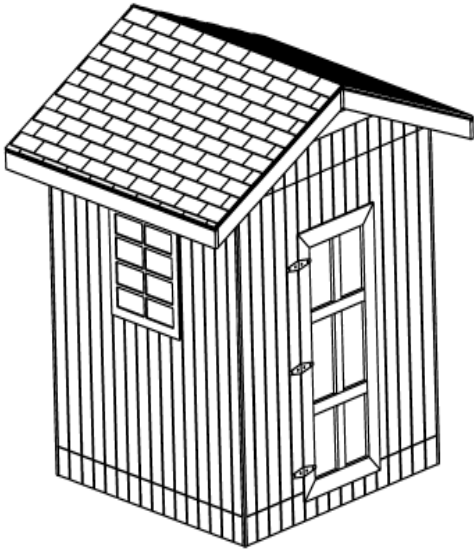


# **THE SHED CUP 2011**



**A Lincoln Flickers competition sponsored  
and organised by PETER WARNER.**

**1.30pm, Sunday 3rd July 2011**

**11 Gerald's Close, Lincoln**

## About The Lincoln Flickers

The Lincoln Flickers subbuteo club was formed in early 2010. The club held its first ever meeting on Wednesday 3rd March at the Morning Star. Present were Andy Berry, Mick Brien (aka 'Ratlegs'), Martin Hodds, Rich Pepper and John Devaney. Martin and Rich are members of the well-established Yorkshire Phoenix club which is based in Wakefield and they very generously made the long trip over to Lincoln to offer their encouragement, advice and support. Mick had not played regularly since the '70s, and even then it had only been according to elementary rules, while Andy had never previously played at all (at least not according to any known set of rules!). Both did exceedingly well as the results for the night confirm:

John Devaney (1) 3 Mick Brien 0

Mick Brien (0) 1 Andy Berry 0

John Devaney (0) 1 Andy Berry 0

In addition, Rich and Martin were kind enough to provide us with a 15 minute demonstration of what the game looks like when played properly.

Since then, without in any way wanting to blow our own trumpet, the club has gone from strength to strength. At first, only friendly matches were played, but on 30th June 2010 a world cup competition was held to coincide with the 'real' thing then being played in South Africa. The competition was widely promoted and advertised via newspapers, radio and TV, and in hindsight it can be seen as setting the club on its way to a productive

inaugural season. There were nine entrants to the competition, i.e. -

Andy Berry - Nigeria  
Jeremy Boothman - Italy  
Andy Boyer - Brazil  
Jeremy Bradley - Netherlands  
Michael Brien - Mexico  
Adrian Curtis - Argentina  
Sam Curtis -Paraguay  
John Devaney - Uruguay  
Martin Hodds -Switzerland  
Dominic Picksley - Slovakia

## **Main Competition Results**

### **Preliminary Round**

Netherlands-Nigeria (5-0) 7-0  
Paraguay-Brazil (0-1) 0-1

### **Quarter Finals**

Italy-Mexico (1-0) 1-0  
Uruguay-Slovakia (1-0) 1-0  
Argentina-Netherlands (0-0) 0-1  
Switzerland-Brazil (1-0) 1-1 1-1 aet (Switzerland won 3-2 on shots)

### **Semi Finals**

Italy-Uruguay (0-0) 0-0 1-0 'golden goal' aet  
Netherlands-Switzerland (0-0) 0-0 1-0 'golden goal' aet

### **3rd/4th Place Final**

Uruguay-Switzerland (0-3) 0-5

### **Final**

Italy-Netherlands (0-1) 0-4

### **Plate Competition Results**

#### **Qualifying Round**

Mexico-Slovakia (0-0) 0-1

Argentina-Brazil (1-0) 1-2

#### **Semi Finals**

Nigeria-Paraguay (0-1) 0-1

Slovakia-Brazil (0-0) 0-0 0-1 'golden goal' aet

#### **Final**

Paraguay-Brazil (0-1) 1-1 2-1 'golden goal' aet

The success of the world cup venture persuaded us that the time was right to commence a league competition, and accordingly on Wednesday 1st September 2010 the inaugural Lincoln Flickers league got underway, initially with seven entrants. By the turn of the year this number had swelled to nine and by the time the season concluded at the end of June 2011 the league table looked like this:

