



MIDWEEK LEAGUE RULES

1. Teams

- 1.1 A Team may consist of a minimum of 4 and a maximum of 9 players in any League Match
 1.2 Each Team **MUST** appoint a Captain for each League match. This appointment need not be the same player for each League Match

2. Format

- 2.1. In each League match teams will play two games with players into **TRIPLES** and three games with players divided into **Pairs**. The games will be played in the following order:

1 st Round	Triple A v Triple A	Triple B v Triple B	
2 nd Round	Pair A v Pair A	Pair B v Pair B	Pair C v Pair C

The total number of games per League match will be FIVE.

- 2.2. Prior to the start of any League match the HOME captain **MUST** explain to the opposing Captain all out of bounds rules.
- 2.3. After the completion of the 1st Round (triples) only those two lanes used in Round 1, and one other may be used for the 2nd Round (pairs). All lanes must be individually strung and all four sides will be dead ball lines.
- 2.4. Playing sanctions
- a. Midweek League matches will start at 7.45 pm. Under normal circumstances all matches should commence play within 5 minutes of this time.
 - b. After five minutes the non-offending Captain may
 - i. Claim ONE GAME POINT per minute of absence.
 - or
 - ii. Ask the opposing Team to commence play although that Team is incomplete.

In this case the remaining players of the incomplete Team may only play their own boule and those of the absent player(s) are forfeit. Late arriving players may join in with their Team after the completion of an end.
 - c. Should no player from the opposing team appear by the end of the five minute grace period the non-offending Team Captain will claim ONE GAME POINT per minute, per game, for the 1st Round. At the end of the 1st Round, if the opponents still have not appeared after a period of a further five minutes the 2nd Round will also be claimed.

3. Results

- 3.1. NAMES (initials & Surname) and MEMBERSHIP NUMBER of ALL players taking part in a League match **MUST** be recorded (PRINTED LEGIBLY) in the appropriate place on the match scorecard.
- 3.2. It will be the responsibility of the WINNING CAPTAIN to forward the League match results to the League Secretary to be received within SEVEN DAYS of the match date. It would assist the League Secretary if the captains would also Email/Text the result (games &

points totals) ASAP thus enabling him/her to send out the results promptly to the members and news media.

- 3.3. Team Captains will be responsible for agreeing the game and final match scores.

4. Eligibility

- 4.1. All members taking part in a League match must be EPA members. However an exception can be made for an "un-registered" player to take part in a match providing his/her EPA membership form is completed and duly returned, with the appropriate fees, to the League Secretary with the match scorecard.
- 4.2. A Team may only use one such "un-registered" player in a match.
- 4.3. Once a player has played for a Team within the Midweek League then he/she may not play for another Team during that season. (Only very exceptional circumstances will be considered as exceptions to this rule. Permission must be granted, in writing, from the League Management Committee)

5. League Positions

- 5.1. Two League points will be awarded will be awarded to the winning team, home or away. Team positions in each Division will be decided by:
- a. Match points (wins)
 - b. Games difference
 - c. Total points difference
 - d. Total points for
 - e. The combined result of the two matches between the equal teams
 - f. Should the tie effect the result of the top two places in Division One or promotion or relegation in all Divisions the equal teams have to play off in a final decider.

6. Cancellations or Re-arrangement of Matches

- 6.1. As the fixture list has been published since the beginning of the season Teams **MAY NOT** cancel or re-arrange matches for any other reasons than those set out below:
- a. Inclement weather (i.e. snow on the piste, more than 75% of the playing area flooded)

Action

The Home Team **MUST** inform the League Secretary of the need to re-arrange the match. The re-arranged match should be played at the earliest mutually convenient date. When the new date has been agreed the Home Team **MUST** inform the League Secretary.

- b. If a Team is only able to field a Team of less than the minimum number of players required to play a League match (rule 1.1), it has the right, once only in a season, to re-arrange that fixture.

Action

A minimum of two weeks prior to the match taking place the Team seeking the re-arrangement must inform the League Secretary and obtain official agreement. Immediately after the agreement has been given that Team must inform their opponents. The Teams must then agree a mutually convenient date to play the re-arranged fixture. Failure to come to an agreement should be reported to the League Secretary as it may render the match void.

- c. Any such unforeseen circumstances (petrol strike etc.) that the League Secretary deems reasonable.

