

RULES OF THE FOOTBALL PREDICTIONS ASSOCIATION

Version 1.5.5 2021/2022

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1. Membership

The Organisers of the competitions are decided on a yearly basis. For 2021/22 the Organisers will be: Mike Phillips (overall organiser); Mark Grunwell (advisor on calendar and logistics); Naz Rajan (advisor and Webmaster). These make up the FPA Administration (Admin). Cup draws will be rotated where possible among the Membership. The Admin 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 Admin. There are a number of primary competitions and secondary competitions to be won.

8 primary titles (4 Leagues, 4 Cups)

- Joyce Phillips Standard League (JPSL)
- Results League (RL)
- F.A. Cup (FAC)
- Joyce Phillips League Cup (JPLC)
- Dave Boston Group Trophy (DBGT)
- European Cup (EC)
- European Super League (ESL)
- Members' Challenge League (MCL)

Various other secondary titles

- Season Top Score (JPSL)
- Most Top Scores (JPSL)
- Best Homes % (RL)
- Best Aways % (RL)
- Best Draws % (RL)
- The 50% Club (anyone achieving 50% or more in the RL)
- Most Results in one week (as a % of games predicted)
- The Charity Shield (CS)
- Prediction of the Season (JPSL, not always compiled)
- Most Predictions of the Week award (JPSL, not always compiled)
- Most Member of the Month awards (JPSL, 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, if no connection for example, predictions can be phoned in to the Admin and their contact details will be provided on request. Messages can be left on voicemail, email or SMS text and will be accepted, if in time. Email is the best option. 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. However, there is no catch up game for the lunchtime/early kick off. If missed, it is forfeit. If the Saturday games are missed, members can still predict the Sunday/Monday games. Note that FPA does not use Friday night games, unless otherwise notified.

(ii) UEFA games for the European Super League games, mid-week Cup games:

By kick off of the first match, e.g. Tuesdays 17.00 or 19.45 or 20.00. 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. So there are multiple chances for a member to get predictions in.

Sometimes a member may enter a prediction the wrong way round and request it corrected. If deemed an obvious genuine mistake (for example where the strong 'form' team has been predicted to lose and everyone else has a win) with no hint of foul play, if the game has not kicked off it can be changed by the Admin. If it has kicked off, but if no goals have been scored and the game is within five minutes of kick off, a change may be made but the decision by the Admin is final. Normally, 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 Admin'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) that weekend or that midweek. However there are ways to catch up in some competitions.

FPA wishes all members have a fair chance of winning one of the many competitions, so catch up games are open to all (for some competitions), regardless of why or how they were missed. Catch up games are given in the order they appear on the fixture list. 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 Admin will endeavour to find more, but as the season gets nearer the end, this is often harder to achieve. In the domestic leagues (JPSL, RL), equal numbers of EPL (English Premier League) and Gillingham FC (GFC) games will be awarded as catch ups, apart from any early kick off games which are forfeit (see Rule 1Ab(i) above)

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 that week or weekend. In those instances, the games are forfeit and cannot be caught up.

1Ad Score Enquiries

Amateur entries sent to the Admin by email will be kept until the end of the season. Any enquiries relating to scores should be checked with the Admin 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 errors in the calculations are not always checked manually by the Admin. It will, therefore, be 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, and an end of season review, with a preview of the new season, will be sent out in the summer break with a summary of any issues from the season and asking for Members' opinions.

1Ae Disqualification

Anyone not predicting for five consecutive weeks, without good reason or contact with the Admin, will be deemed to have left the leagues and be disqualified from all subsequent competitions except for exceptional circumstances such as an illness the Admin does not know about. Additionally anyone bringing the FPA into disrepute in the opinion of the Admin, or found to be cheating, 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. However, if four or more games are set up for a scheduled week, predicted, and some games are then called off (e.g. due to bad weather), remaining games will still count, even if only one is left. The JPSL runs for the duration of the EPL. All Saturday/Sunday/Monday EPL and GFC games will be used where possible. Note that some fixtures may be at Easter, Christmas and New Year and not on a weekend. 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 goal 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. See Rule 1Ac for catch up games.