	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>For</b>	<b>Ag</b>	<b>Pts</b>
Old Traffordians	16	15	1	0	52	2	31
Fairfield Rovers	16	13	2	1	38	2	28
Twerton Villa	16	9	3	4	19	7	21
Moston Torpedo	16	7	4	5	22	10	18
Surfari City	16	6	2	8	13	21	14
Santiago Wanderers	16	5	1	10	13	28	11
Unreal United	16	2	4	10	3	22	8
Santa Domingo	16	3	2	11	11	35	8
FC Family Elephant	16	2	1	13	6	53	5

## **Teams**

Andy Boyer (Old Traffordians), Jez Boothman (Fairfield Rovers), Ivor Morgan (Twerton Villa), John Devaney (Moston Torpedo), Dominic Picksley (Surfari City), Mark Parker (Santiago Wanderers), Andy Berry (Unreal United), Mick Brien (Santa Domingo), Peter Warner (FC Family Elephant).

A noteworthy feature of the league was that matches generally became closer and harder fought the longer the season went on, which augurs well for 2011/12.

A cup competition was also organised, with the semi finals - Twerton Villa vs. Fairfield Rovers, and Surfari City vs. Old Traffordians - scheduled for 6th July.

In an effort to further bolster the club's profile two additional 'open' competitions were staged during the season. The Copa Del Santa (blame Mick for the name) took place on Wednesday 15th December, having originally been scheduled for two weeks earlier when it had to be postponed owing to the inclement weather we were experiencing at the time.

## **Copa Del Santa 2010**

### **Competitors**

AC Milan (Peter Warner)

Atletico de Madrid (Ste Key)

Barcelona (Andy Boyer)

Cadiz CF (Dom Picksley)

Inter Milan (Andy Berry)

Juventus (Ivor Morgan)

Real Betis Balompié (John Devaney)

Roma (Jeremy Boothman)

Results were as follows:

### **1ST ROUND**

Barcelona 3 Juventus 0

Roma 1 Cadiz 0

Atletico Madrid 1 Real Betis 1 aet (Atletico Madrid won 3-1 on shots)

Inter Milan 1 AC Milan 0

### **2ND ROUND**

Barcelona 1 Roma 0

Cadiz 0 Juventus 0 aet (Juventus won 2-0 on shots)

Real Betis 6 AC Milan 1

Atletico Madrid 2 Inter Milan 1

The two teams with 100% records then contested the final, with the two next best teams playing off for the plate.

**COPA DEL SANTA FINAL:** Barcelona 2 Atletico Madrid 1 after extra time

**PLATE FINAL:** Real Betis 1 Inter Milan 0

**FAIR PLAY AWARD:** Cadiz

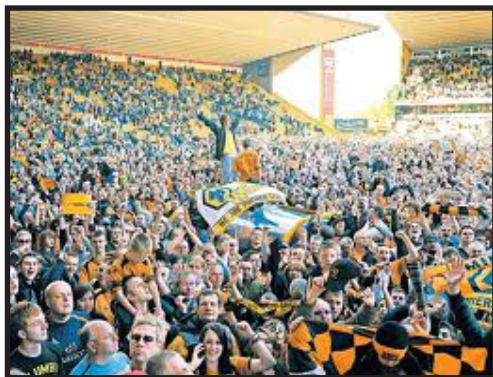
# THE TEAMS 1-3

## THE SHED GROUP



Graham French describes himself as an ardent Leeds United fan, which is probably why his team, Weston Warriors, plays in an all white kit. Graham attended the last Flickers 'open' competition, The Copa Libertadores, back in April, ostensibly as a spectator, but he also played a couple of scratch matches and acquitted himself well. Could be a dark horse for Shed Cup glory.

