



European Confederation of Sports Table Football Associations

ECSTFA HANDBOOK 2023



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European Confederation of Sports Table Football Associations

INTRODUCTION

ECSTFA is the Confederation of the European Federations who are legally registered at FISTF. ECSTFA responsibilities are to organize the European Continental competitions and to act for the development and promotion of Table Football in Europe. The Board of the ECSTFA has five members: President, General Secretary, Sports Director, Finance Director, and Female and “Under” Categories Director. There are also various Sub Committees, such as Development, Marketing and Finances, who are fulfilling additional ECSTFA tasks.

This handbook is a guideline for all the ECSTFA competitions. These competitions are: European Champions League, Europa League and European Championships. It is hoped that in the near future the ECSTFA will introduce a European Youth Champions League.

Various sections are excluded from this handbook as they are the responsibility of FISTF and are written in full detail in the FISTF handbook. These sections are:

- Rules of the game
- Equipment
- Referees
- Age categories
- Dress code
- World Ranking for individuals, teams and nations
- Transfers
- Calendar



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European Club Competitions

Definitions

In Europe we have two distinct Continental Club competitions:

- a. ECSTFA Champions League.
- b. ECSTFA Europa League.

Both competitions are under the authority of the ECSTFA and played in the format of group phase/s and a knock-out stage.

These competitions are open to clubs from European member Nations that are acknowledged by FISTF and the ECSTFA. Only affiliated clubs can take part in these competitions.

Introduction

The playing format of the ECSTFA Champions League and the ECSTFA Europa League is the same but are played in two separate competitions.

These competitions are played on the last full weekend of October and no more than four clubs from the same nation can participate in each competition. To cover withdrawals and cancellations the ECSTFA board can nominate a “wild card” even from a nation that already has 4 teams. This can happen only if there are no other nominations from nations with less than 4 teams registered.

The qualifying process is as follows:



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ECSTFA Champions League.

- Top eight teams from eight different ECSTFA nations in the FISTF World Ranking end of May edition published in June. (One team per ECSTFA nation only.)
- Holder. The previous winning team.
- Host. The organizing team.
- One team per ECSTFA member nation. Each ECSTFA member nation can nominate up to two reserve teams, to complete a 24-team competition if required.

If more than 24 teams apply who have the right to play in the ECSTFA Champions League, then the competition will go ahead with more teams, as these teams have qualified in accordance with these regulations.

To complete a 24-team competition with the reserve teams, the FISTF World Ranking end of May edition published in June will be used. If the 24-team competition is not reached, the competition will go ahead with the qualified teams in accordance with these regulations.

Each team will have to send the list of players to the organizers, at least 15 days before the event. Only the players registered can play or referee during the competitions. A maximum number of eight players than can be registered per team in each competition.



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ECSTFA Europa League.

- Holder. The previous winning team.
- Host. The organizing team.
- Two teams per ECSTFA member nation. Each ECSTFA member nation can nominate up to two reserve teams, to complete a 24-team competition if required.

If more than 24 teams apply who have the right to play in the ECSTFA Europa League, then the competition will go ahead with more teams, as these teams have qualified in accordance to these regulations.

To complete a 24-team competition with the reserve teams, the FISTF World Ranking end of May edition published in June will be used. If the 24-team competition is not reached, the competition will go ahead with the qualified teams in accordance with these regulations.

Each team will have to send the list of players to the organizers, at least 15 days before the event. Only the players registered can play or referee during the competitions. A maximum number of eight players than can be registered per team in each competition.



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Structure of the ECSTFA Champions League and ECSTFA Europa League.

24 Team Format:

If the starting teams are twenty-four, than both competitions will have four groups of six teams that play a round robin tournament. After the four groups will have four seeded clubs, according to the latest FISTF World Ranking end of May edition published in June, with the rest of the teams drawn randomly. No group can have two teams from the same nation (except the rare situation of a wild card to a fifth team from the same nation. In this scenario, teams from the same nation will play first). The first four teams qualify for next round. The two last from each group will play for placing games.



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Where is B/D and A/C there is a blind draw. This is so no team will know who they play against at the knockout stage.

