**Winter Pairs**

# 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 start at 10:30am and will be played on the first Sunday of each month from October to March, or at times/dates decided by the TVDPA Management Committee.

# Format

## Teams entering this competition will be divided into leagues of 5, 6, 7 or 8 teams (subject to the actual number of entries. Preference must be given to using 6 or 8 team leagues wherever possible in order to minimise the number of byes).

## Over a five month period each team within a league will play five matches. In each match three games will be played against the opposing team.

## Every month each league will move to a different venue to play their matches.

## The playing order within a league shall be:

**For a five team league:**

Month 1 A v B C v D E v bye

Month 2 B v C D v E A v bye

Month 3 A v C B v E D v bye

Month 4 A v E B v D C v bye

Month 5 A v D E v C B v bye

**For a six team league:**

Month 1 A v B C v D E v F

Month 2 A v F B v C D v E

Month 3 A v C B v E D v F

Month 4 A v E B v D C v F

Month 5 A v D B v F E v C

**For a seven team league**

Month 1 A v B C v D E v F G v bye

Month 2 A v C B v F E v G D v bye

Month 3 A v E C v F D v G B v bye

Month 4 A v G B v C D v E F v bye

Month 5 A v D B v E F v G C v bye

**For an eight team league:**

Month 1 A v B C v D E v F G v H

Month 2 A v C B v F D v H E v G

Month 3 A v E B v H C v F D v G

Month 4 A v G B v C D v E F v H

Month 5 A v D B v E C v H F v G

# Qualification for the finals

## At the end of the 5th month league positions will be decided by the following in this order:

* 1. Number of games won
	2. Total points difference
	3. Total points for

## 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 from all other games won in the league

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

## The number of teams going through to the one day knockout final will be determined by the total number of entries. In all cases the league winner and runner-up will qualify and in some cases there will be a requirement for the “next best X teams”. These will be decided in the same manner as for qualification as laid out in 4.1.

## The number of teams qualifying will be as this table:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No. Entries** | **No. of Leagues** | **No. to Qualify** | **Winners** | **Runners-up** | **Next best from all leagues** |
| 10 | 2x5 | 4 | 2 | 2 | 0 |
| 11 | 1x6 + 1x5 | 4 | 2 | 2 | 0 |
| 12 | 2x6 | 6 | 2 | 2 | 2 |
| 13 | 1x6 + 1x7 | 6 | 2 | 2 | 2 |
| 14 | 1x6 + 1x8 | 6 | 2 | 2 | 2 |
| 15 | 1x7 + 1x8 | 6 | 2 | 2 | 2 |
| 16 | 2x5 + 1x6 | 8 | 3 | 3 | 2 |
| 17 | 1x5 = 2x6 | 8 | 3 | 3 | 2 |
| 18 | 3x6 | 12 | 3 | 3 | 4 |
| 19 | 2x6 + 1x7 | 12 | 3 | 3 | 4 |
| 20 | 2x6 + 1x8 | 12 | 3 | 3 | 4 |
| 21 | 1x6 + 1x7 + 1x8 | 12 | 3 | 3 | 6 |
| 22 | 1x6 + 2x8 | 12 | 3 | 3 | 6 |
| 23 | 1x7 + 2x8 | 12 | 3 | 3 | 6 |
| 24 | 4x6 | 16 | 4 | 4 | 8 |
| 25 | 3x6 + 1x7 | 16 | 4 | 4 | 8 |
| 26 | 3x6 + 1x8 | 16 | 4 | 4 | 8 |
| 27 | 2x6 + 1x7 + 1x8 | 16 | 4 | 4 | 6 |
| 28 | 2 x 6 + 2 x 8 | 16 | 4 | 4 | 8 |
| 29 | 4 x 6 + 1 x 5 | 16 | 4 | 4 | 8 |
| 30 | 5 x 6 | 16 | 4 | 4 | 8 |
| 31 | 4 x 6 + 1 x 7 | 16 | 4 | 4 | 8 |
| 32 | 4 x 6 + 1 x 8 | 16 | 5 | 5 | 6 |
| 33 | 3 x 6 + 1 x 7 + 1 x 8 | 16 | 5 | 5 | 6 |
| 34 | 3 x 6 + 2 x 8 | 16 | 5 | 5 | 6 |
| 35 | 5 x 6 + 1 x 5 | 16 | 6 | 6 | 4 |
| 36 | 6 x 6 | 16 | 6 | 6 | 4 |
| 37 | 5 x 6 + 1 x 7 | 16 | 6 | 6 | 4 |
| 38 | 5 x 6 + 1 x 8 | 16 | 6 | 6 | 4 |
| 39 | 4 x 6 + 1 x 7 + 1 x 8 | 16 | 6 | 6 | 4 |
| 40 | 5 x 6 + 2 x 5 | 16 | 7 | 7 | 2 |

# Format of the finals

## In all cases matches will consist of one game.

## 4 teams qualifying Trophies given for 1st & 2nd

## One league of four.

## 6 teams qualifying Trophies given for 1st & 2nd

## Round robin. All teams will play five games.

## 8 teams qualifying Trophies given for 1st & 2nd in Main & Plate competitions.

## Two leagues of four in the morning, followed in the afternoon by the winners and runners-up from the morning leagues competing in a further league for the main title and the 3rd/4th teams from the morning leagues competing in a plate event, again in a league format.

## All teams will play six games.

## 12 teams qualifying Trophies given for 1st & 2nd in Main & Plate competitions.

## Three leagues of four in the morning, followed in the afternoon by the three morning league winners and runners-up plus the next best two teams from all the leagues competing in the afternoon in two leagues, with the winner of each league playing a final for the Main title. The remaining four teams play off as a four team league in the Plate competition.

## All teams will play at least six games.

## 16 teams qualifying Trophies given for 1st & 2nd in Main & Plate

## Four leagues of four in the morning, followed in the afternoon by the four morning league winners and runners-up competing in the afternoon in two leagues, with the winner of each league playing a final for the Main title. The remaining eight teams play in the same format as the Main competition for the Plate title.

## All teams will play at least six games.

# Substitution of players

## Any team may substitute one or both players for a match. There can be no substitutions between games in 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 6.2.

## 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

## The ONLY reasons for postponement of matches are if the piste is covered in snow or if the playing area is more than 75% flooded.

## In these exceptional circumstances the situation must be referred to the Competition Organiser first, BEFORE postponement. His/her decision is final. Any matches that do have to be postponed must be played before the next round or as a “double header” at the next round.

# Cancellation of matches

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

## Games scores will be awarded as follows:

## Offending team will lose all three games 0 - 13.

## Non-offending team games and points scored as per clause 4.2

# Document version

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