**RIGHT:** FC Family Elephant's supporters show their joy at the team's 9th place finish in the inaugural Lincoln Flickers league. The team's manager, Peter Warner, is an avid collector of subbuteo-related products and has been known to make impressive profits when selling them. At a recent Sotheby's auction an incomplete Aston Villa team which he listed was reputed to have raised just over a million pounds - or was that just some crazy dream?



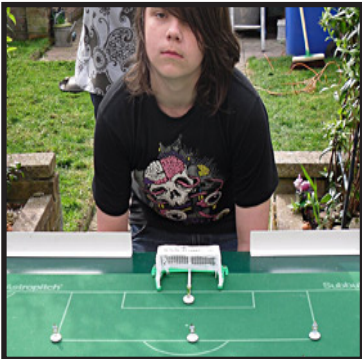
**LEFT:** From left to right, Allwrighty Hotspurs' home kit, Dead Jesters' home kit (not sure what that's doing there!), and Allwrighty Hotspurs' change kit. Club manager Garry Wright has recently started a table soccer club in Lowestoft which only has 3 or 4 members as yet but which will hopefully grow in the coming months as the publicity wheel starts spinning.

# THE TEAMS 4-6

## THE GARDEN GROUP



**ABOVE:** Moston Torpedo - lean, mean, and indescribably mediocre (on a good day). Finished 4th on the inaugural Lincoln Flickers league table, which was really the equivalent of nowhere as the competition was totally dominated by 2 players. Seldom lose by much, but don't tend to win heavily either.



**LEFT:** Jack Prescott, the brains and fingers behind Dead Jesters. A comparative newcomer to the game, Jack is said to be “playing mainly to keep granddad happy” and is a bit of a dark horse with his laid back approach. Can seem uninterested but flies into action when you're not expecting it, and gives a wry smile when blocking a move.

**RIGHT:** Andy Berry's Unreal United - sort of. Well, actually, not at all - it's really a Coventry City team from the 1970s, but they wear the same colours. Andy only began playing a year or so ago but has quickly developed into a very resilient player who is very hard to break down. Once he starts creating more chances he will be a top class performer.



The second 'open' competition to be staged was a commemorative tournament to celebrate fifty years of South American football's most prestigious club tournament, The Copa Libertadores. This competition took place on Wednesday 27th April 2011 and panned out as follows:

### **Teams:**

Boca Juniors - Mark Parker  
Club Olimpia - Andy Berry  
Cruzeiro - Mick Brien  
Estudiantes - Andy Boyer  
Gremio - Ivor Morgan  
Internacional - Richard Meddings  
Peñarol - Ralph Pomeroy  
Santos - Peter Warner  
Sao Paulo - John Devaney

Jez Boothman (Nacional) also originally entered but was forced to withdraw at the last moment.

### **Results and Tables - 1st Phase:**

#### **GROUP ONE**

Estudiantes (2) 3 Club Olimpia 0  
Peñarol (0) 2 Cruzeiro 0  
Cruzeiro 0 Estudiantes (2) 4  
Club Olimpia 0 Peñarol (1) 2  
Peñarol (0) 1 Estudiantes 0  
Club Olimpia 0 Cruzeiro (0) 1

	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>For</b>	<b>Ag</b>	<b>Pts</b>
Peñarol	3	3	0	0	5	0	6
Estudiantes	3	2	0	1	7	1	4
Cruzeiro	3	1	0	2	1	6	2
Olimpia	3	0	0	3	0	6	0

## GROUP TWO

Nacional 0 Internacional 3 (forfeit)

Internacional 0 Boca Juniors (0) 1

Boca Juniors 3 Nacional 0 (forfeit)

	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>For</b>	<b>Ag</b>	<b>Pts</b>
Boca Juniors	2	2	0	0	4	0	4
Internacional	2	1	0	1	3	1	2
Nacional	2	0	0	2	0	6	0