The eight teams that do not qualify will play for positions 17-24. Two groups of four teams. The first team of each group will play for places 17-18. The second team for 19-20, the third team for 20-21 and the fourth team for 23-24.

Total games per team 9.

21-23 Team Format:

If there are between 21 and 23 teams participating, then both competitions will have four groups of five or six teams that play a Round Robin tournament. No group can have two teams from the same nation (except the rare situation of a wild card to a fifth team from the same nation. In his scenario the teams from the same nation play first). If the teams are 21 Groups 1,2,3 will have 5 teams and Group 4 will have 6 teams. For 22 teams, Group 1 and 2 will have 5 teams. Group 3 and 4 will have 6 teams. For 23 teams, Group 1 will have 5 teams and Groups 2,3 and 4 will have 6 teams. First four teams qualify for last 16 and the format is the same as above.

Placing games for 21 teams: one group of five with Round Robin tournament.

Placing games for 22 teams: two groups of three with Round Robin tournament. Then the two first teams play for positions 17-18. The two second teams for positions 19-20. And the two third teams for positions 21-22.



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Placing games for 23 teams :one group of 4 and one group of three with Round Robin tournament. The two first teams play for positions 17-18. The two second teams for positions 19-20. The two third teams for positions 21-22. The fourth team of the one group takes position 23.

Total games per team: 8-9

20 Teams Format:

If there are 20 teams participating, then both competitions will have four groups of five teams, that play a Round Robin tournament. After the four groups will have four seeded clubs, according to the latest FISTF World Ranking end of May edition published in June, with the rest of the teams, drawn randomly. No group can have two teams from the same nation (except the rare situation of a wild card to a fifth team from the same nation. In this scenario teams from the same nation play first). First four teams qualify for next round. For last16 draw see above. For placing, the fifth team of each group will play a group of four. The first two teams will play for positions 17-18 and the other two teams will play for positions 19-20.

Total games per team: 8



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18 Teams Format:

If there are 18 teams participating, then both competitions will have two groups of 9. Only two teams from the same nation per group (except the rare situation of a wild card to a fifth team from the same nation. In this scenario teams from the same nation play first. Four teams qualify for quarter finals. The remaining teams play for position 9-18. First of Group One play against the fourth of the Group Two. Second of Group One plays against the third of Group Two etc. In the semi-finals the winners of the pairings 'firsts against fourths will play against the winners of the other pairings with blind draw. The same procedure for positions 9-16. The last two teams of the two groups play a two-legged play off final for positions 17-18

Total games per team 10-11

16 Teams Format:

If there are 16 teams participating, then both competitions will have two groups of 8. Only two teams from the same nation per group (except the rare situation of a wild card to a fifth team from the same nation.) In this scenario teams from the same nation play first. Four teams qualify for quarter finals. The remaining teams play for positions 9-16. First of Group One play against the fourth of Group Two. Second of Group One plays against the third of the Group Two etc. In the semi-finals the winners of the pairings 'firsts against fourths will play against the winners of the other pairings with blind draw. The same procedure for positions 9-16.

Total games per team 10.



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Draws :

- Group of 3 1v3 2v3 1v2
- Group of 4 1v4, 2v3 1v3, 2v4 1v2, 3v4
- Group of 5 1v5, 2v3 2v4, 3v5 1v4, 2v5 1v3, 4v5 1v2, 3v4
- Group of 6 1v5, 2v3, 4v6 1v6, 2v4, 3v5 1v4, 2v5, 3v6 1v3, 2v6, 4v5 1v2, 3v4, 5v6
- Group of 7 1v3, 4v7, 5v6 1v5, 2v4, 6v7 1v7, 2v6, 3v5 1v2, 3v7, 4v6 1v4, 2v3, 5v7 1v6, 2v5, 3v4 2v7, 3v6, 4v5
- Group of 8 1v3, 2v8, 4v7, 5v6 1v5, 2v4, 3v8, 6v7 1v7, 2v6, 3v5, 4v8 1v2, 3v7, 4v6, 5v8 1v4, 2v3, 5v7, 6v8 1v6, 2v5, 3v4, 7v8 1v8, 2v7, 3v6, 4v5
- Group of 9 1v3, 4v9, 5v8, 6v7 1v5, 2v4, 6v9, 7v8 1v7, 2v6, 3v5, 8v9 1v9, 2v8, 3v7, 4v6 1v2, 3v9, 4v8, 5v7 1v4, 2v3, 5v9, 6v8 1v6, 2v5, 3v4, 7v9 1v8, 2v7, 3v6, 4v5 2v9, 3v8, 4v7, 5v6

Criteria for Final group position:

- Number of points won.
- Result(s) of the direct match(es).
- The difference between the number of individual matches won and lost.
- Most individual wins.
- Total goal difference.
- Most total goals scored.



