grunwell and Mark Grunwell.

I would like to thank the following people for their help last season, Mark Grunwell for arranging some cup draws, collection of *The Sun's* forecasts and help with league/cup fixture scheduling.

For the new season my thanks go to Mark and to you all again, for continuing to support this (possibly) oldest of predictions leagues.

Thanks to Arron Springate who helped me to draft these rules many years ago.

Finally a huge thank you again, to my lifelong friend Naz Rajan, who has spent many hours developing and working on the excellent FPA website, and continues to improve it and make the FPA experience more fun for all.

Dedicated to the memory of Joyce Ann Phillips and Dave 'DB' Boston

M.Phillips, August 2017