## GROUP THREE

Gremio (0) 1 Santos 0

Santos 0 Sao Paulo (0) 3

Sao Paulo 0 Gremio (0) 1

	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>For</b>	<b>Ag</b>	<b>Pts</b>
Gremio	2	2	0	0	2	0	4
Sao Paulo	2	1	0	1	3	1	2
Santos	2	0	0	2	0	4	0

## Results and Tables - 2nd Phase

### COPA LIBERTADORES

Peñarol 0 Gremio 0

Boca Juniors 0 Estudiantes (2) 3

Boca Juniors 0 Peñarol 0

Gremio 0 Estudiantes (1) 2

Estudiantes (0) 2 Peñarol (1) 1

Gremio (0) 1 Boca Juniors (1) 1

	P	W	D	L	For	Ag	Pts
Estudiantes	3	3	0	0	7	1	6
Peñarol	3	0	2	1	1	2	2
Gremio	3	0	2	1	1	3	2
Boca Juniors	3	0	2	1	1	4	2

## COPA SUDAMERICANA

Cruzeiro 0 Internacional 0

Internacional 0 Sao Paulo (1) 1

Sao Paulo (1) 2 Cruzeiro 0

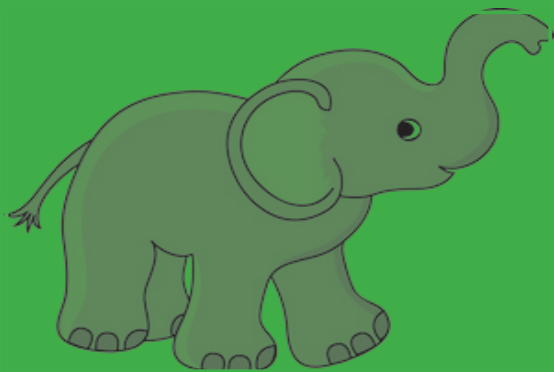
	P	W	D	L	For	Ag	Pts
Sao Paulo	2	2	0	0	3	0	4
Internacional	2	0	1	1	0	1	2
Cruzeiro	2	0	1	1	0	2	0

## COPA MERCOSUR

Santos 0 Olimpia 0 aet (Santos win 2-1 on shots)

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# SIMPLIFIED TABLE SOCCER RULES

The full FISTF Rules can be downloaded from [www.FISTF.com](http://www.FISTF.com), but these simplified rules are based on the official rules to enable the new player to get playing quickly.

The pitch should be laid on a flat level surface and the goals attached firmly. The playing figure bases should be well polished and the two teams set out as for a real game of football.

**1. Match Duration.** FISTF Rules state matches should be two halves of 15 minutes but for beginners two halves of 10 minutes suffices.

**2. Flicking & kicking.** The ball is “kicked” when it is struck by one of the playing figures, usually by the base but not necessarily so. In order for this to happen the player in possession of the ball flicks the base of the playing figure cleanly with the nail of his/her fore finger or middle finger. It is permissible to use the pitch surface to spring the flicking finger off. It is an illegal flick if: i) the thumb is used to spring the flicking finger; ii) the back or side of the finger is used instead of the nail; iii) if another figure or the ball is touched when making the flick; iv) the hand moves whilst making the flick (no swiping); v) the figure is pushed instead of flicked. Penalty for illegal flicking: Free-flick

**3. Possession of the ball.** The attacking player is the player in possession of the ball, the defending player is the player who is trying to gain possession of the ball. Possession of the ball is retained if the ball is legally hit (kicked) and the ball remains in play without striking an opposition figure. If another figure (of either team) is struck before the ball is struck it is a foul and a free-flick to the defender is awarded. If the ball is not struck or it last strikes an opposition figure possession changes. If the ball is not struck but the flicked figure hits another figure, possession changes and a Back is awarded. The same playing figure may only strike the ball three times in succession.