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Draw procedure:

Except for the seeded teams all other places will be made with a random draw. The draw procedure will take place on the Friday afternoon before the competitions by the tournament organizers with free entrance for spectators. Alternatively, the draw procedure may take place on Thursday with mandatory live streaming. If neither of these options are possible for the organizers the draw will be done by the ECSTFA Board in partnership with the organizer via a web meeting on Wednesday.

Placing games and final:

At all placing games must be played with referees.

The final must be played alone.

Timetable of competitions:

All competitions must start at 9 am. All group games should be completed on the first day, if possible, with all the knock out and final play-off matches completed on the second day.

Financial contribution:

FISTF will contribute €1000 to each of the two competition organizers via ECSTFA. After each event the organizers must provide a financial report to the ECSTFA on how the money was spent.



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Unforeseen circumstances:

In the event of any ambiguity or unforeseen circumstances surrounding either of these competitions; the ECSTFA Board retains the right to amend and update the ECSTFA Handbook in the best interests of the sport by a majority vote of the ECSTFA Board.

European Championships.

The European Championships are open for all European member countries in the FISTF. Only these countries can participate in these competitions held for both National Teams and Individual Players.

General Rules -

a. The European Championships will be held every 2 years, in every odd year (2023, 2025, 2027 etc.).

b. The maximum number of players in each Individual category will be as follows -

Open – 64.

Veteran – 64.

Under 20 – 32.

Under 16 – 32.

Under 12 – 32.

Ladies – 32.



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c. The selection of players is as follows:

i. MNA's may nominate a maximum of 2 players in each category.

ii. Each MNA may register a maximum of 2 substitute players in each category.

iii. The FISTF world rankings at the end of May (June rankings) will be used to select several players as follows -

8 players from each of these Categories - Open, Veteran, Under 20, Under 16, Under 12 and Ladies. A maximum of 2 players per Category per MNA.

d. An MNA can nominate up to 4 players in each category (including the 2 substitutes) and have 2 more players from the FISTF world rankings.

e. If the required number of players in a category is not reached, then these will be the criteria used to fill up the remaining places -

i. First substitute from an MNA that has no players selected from the FISTF world rankings.

ii. First substitute from an MNA that has 1 player selected from the FISTF world rankings.

iii. Second substitute from an MNA that has no players selected from the FISTF world rankings.



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- iv. First substitute from an MNA that has 2 players selected from the FISTF world rankings.
- v. Second substitute from an MNA that has 1 player selected from the FISTF world rankings.
- vi. Second substitute from an MNA that has 2 players selected from the FISTF world rankings.

- f. The FISTF world rankings at the end of May (June rankings) will be used to determine the choice of the players.

- g. Special Wild Cards can be awarded by the ECSTFA Board.

- h. This system will guarantee, that the MNA's will have a leveled number of individual players in each category.

- i. All MNA's can participate in the team events held for all Categories. Maximum number of players registered per team is 8. The Teams eliminated in the first phase of the groups, will have a placing competition to determine the final classification. This is also done, so that all MNA's will have a good number of matches to play.



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j. Both the Individual and the Team competitions will be played in a group of minimum 4 players or teams (where possible). The groups will be determined by the number of players or teams taking part and will have the seeded players or teams, according to the FISTF Rankings of the end of May (June rankings). No group can have two players from the same nation. After the group phase, the top two players or teams of each group will play a knockout competition, where the group winners will play against the 2nd placed players or teams. This procedure will occur with blind draw. These games will be drawn at the playing hall by the organizers. This is done, so no player or team will know against who they will play in the knockout phase. Players and teams from the same group cannot play each other. After this draw, there will be no other draw and the games will proceed with the Last 32, Last 16, Last 8, Semi Final and Final.