2B The Results League (RL)

2Ba Requirements for a predicting week

See Rule 2Aa for minimum game number and the same rule applies to this league for cancelled games. For 2021/2022 there are two Professional members. This is the lowest in FPA history. Usually, fixtures included will be based on those predicted by a majority of the Professionals. In 2021/2022, both Professionals are online tipsters. FPA aims to add more in 2022/2023. If Professionals miss games, the Admin 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. At the end of the season, if points and percentage are the same, the title will be shared. See Rule 1Ac for catch up games.

2C The Members' Challenge League (MCL)

2Ca Qualification

To qualify, a member needs to finish in the top 16 of the JPSL. If 16th place is tied, most weeks in the top 16 will be used. If this is also the same, most weeks in the top 16 of the RL will decide the winner. (League rating cannot be used as it is based on JPSL/RL anyway). If still unresolved, they will play off the first week of the following season, which will therefore not be a MCL week. After that, both/all will be provisionally entered into the 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. This may require

some adjustment of the MCL table and matrix and this last criterion will be reviewed during 2022/2023.

This is a season-long, head-to-head competition where all Members play each other twice. The MCL is capped at 16 entrants due to the limited number of weeks available to complete all the head-to-heads. Each entrant will face 15 opponents twice, so 30 weeks predictions in total.

2Cb Requirements for a predicting week

All MCL games come from JPSL games, but on weeks where JPSL fixtures are reduced (e.g. cup weekends), the MCL will not run. There are more weeks of JPSL than MCL so the latter will be fitted into the calendar accordingly. See Rule 2Aa for reduced games, after they have been predicted, as the rule also applies here.

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, plus 3 points for a win.

2Cd Point Scoring

The MCL uses the same point scoring system as the JPSL for points from games with 3 points for a maximum and 1 point for the correct result. If Members score the same total points, maximums don't affect the result – for example, Member A scores 6/1, Member B scores 6/0; the result is a draw between Members. For MCL table points, a win is 3 points, a draw is 1 point, a defeat is zero. If Member A beats Member B 10/2-9/3 (regardless of maximums scored), Member A gets 3 points for the win, 10 points added to their 'points for', 9 points added to their 'points against', gains +1 in 'points difference', and gets an additional 2 maximums added to the table.

2Ce League Placings

See below for deciding placement in the MCL:

1. Points accumulated (P)
2. Maximums (M)
3. Game points for/against difference (Diff)
4. Most game points scored for (F)
5. The most points scored between the two members in their two head-to-heads*

*only for the last MCL day/table of the season. This rule to come in, if the website coding allows, in the 2022/2023 season. Not in place in 2021/2022.

If two or more Members share first place on the last day of the season and the above criteria does not decide it, the title will be shared.

2D The European Super League (ESL)

2Da Requirements for a predicting week

See Rule 2Aa which applies here. Tuesday, Wednesday and Thursday UEFA Europa games will be used giving priority where English/UK teams are involved, or to bring the number of games up in the latter stages of the competition, which is also in the second half of the season. Weekly game numbers will be 12-15 in the first half of the season, then in the second half reduce to 12, then 8, then 4 games, with 1 game for each of the UEFA finals; these latter season numbers may increase in 2022/2023.

If in any doubt, competitors should always predict all midweek UEFA games to be certain, and should also check the FPA website which will direct Members to the correct games to predict. Extra time counts for knockout stages and both the finals, but penalty shoot outs do not.

For 2021/2022, the ESL runs for the duration of the UEFA Champions League (UCL), Europa League (UEL), and their finals. From 2022/2023, some Europa Conference League (UECL) games will also be used. The ESL begins in August and ends in May, with a break from December to February. In 2022/2023 this may change, due to the World Cup in Qatar.