Action

Any Teams in doubt should contact the League Secretary.

In all instances the re-arranged match must take place within two weeks of the original match date (pre or post). Rule 6.2 takes precedent over this time frame.

- 6.2. All outstanding matches MUST be completed before the last day of the League season. Any problems with the re-arrangement of dates must be referred to the League Secretary.
- 6.3. Where a League match remains unfinished and no arrangements are made to complete the match within 14 days, the complete and incomplete scores will stand.
- 6.4. Where a League match has to be completed at a later date a Team may introduce a substitute player with the agreement of the opposing Captain.

7 Sanctions

- 7.1. Any Team cancelling a match for any other reason than those outlined in paragraph 6 will be penalized with a match score of 0 games to 5, and with game score in each game of 0 - 13. The opponents will be awarded the 2 match points and a match score of 5 games to 0. Their points total will be calculated on an average they have achieved in all the games they won during the season. Should these opponents have failed to record one game win the points awarded for each game will be 13-12.
- 7.2. Teams failing to follow the action set out for cancelling games will be penalized 1 match point for the first offence and 2 match points for each subsequent breach.
- 7.3. Teams failing to declare that they have played an "unregistered player" will be penalized 2 match points. Teams failing to send in the completed membership form (and fees) with the match scorecard for an "unregistered player" will be penalized 1 match point.
- 7.4. Teams responsible for sending in match results who fail to return the scorecard within the time set out in 3.2 will be penalized 1 match point.
- 7.5. Teams have the right to appeal against sanctions. They should lodge their appeal within two weeks of the sanction being imposed by contacting the League Secretary who will consult with the members of the League Management Committee. A simple majority of the Management Committee will either uphold or reject the sanctions imposed.

8. League Formats, Promotion/Relegation

- 8.1. The League will be played as a round robin or as leagues with promotion and relegation, this being subject to the number of entries as shown below

Entries				Trophies
5 – 11	Round Robin			Trophies 1 st , 2 nd & 3 rd
	Division 1	Division 2	Division 3	
12	6	6		Trophies 1 st & 2 nd each league
13	6	7		Trophies 1 st & 2 nd each league
14	7	7		Trophies 1 st & 2 nd each league
15	7	8		Trophies 1 st & 2 nd each league
16	8	8		Trophies 1 st & 2 nd each league
17	8	9		Trophies 1 st & 2 nd each league
18	9	9		Trophies 1 st & 2 nd each league
19	6	6	7	Trophies 1 st & 2 nd each league
20	6	7	7	Trophies 1 st & 2 nd each league
21	7	7	7	Trophies 1 st & 2 nd each league
etc. etc				

- 8.2. When entries dictate a change from a round robin to a league format the top teams from the

proceeding year's round robin competition will make up League 1.

- 8.3. Under normal circumstances promotion and relegation from one Division to another will be two teams up and two teams down.
- 8.4. If from one season to the next a Team or Teams fail to re-register a simple "top-up" procedure will be adopted to determine who plays in which Division.

Procedure

At the beginning of the new season Teams should be set out by Divisions in the order that they finished the previous season. This will include any Team that has failed to register.

Demote the two Teams from the bottom of Division One and promote the top two from Division Two, and so on down the Divisions.

(Example: In an 8 Team League last season's 7 & 8 in Division One will become 7 = 1st and 8 = 2nd in Division Two, whilst 1 & 2 in Division Two will become 1 = 7th and 2 = 8th in Division One)

Now remove any Team names that have failed to register and the gaps that are left are filled by moving teams upwards.

(Example: If last season's number 2 has failed to re-register then after carrying the procedures described above there will be a gap at number 8 in Division One. This place will be filled by re-promoting number 1 in the Division Two who was last season's number 7 in Division One.)

9. Disputes

All disputes that can not be settled amicably between Teams must be reported fully and quickly, in writing, to the League Secretary who will arbitrate in the dispute. Should Teams wish to lodge an appeal against any ruling they must contact the League Secretary within two weeks of the ruling. The League Secretary will contact the League Management Committee. A simple majority of the Management Committee will either uphold or reject any ruling.

10. League Fees

All League entry fees are payable in full by the entry closing date.

Date	Comment	Author
	This document incorporates all amendments as agreed at the AGM held on 22 nd November 2009	Paul Webb
10/2/2023	Added Logo and move to Google Drive	Andrew Prince