For the placing competition, the eliminated teams from the first phase will also have a blind draw, with the 3rd placed playing against a 4th placed team. This will continue so all teams will have a position.



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INDIVIDUAL COMPETITION FORMAT:

64 players (Open, Veterans):

16 groups of four. Two firsts qualify. Then blind draw firsts against seconds. Then last sixteen 1-16, 2-15, 3-14 etc. Then last quarters 1-8, 2-7 etc. Semis 1-4, 2-3

48 players (Open, Veterans):

12 groups of 4. Two firsts qualify. The firsts of groups 1-8 qualify directly to last sixteen. The firsts of groups 9-12 and all the seconds play a barrage game for qualification at last sixteen. The firsts cannot play each other. The draw will be blind. Then last sixteen. The 8 firsts of groups 1-8 will play against the players qualified from the barrage game with blind draw. Then last quarters 1-8, 2-7 etc. Semis 1-4, 2-3.

32 players (Under, Ladies)

8 groups of 4. Two firsts qualify. Then last sixteen firsts against seconds with blind draw. Then last quarters 1-8, 2-7 etc. Semis 1-4, 2-3

16 players (Under, Ladies)

4 groups of four. Two firsts qualify. Then last quarters firsts against seconds with blind draw. Then semis 1-4, 2-3.

8 players (Under, Ladies):



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Two options: (depends on the organizer)

Option one:

2 groups of four. Two firsts qualify. Then firsts against seconds.

Option two:

1 group of eight. Then final between the first two.

Minimum number of players in a category playing is 8.

TEAM EVENT FORMAT:

16TEAMS

4 groups of 4. Two first qualify. Quarter finals firsts against seconds with blind draw. Semis 1-4, 2-3. The teams disqualified from the group will play placing games. Thirds against fourths with blind draw. Placing games (if possible) also take place even for the qualified teams.

Games per team 6

15 TEAMS



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3 groups of 4 and one group (first group) of three. Two first qualify. Quarter finals firsts against seconds with blind draw. Semis 1-4, 2-3. The teams disqualified from the group will play placing games. Placing games also (if possible) even for the first eight places.

Games per team 4-6

14 TEAMS

2 groups of 4 and 2 groups of 3 (group one and two). Two first qualify. Quarter finals firsts against seconds with blind draw. Semis 1-4, 2-3. The teams disqualified from the group will play placing games. Placing games also (if possible) even for the first eight places.

Games per team 4-6

13 TEAMS

2 groups of 4 (first two) and one group of 5. First of group A and B qualify directly to semi-final. First of group C and the seconds play a barrage game with blind draw. Semi final the two already qualified from the groups against the winners from the barrage with blind draw. The teams disqualified from the group will play placing games. Placing games also (if possible) for all positions.

Games per team 4-6



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12 TEAMS

3 groups of 4. First of group A and B qualify directly to semi-final. First of group C and the seconds play a barrage game with blind draw. Semi-final the two already qualified from the groups against the winners from the barrage with blind draw. The teams disqualified from the group will play placing games. Placing games also (if possible) for all positions

Games per team 4-6

11 TEAMS

2 groups of 4 and one group of 3 (first one). . First of group A and B qualify directly to semi-final. First of group C and the seconds play a barrage game with blind draw. Semi-final the two already qualified from the groups against the winners from the barrage with blind draw. The teams disqualified from the group will play placing games. Placing games also (if possible) for all positions.

Games per team 4-6

10 TEAMS

2 groups of 5. The first two qualify for semi-final. Firsts against seconds. Placing games for disqualified teams (third against third, fourth against fourth, fifth against fifth).

Games per team 5-6



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9 TEAMS

1 group of 4 (first) and one group of 5. The first two qualify for semi-final. Firsts against seconds. Placing games for disqualified teams (third against third, fourth against fourth).

Games per team 4-5

8 TEAMS

2 groups of 4. The first two qualify for semi-final. Firsts against seconds. Placing games for disqualified teams (third against third, fourth against fourth). Also placing game for positions 3-4

Games per team 4-5

7 TEAMS

1 group of 4 and one group of 3 (first one). The first two qualify for semi-final. Firsts against seconds. Placing games for disqualified teams(if possible group of 3). Also placing game for positions 3-4

Games per team 4-5



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6 TEAMS

Option one:

1 group of 6. First two play to the final.