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 mid-week, should they miss the prediction deadline for the first or second night. However the member still forfeits the missed games, unless catch up games become available. Sometimes there are unused UEL games, particularly in the first half of the UEFA season, and these will be used for catch up games if possible. In 2022/2023 it may be possible to use UECL games too. See Rule 1Ac for catch up games except that UEFA games will be used.

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. The ESL table also shows results success percentage but this is for reference only; this is under review for 2022/2023. If all criteria are equal at the end of the season, those same placed Members will share the title.

2E Professional Entrants in the Results Leagues

In addition to the Amateur members, there are two Professional entrants online, for the 2021/2022 season:

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

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

2F Collection and Recording of Professional Predictions

Two online predictors, collected by Mike Phillips: FootStats, Predict Z.

3. THE CUPS

3A The Joyce Phillips League Cup (JPLC)

3Aa Qualification

To start the competition an even number of entrants divisible by four, normally 16, are required. For 2021/2022 there are 22 entrants. Because the JPLC first round is so early in the season, a definite way of finding the top 16 is used. From 2022/2023, the top 16 cup ratings from the previous season, 2021/2022, determine the 16 entrants. This gives members a chance to do well over four cups and the full season, instead of their performance over one or two weeks of the JPSL as was previously used. It also eases the problem of fixture congestion in the first few weeks of the season that gives problems for the smooth running of the FPA competitions and website.

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 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 out 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 Football League Cup (EFLC) and EPL and GFC league games, when required. 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 EFLC games may drop to below four. In these cases, the first EPL 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 fewer than four total games occur in any round due to games being called off (e.g. during adverse weather conditions), the tie is cancelled and must be rescheduled/replayed, using regular EPL/GFC games.

3Ad Point Scoring

All games are predicted as an exact score. JPLC is a results-based cup; but *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 results** (2 maximums, 2 results)
Member B: 2-1(2) 2-1(1) 0-0(1) = **4 Points, 3 results** (1 maximum, 3 results)

In this example, Member B wins because although the score was 4 points each, Member B had one more correct 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 Admin will select JPSL 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 EFLC games to predict, regular weekend JPSL games may be used each weekend until a winner is produced.

3B The European Cup (EC)

3Ba Qualification

From 2022/2023 onwards, to simplify the process of qualification, the top 16 of the previous ESL season will qualify, so for 2022/2023 this is based on the 2021/2022 ESL. This encourages members to predict the full ESL season and gives them a chance to make the cut based on their performance over a whole season, rather than a one-off, play-off game. It also eases the problem of fixture congestion in the first few weeks of the season that gives problems for the smooth running of the FPA competitions and website.

With 22 competitors for 2021/2022, there are four groups of four so each member gets three head-to-head games, with the top two progressing to the last eight Quarter-finals.

3Bb The Group Draw

For 2021/2022, the group draw is as follows:

	Order: 1	2	3	4
Group A	1	5	9	13
Group B	2	6	10	14
Group C	3	7	11	15
Group D	4	8	12	16

Game 1 1 v 2, 3 v 4

Game 2 1 v 3, 2 v 4

Game 3 1 v 4, 2 v 3

3Bc Requirements for a cup tie to be played

A minimum of 4 UEFA fixtures must be available for a tie to take place but the ideal is 8 or more. Ties are based on UEFA fixtures including those involving English/UK Clubs 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). For the group phase, Rule 2Aa applies, so if some games are called off, whatever is left is used. Obviously if all games were called off, that would be zero points and the group match counted as 0-0 with 1 point for each member because there are not enough EC weeks for a replay (unless UEFA reschedule, then members would replay using those). Similarly, in the knock out phase (QF, SF), if any games are called off leaving 3 or fewer games, the match goes ahead regardless (again, unless all games are off and are rescheduled by UEFA as above). The Final though must be replayed, if fewer than 4 games take place regardless of points scored/outcome of the remaining 1-3 games.

