

A rough guide to Corinthian Scoring

10/10:	A truly exceptional example of the Corinthian spirit was demonstrated by this opponent. They went more than the extra mile and the game was a complete pleasure to play in. A score of ten should be used sparingly.
9/10:	This game was above average in terms of the spirit and the opponent demonstrated a very good example of what a Casuals fixture should be all about.
8/10:	A perfectly good game, nothing exceptional, but the opponent demonstrated everything you would look for in a decent Casuals game.
7/10:	No complaints, a decent game, but slightly below average in terms of the attitude of the opponent.
6/10:	One or two players on the opposing side did not seem to get the ethos of the Casuals League. The odd incident during the game detracted from what would otherwise have been an OK game.
5/10:	The opposition in general didn't seem to get the ethos and there were numerous minor incidents during the game which spoilt the atmosphere
4/10:	Neither the players or the management of this opponent seemed to understand the ethos of the league. There were frequent incidents during the game that spoilt the atmosphere. We would not look forward to playing this opponent again.
3/10:	There were frequent incidents that were against the spirit of the league during the game, some of them of a serious nature. The management of this opponent did nothing to mitigate these incidents.
2/10:	Frequent serious incidents against the spirit of the league during and after the game. We couldn't wait to get out of there at the end.
1/10:	This opponent was a complete nightmare from start to finish. Not just against the spirit of the league but actually dangerous.



Examples of Corinthian spirit in action:

- The ref wrongly awards a decision to the opponent. The opponent tells the ref there has been a mistake and the decision is overturned.
- A player inadvertently commits a foul. He helps the opponent up and apologises.
- A player is becoming angry and overly aggressive during the game. Of his own volition, the manager substitutes him and tells him he cannot go back on until he has calmed down.
- A team arrives for the game with only ten players. The other team has twelve, so they give one of their players to the other side so make the teams even.
- A team is wrongly awarded a penalty by the ref. The taker deliberately misses the kick in order to correct the mistake.
- A player is down injured when a goal is scored. The team that scored allows the opponent to score unopposed in order to right the injustice.
- A team are winning easily at half time in a mismatched game. They put their prolific striker in goal for the second half to even things out.
- The home team invites the opposition to their club/local for a pint after the game

Examples of serious incidents against the spirit of the league:

- Violent conduct: If a player physically assaults an opponent or official during or after the
 game, or aggressively threatens to do so, this should automatically result in a score of 4
 or below unless the management of the opponent takes strong action against the
 aggressor at the time (ie taking the player off, having stern words, requiring him to
 apologise at the end of the game for example)
- Verbal abuse: Persistent and aggressive verbal abuse, especially if it is of a racist, homophobic or sexist nature cannot be tolerated and should result in a score of 4 or less. If an individual is responsible and the opposition management deal with it in a satisfactory way then the Corinthian score may still be higher than 4.
- Failure to pay half the match costs on the day should automatically result in a score of 4 or less.
- Blatant use of younger players who are of above average ability for the game, to the point where they effectively decide the outcome of the game.

Example of less serious incidents against the spirit of the league:

- Persistent and cynical foul play.
- Failure to apologise after a foul has been committed.
- Generally lording it over a weaker opponent.
- Constant criticism of officials' decisions.
- Failure to notify the opponent beforehand that younger players are being used, although this did not really affect the outcome of the game.
- A generally unpleasant, unfriendly or aggressive attitude in the opponent.