Games per team 5-6

Option two:

2 groups of 3. The first two qualify for semi-final. Firsts against seconds. The two thirds play for positions 5-6

Games per team 3-4

5 TEAMS

1 group of 5. First two plays to the final.

Games per team 4-5

4 TEAMS

1 group of 4. Two first plays in the final and two last for positions 3-4.

Games per team 4

Rounds and groups final classification:

See Champions and Europa league chapter.



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k. All competitions start at 9 am.

l. In the event of any ambiguity or unforeseen circumstances the ECSTFA Board will have the authority to amend and update the ECSTFA Handbook in the good interests of the sport by a majority vote of the ECSTFA Board.

HEAD REFEREES

The Head Referees will be appointed by the ECSTFA Board several days before each competition. The number of Head Referees will be two, three or four, depending on the number of the participating players.

The organizers must ensure that for each round of games one of the Head Referees will not be playing or referring. A Head Referee must be available in order to:

- Adjudicate on playing rules when asked by a referee
- Make decisions on the behavior of players, coaches, referees, and spectators
- Make random checks and adjudicate on players equipment. A random check is mandatory at each round of games by the head referee.



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The Head Referee should give an official warning to a referee when:

- They are not paying attention to the assigned game
- They leave the table area whilst refereeing
- They are disrespectful to players, coaches or spectators
- They show bad behavior
- They are consuming alcohol
- They allow excessive goal celebrations

The Head Referee will warn the referee appropriately on the first occurrence. After a second offence the Head Referee must replace the referee immediately and report him to the ECSTFA Board.

After each competition the Head Referees must file a report to the ECSTFA Board regarding each case of the rules and interpretations they were asked to adjudicate on. This report must also contain the number of random equipment checks and the results of those checks. Lastly, they must include all disciplinary matters they were aware of during the tournament.



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COMPETITION FEES

Champions League: €30 per team paid to the organizer before the start of the games

Europa League: €30 per team paid to the organizer before the start of the games

European Championship: Individual Open and Veterans €5 per player paid to the organizer before the start of the games

All under categories and Women category: No fee

Teams Open and Veterans: €10 paid to the organizer before the start of the games

All teams under categories and Women: No fee

COMPETITION LEVIES

Champions League: €15 per team

Europa League: €15 per team

European Championship: €2,5 per individual player Open and Veterans categories. Other categories: no levy

€5 per team Open and Veterans categories. Other categories: no levy.

Competitions levies must be paid within 30 days after the event. If there is a delay on the payment, then the organizer must pay an additional 10% for each 30 days the levies remain outstanding.



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If the organizer (Team or MNA) fails to pay within twelve months, they are automatically excluded from the next ECSTFA competition.

Late withdrawals and early departures

European Championship Individual Categories

Players who are not present at the scheduled start of the European Championship to which they have committed themselves to attend; and who fail to give early notice or to present a reasonable justification to the organizer, shall be excluded from the next European Championship.

Players who leave the competition early; whilst they have qualified for the next round of games, without playing their scheduled games (except for the case of unacceptable delays to the competition schedule or where a delay in the competition may result in the player missing travel home on the same day), shall be excluded from the next European Championship.

For these cases, the ECSTFA board will consider the reports from the organizer and the player before applying the sanction.

European Championship Team Categories

Teams who are not present at the scheduled start of the European Championship to which they have committed themselves to attend; and who fail to give early notice or to present a reasonable justification to the organizer within a reasonable time shall be excluded from the next European Championship.



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Teams which leave the competition whilst they have qualified for the next round of games, without playing their scheduled games (except for cases of unacceptable delays to the competition schedule or where a delay in competition may result in the players missing their travel home on the same day), shall be excluded from next European Championship.

For these cases, the ECSTFA board will consider the reports from the organizer and the team before applying the sanction

Champions League and Europa League

Teams who are not present at the scheduled start of Champions League or Europa League to which they have committed themselves to attend; and which fail to give an early notice or to present a reasonable justification to the organizer within a reasonable time are excluded from the next Champions League or Europa League.