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.

3Be Missed Predictions

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

- (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 all 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.

3Bf Qualification to the Quarter-Finals (QF)

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

1. Group points
2. Game points for/against difference
3. Most group game points for

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.

If group Members are still equal after criteria 1-3 above, qualifiers to the Quarter-finals (QF) will then be based on:

4. Outcome of the game between two Members

If those Members drew, or there are more than 2 Members on the same, then:

5. Greater number of ties won
6. Highest score 'for' achieved in any of the group games

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

3Bg The Quarter-Finals (QF)

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

3Bh The Semi-Finals (SF)

Winner of Game 1 v Winner of Game 2

Winner of Game 3 v Winner of Game 4

Rules regarding replays for the QF/SF are covered in Rule 3Ag, instead using UEFA games.

3Bi The Final (F)

The Final cannot be decided on maximums if scores are tied. A replay will always be required. If there are not enough UEFA games remaining to predict, the Final will be held over to the resumption of UEFA games the following season. See also Rule 3Bc for cancelled/postponed games.

3Bj Extra Time

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

3C The F.A. Cup (FAC)

3Ca Qualification

In 2021/2022 there are 22 members. The top 10 JPSSL places at the end of the weekend predictions of 18-19 December 2021 will automatically qualify for the F.A. Cup First Round of 16 on 8-10 January 2021. Any members tied for 10th place will play off the following week of 26 December 2021. If still tied they will be entered as a double entry in the Play-off Round of 28 December 2021 and the higher score counted as claiming 10th place with the loser points counting towards the Play-Off Round. This system continues for subsequent seasons unless stated here or on the website.

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 EPL/GFC 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 EPL/GFC, where appropriate. If required, EPL/GFC league games may be added to top up the numbers. Normally, 8 games are selected for the latter stages. Some ties may be played midweek and some on weekends (see Rule 1Ab for deadlines). If fewer than 4 total games occur due to games being called off (e.g. during adverse weather conditions), the tie is cancelled and must be rescheduled/replayed, using EPL/GFC games.

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:	<u>3-0</u>	<u>3-1</u>	<u>0-2</u>
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 2 maximums to 1.

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 Admin 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 Rules 3Ac and 3Ag for criteria determining games.

3Cg The Final

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

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

3Da Qualification

This is a group-based cup requiring a quarter-final of 8. For 2021/22, with 22 entrants, there will be two groups of five and two groups of six required to start, with the top two from each group qualifying, producing 8 Quarter-finalists. Everyone will be entered into the draw (Rule 1Ab applies). From the QFs, it is straight knock out.

3Db The Group Draw

The Trophy begins early in the second half of the season. All regular, weekend EPL/GFC games are included. As in the other cup competitions, normal rules apply (Rule 1Ab). Rules for drawing groups are identical to the European Cup (Rule 3Bd) apart from the smaller group sizes.

For 2021/2022, 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)

3Dc Requirements for a cup tie to be played

A minimum of 4 fixtures must be available for a tie to take place. The usual deadlines apply: see 1Ab. If in any doubt, competitors should predict all games though the website should list the fixtures. For the group phase, Rule 2Aa applies, so if some games are called off, whatever is left is used. Obviously if all games were called off, that would be zero points and the group match counted as 0-0 with 1 point for each member. For the knock out phase (QF, SF, F), if any games are called off leaving 3 or fewer games, the match is void and will be replayed.

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 3Bd).

3De Missed Predictions

There are no catch-ups for DBGT games since it is a head-to-head cup.

- (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 all 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 (QF)

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

3Dg The Quarter-Finals (QF)

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 (SF)

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 after all weeks are used up for replays (close to the end of the season), the following criteria will decide the winner:

1. Greater number of head-to-heads 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 still tied, a replay would take place on the second weekend of the following season. Normal DBGTT replay rules would apply. This would continue each week until a winner is found.