**4. Blocking & Back** If the player in possession flicks, hits the ball and retains possession the defending player may take a Block-flick. The object of a block-flick is to obstruct the attacking player by i) positioning a defending figure in front of the ball so that it is difficult to hit, ii) positioning a defending figure behind the ball so that the way to goal is obstructed. A block-flick can also be used to move figures around the pitch for strategic purposes. In making the Blockflick the normal flicking rules apply and in addition the flicked figure must not come into contact with another figure (of either team) or the ball. If it does it is a Back. If the figure or ball it came into contact with was stationary all the pieces are returned to their original positions. If the ball was moving then a Free-kick is awarded to the attacking player at the point of infringement. If the ball was stationary and a moving attacking figure was hit (intercepted) by a defender’s figure then Back is awarded but the attacker’s figure is placed at the point of interception

**5. Scoring a goal.** A goal may only scored if the ball is wholly inside the shooting area when it is struck. If the ball is struck from outside the shooting area and deflects off a figure inside the shooting area into the goal or across the goal-line a goal-kick is awarded. A goal is only given if the ball is wholly across the goal line, between the posts and under the cross bar.

**6 Goal Kick.** If the attacking player hits the ball over his opponent’s goal-line without scoring a goal or forcing a corner kick a goal-kick is awarded. Both players may pick up and reposition all of their playing figures. The defending player should position his/her figures after the attacking player. The

ball is placed wholly inside the goal area and either the rod goalkeeper, the spare goalkeeper or one of the outfield playing figures is used to kick the ball out of the penalty area.

**7. Corner Kick.** A corner kick is awarded when the defending player hits the ball over his/her own goal-line or when the attacking player hits the ball which is wholly inside the shooting area off a defending playing figure which is also wholly within the shooting area and the ball then crosses the goal-line.

**8 Procedure for taking the Corner Kick.** The attacking player nominates a figure to take the corner. He then takes three positional flicks. The defending player then takes three defensive flicks. The corner kick is then taken.

**9 Throw-in.** A throw-in is given to the defending player if the attacking player hits the ball across either touchline. A Throw-in is awarded to the attacking player if he/she forces the ball over the touchline off a defending figure only if the ball, the flicked figure and the defending figure are all within the same zone when the flick is made and the ball crosses the touchline wholly within the same zone.

**10 Procedure for taking a Throw-in.** The attacking player nominates the figure to take the throw-in and takes one positional flick. The defending player then makes a positional flick. The ball is placed on the touchline at the point where it crossed it. The attacker then flicks the nominated figure so that the ball is brought back into play. The defender is allowed a block flick. Play resumes as normal.

**11 Procedure for taking Free Kicks.** The attacking player nominates a figure to take the free kick and then makes a positional flick. The defender then takes a positional flick. The attacker then strikes the ball with the nominated figure and play resumes as normal as soon as the ball is struck. All free kicks except the penalty flick are in-direct.

**12 Goalkeeping.** The goalkeeper can be manipulated by use of the handle to save shots anywhere within or directly above the goal area. It can be held above the pitch before the shot is taken, The only exception being is when a penalty is being taken, when the goalkeeper must not be forward of the goal-line. If the ball is touched by the goalkeeper outside the goal area an indirect penalty is awarded. If this offence is repeated in the same match a penalty is awarded.

**13 Spare Goalkeeper.** The goalkeeper may be substituted for the spare (Flicking) goalkeeper at any time by a player in possession of the ball. The spare goalkeeper must come on the pitch within or directly behind the goal area. It may be used to take goal kicks, clear the ball or for any other purpose but the rod goalkeeper may only replace the spare goalkeeper when the player is in possession of the ball or when a penalty flick is awarded. If both goalkeepers on the pitch at the same time an indirect penalty kick is awarded.

**14 Offside.** A figure is in an offside position if it is wholly within the shooting area and there are less than two (including the goalkeeper) opposition figures between it and the goal line. However Offside is only given when the ball is wholly within the shooting zone and has passed the last defender.

**16 Onside Flicks.** The attacking player may take up to three onside flicks per possession. After each onside flick (Tick) the defending player takes a positional flick.