Teams which leave the competition whilst they have qualified for the next round of games, without playing their scheduled games (except for cases of unacceptable delays to the competition schedule or where a delay in competition may result in the players missing their travel home on the same day), shall be excluded from next Champions League or Europa League.

For these cases, the ECSTFA board will consider the reports from the organizer and the team before applying the sanction



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Disciplinary rules

In every disciplinary incident, the organizer and the Head Referee must take immediate action following the guidelines.

The disciplinary sub-committee in cooperation with ECSTFA Board, decides all disciplinary matters. The committee shall collect all the reports for the incident. From the organizer, the referee, the Head Referee and the player/team. After the decision, the player/team shall be formally informed.

Offence	Organizer-head referee	Disciplinary committee- ECSTFA board	
Assault of a player or a referee or a spectator	If a match is in progress, the offending player is immediately issued a Red Card, loses the match 0-3 and is expelled from the tournament. If the match was ongoing at the time of disqualification and had a more detrimental result against the defendant, such higher score will be kept. All subsequent scheduled matches by the player are registered as 0-3 loss. In a Team event, each game result in the round in which a player (team member) is disqualified is registered as a 0-3 loss and the Match result for that round is registered as 0-4. The Team can play again, but not the offending player. If the offence is committed by a	One year ban from all ECSTFA events and report incident to FISTF for a possible global ban	



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	referee, they are immediately expelled from the tournament.		
Threat of violence to player, referee or spectator	If a match is in progress, the offending player loses the match 0-3 and is expelled from the tournament. If the match was ongoing at the time of disqualification and had a more detrimental result against the defendant, such a higher score will be kept. In a Team event the Team can play again, but not the offending player. If the offence is committed by a referee, they are immediately expelled from the tournament.	One year ban from all ECSTFA events (on parole) and report incident to FISTF for a possible global ban	
Insults, abuse or verbal threats	If a match is in progress, the offending player loses the match 0-3 and is expelled from the tournament. If the match was ongoing at the time of disqualification and had a more detrimental result against the defendant, such a higher score will be kept. All subsequent matches are registered as 0-3 loss. In a Team event the Team can play again, but not the offending player. If the offence is committed by a referee, they are immediately expelled from the tournament.	Official warning and report incident to FISTF for a possible global ban	
Poor behavior-aggression that leads to red card	If a match is in progress, and the offending player receives a red card, they lose the match 0-3 . If the match was ongoing at the time of disqualification and had a more detrimental result against the defendant, such a higher score will be kept. In a Team event, the game is registered as 0-3, but in a possible goal difference	First time: Official warning. Second time: One year ban from all ECSTFA events and report to FISTF	



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	their team has disadvantage.		
Fail to start or finish a game	The game is recorded 0-3		
Consumption of alcohol in the playing area	First time: warning Second time: expulsion from the tournament	(For expulsion case) Official warning and report incident to FISTF for a possible global ban	
Exaggerated celebration of a win or a goal, which could be considered as an insult to the opponent	First time: Yellow card Second time: Red card		
Denial of a request to referee a game or absence during a mandatory refereeing	Disqualification from the tournament	First time: Official warning Second time: One year ban from all ECSTFA events and report to FISTF	
Damage of the	Disqualification from the game or from the tournament (depends on	First time: Official warning	



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opponent's or a third party's equipment or damage of the equipment used for the competition.	the case)	Second time: One year ban from all ECSTFA events and report to FISTF	
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Decisions by ECSTFA board

It is the sole discretion of the ECSTFA Board to take appropriate action regarding any situation not described or clarified by the Handbook.

In the case of any doubt, the decision of the ECSTFA Board will be accepted as valid. The Board has the right to take such action prior to an ad hoc vote of the member associations for validation.

Any decision taken by the ECSTFA Board within this context will prevail for future similar situations.

Only an ECSTFA Extraordinary Congress (Web Congress) or ECSTFA Congress (at each European Championship) has the authority to override the decisions of the ECSTFA Board.



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OFFICIAL REFERENCES

Official Registration and bank account information will be announced in 2023 and before the European Championship.