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 JP Standard League and F.A. Cup winner being the same, then
- (iii) The JP Standard League 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, using games from EPL/GFC.

3Ec Point Scoring

Games are predicted in the usual way for EPL/GFC games. 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 replay 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 Admin-time dependent and on an as-and-when basis). These are:

4A Most times Predictor of the Month

Mention may 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 RL 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 EPL/GFC games 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 Homes, 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) one of the final two weeks 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 Admin 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 Admin will choose the best one in their opinion. This is not awarded every season.

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 4 Leagues and 4 Cups
- (iv) a 'Grand Slam', where all 4 Leagues, or all 4 Cups, are won by the same Member (this has never been done)
- (iv) highest RL percentage ever; in the RL, and in the RL's Homes, Aways 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 Admin, or any Member, have serious doubts then the following procedure could take place:

- (i) the inquiring member will notify the Admin in writing/email.
- (ii) the Admin (currently 3 members) will look at this and make a decision, i.e. none required, talking to the accused member, reduction of points, suspending a member, expelling a member, and so on.
- (iii) if one of the Admin is named, the other 2 Admin members and the inquiring member will select two other members at random, totalling 5, who will then be told of the circumstances. If those 2 do not want to take part, 2 more random members will be selected until 2 are in agreement; if no other member wants to be involved, these 3 will carry out the process. All 5 (or 3) will make a decision by vote on whether it warrants an investigation. If not, these 5 members can vote on action to be taken, i.e. none required, talking to the accused member, reduction of points, suspending a member, expelling a member, and so on. The 5 can also, if they feel the situation needs it, raise a vote from the Members.
- (iv) a League Inquiry may be needed, using the established format, which can be provided on request as there is precedent, and some inquiries have taken place in FPA history with decisions taken.

The Admin run the competition in a position of trust. All records are available on request for scrutiny and the website records are available to all. Note that Members usually enter their own predictions via the website. Those who email them, send them by social media messenger services, or text/sms them, have an audit 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 Admin.

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 Admin, since all predictions are transparent, and it is difficult to cheat. There are occasions where predictions are entered and appear shortly after kick off (see Rule 1Ab) but these are exceptions.

6. Final Decisions

The rules are final, however, some situations often arise that have not been thought of and are not covered by these rules. In these situations the Admin will show fairness and always attempt to come to a decision that suits all, though the Admin's decision is final (unless a situation involving one of the Admin has arisen, then it would revert to Rule 5(iii))

Occasionally a rule needs to be changed during the season, and when this happens the Admin will always endeavour to announce any changes before the rule or the round or fixtures take place. Notification of rule changes or upgrades are posted on the weekly predictions pages for leagues and cups, in the 'write up' section. Because things change little and often, it is easier to post rule changes in the write ups where all members can see it easily there, instead of them needing to come to the Leagues page and open these rules; additionally, these rules are not updated as often. The most recent notice of a rule change posted by the Admin, either in the write up section or on the front Leagues and Cups pages, will be the current one, and supersedes whatever is written in these rules, since this document is only updated in the close season (UK summer).

Final decision always rests with the Admin team, who in certain circumstances may need to make a rule change if current rules do not cover an unseen situation.

7. Revisions, Versions and Acknowledgments

These rules have been updated for the 2021/2022 season and are correct as at August 2021.

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, with founder members Joyce Phillips, Glen Grunwell and Mark Grunwell. 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 40 years ago), it is possibly 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. Finally, thanks to former FPA member Arron Springate who helped me to draft these rules many years ago.

I would like to thank the following people for their help each season, the other members of the Admin team:

- Mark Grunwell, for arranging some cup draws and help with league/cup fixture scheduling.
- Naz Rajan, who has spent many hours developing, coding and working on the excellent FPA website, and he continues to improve it and make the FPA experience more fun for all of us.

M.Phillips, August 2021