# SHED CUP 2011 DRAW AND SCHEDULE

**SHED GROUP:** Weston Warriors, FC Family Elephant, Allwrighty Hotspurs

**GARDEN GROUP:** Moston Torpedo, Dead Jesters, Unreal United

Matches are divided into two halves of ten minutes duration each. During the knock-out phase, if scores are level at the end of normal time a single extra period of up to seven minutes is played. If either player scores during that period the match ends there and then and the player scoring the goal is declared the winner. If scores remain level at the conclusion of extra time the winner is determined by means of a shooting competition. However, in the final, if both parties agree, and there is sufficient time available, a drawn match after extra time may be replayed.

## SCHEDULE (all timings are approximate):

Stage	Venue	Start Time	Home Team	Away Team
Group	Shed	1.45pm	Weston Warriors	FC Family Elephant
Group	Garden	1.45pm	Moston Torpedo*	Dead Jesters
Group	Shed	2.15pm	FC Family Elephant	Allwrighty Hotspurs
Group	Garden	2.15pm	Dead Jesters	Unreal United
Group	Shed	2.45pm A	Ilwrighty Hotspurs	Weston Warriors
Group	Garden	2.45pm	Unreal United	Moston Torpedo
SF	Shed	3.15pm	Winner Shed Group	Runner-up Garden Group
SF	Garden	3.15pm	Winner Garden Group	Runner-up Shed Group
3rd/4th	Shed	3.45pm	Loser semi final one	Loser semi final two
5th/6th	Garden	3.45pm	Third team Garden Group	Third team Shed Group
Final	Shed	4.15pm	Winner semi final one	Winner semi final two

\* *Kit clash - Moston Torpedo must wear change strip.*

# LINCOLN FLICKERS PLAYER CLASSIFICATIONS

This Lincoln Flickers annual player classification tables are calculated purely for information purposes and have no official significance. Results of all matches played under the auspices of the club are included in the tables, whether competitive fixtures or just friendlies. Forfeits are not included, and matches won on shots are recorded as draws.

## Final Lincoln Flickers Ratings Table for 2010

	<b>Played</b>	<b>Won</b>	<b>Drawn</b>	<b>Lost</b>	<b>For</b>	<b>Ag.</b>	<b>Pts</b>	<b>Success</b>
Andy Boyer	18	16	1	1	40	6	32	91.7%
John Devaney	28	18	5	5	50	14	41	76.8%
Jez Boothman	12	9	0	3	17	7	18	75.0%
Mark Parker	8	5	0	3	12	10	10	62.5%
Richard Main	2	1	0	1	2	3	2	50.0%
Bob Cargill	2	1	0	1	1	1	2	50.0%
Dom Picksley	18	4	4	10	10	23	12	33.3%
Ivor Morgan	2	0	1	1	0	3	1	25.0%
Andy Berry	13	1	3	9	5	23	7	19.2%
Mick Brien	25	2	5	18	8	41	9	18.0%
Peter Warner	11	0	2	12	3	38	2	9.1%

## Latest Lincoln Flickers Ratings Table for 2011 (correct up to 22/06/11)

	<b>Played</b>	<b>Won</b>	<b>Drawn</b>	<b>Lost</b>	<b>For</b>	<b>Ag.</b>	<b>Pts</b>	<b>Success</b>
Andy Boyer	23	20	2	1	71	6	42	91.3%
Jez Boothman	29	22	5	2	69	8	49	84.5%
John Devaney	51	29	12	10	114	24	70	68.6%
Dom Picksley	11	7	1	3	12	4	15	68.2%
Mark Parker	10	4	4	2	6	7	12	60.0%
Ivor Morgan	28	11	11	8	27	17	33	58.9%
Mick Brien	17	4	4	9	8	32	12	35.3%
Rich Meddings	26	3	7	16	13	51	13	25.0%
Graham French	2	0	1	1	1	2	1	25.0%
Andy Berry	31	3	7	21	9	54	13	20.9%
Peter Warner	39	2	4	33	12	134	8	10.3%