**Mixed Pairs Rules**

# Competition Rules

## These are covered in the document “Thames Valley District Pétanque Association League & Competition Rules” which are common to all competitions except where indicated in the individual league and competition rules.

# Start Time

## Matches will commence at 7:30 pm. The league matches will be played over three Tuesday evenings (for up to and including 32 entries) on dates decided by the TVDPA Management Committee. The final will also be played on a Tuesday evening on a date decided by the TVDPA Management Committee.

# Format

## Teams entering this competition will be divided into leagues, as shown below, for the qualifying rounds.

## When possible (subject to entries and size/number of lanes available) three different venues will be used for the qualifying rounds.

## All matches in the qualifying leagues consist of three games.

## The playing order within a league shall be:

|  |  |  |  |
| --- | --- | --- | --- |
|  | 4 Team League | | 3 Team League |
| 1st Round | AvB | CvD | A v B |
| 2nd Round | AvC | BvD | A v C |
| 3rd Round | AvD | BvC | B v C |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | 5 Team League | | | 6 Team League | | |
| 1st Round | A v B | C v D | E Bye | A v B | C v D | E v F |
| 2nd Round | A v E | B v D | C Bye | A v E | B v D | C v F |
| 3rd Round | D v E | B v C | A Bye | A v F | A v F | D v E |

For the teams that have a bye round the result of this round will be calculated after the end of the league competition as follows:

Games Bye team won less than 25% of games played lose 3 - 0

Bye team won 25% but less than 50% of games played lose 2 - 1

Bye team won 50% but less than 75% of games played win 2 - 1

Bye team won 75% or more of games played win 3 - 0

Points Win games decided by an average of points in other games won in the league.

Lost games decided by an average of points in other games lost in the league.

## Qualifying Format

1–7 Entries - No competition will be held.

8 Entries - All teams go straight to the final which will be played on a single Tuesday evening.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | League 1 | League 2 | League 3 | League 4 | League 5 | Finalists (8) |
| 9 | 4 | 5 | 0 | 0 | 0 | Top 2 + next best 4 |
| 10 | 4 | 6 | 0 | 0 | 0 | Top 2 + next best 4 |
| 11 | 6 | 5 | 0 | 0 | 0 | Top 2 + next best 4 |
| 12 | 4 | 4 | 4 | 0 | 0 | Top 2 + next best 2 |
| 13 | 4 | 4 | 5 | 0 | 0 | Top 2 + next best 2 |
| 14 | 4 | 4 | 6 | 0 |  | Top 2 + next best 2 |
| 15 | 4 | 5 | 6 | 0 |  | Top 2 + next best 2 |
| 16 | 4 | 4 | 4 | 4 | 0 | Top 2 |
| 17 | 4 | 4 | 4 | 5 | 0 | Top 2 |
| 18 | 4 | 4 | 4 | 6 | 0 | Top 2 |
| 19 | 4 | 4 | 5 | 6 | 0 | Top 2 |
| etc. | | | | | | |

## The final will be played as a knockout competition with all matches consisting of one game. 1st round losers will enter the Plate knockout competition. Trophies will be awarded to the winners & runners up in each competition.

# Qualification for the final

## At the end of the third Tuesday, league positions will be decided by the following in this order:

### Number of games won

### Total points difference

### Total points for

## The number of teams going through to the final will be eight (see rule 3.4 above)

## The teams qualifying from each league will always be the league winners and runners up and the remainder of the places will be filled by the next best (X) from all league scores. (see rule 3.4 above).

# Substitution

## Any team may substitute one or both players for a match.

## A substitute must not have played for any other team during the competition.

## There is no restriction to the number of substitutes a team can use, subject to 5.2.

## If a substitute is to be played then the Competition Organiser must be informed. It is recognised that substitutions may be last minute due to exceptional circumstances, thus notification after the event is acceptable.

# Postponement of matches

## Postponed matches must be played within a period of one week from the original date.

# Cancellation of matches

## If a team is unable to play a match for any reason, then that match is forfeit to their opponents with a score of 3 games to nil.

## Game scores will be amended as follows: Offending team will lose all three games with a score of 0-13. Non-offending team will win each game but the actual points margin will be calculated at the end of the three rounds, taking the average of the points difference over the games that they actually played. Should the average points difference be zero or negative a win of 13 – 12 will be awarded for each of the games.

# Team(s) dropping out of a league

## Should a team(s) drop out of a league midway through the competition, the following will apply:

## All matches/games involving the offending team will be scratched, whether played or not.

## The result of the scratched matches for the non-offending teams will be a win by 2 games to 1, with the game points scored as 13-7,13-7, 7-13.

## A team will be deemed to have scratched after two non-appearances at matches.

## Any team scratched for the above reasons will be ineligible for next season's Mixed Pairs competition unless a satisfactory explanation has been given to and accepted by the Competition Organiser.

# Document version

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