



MIXED PAIRS RULES

1 FORMAT

- 1.1 Teams entering this competition will be divided into leagues, as shown below, for the qualifying rounds.
- 1.2 The League matches will be played over three Tuesday evenings (for up to and including 32 entries) on dates as decided by the League Management Committee (LMC). The Final will also be played on a Tuesday evening on a date as decided by the LMC
- 1.3 When possible (subject to entries and size /number of lanes available) three venues will be used for the qualifying rounds with all leagues playing at the same venue at the same time.
- 1.4 The playing order within a league shall be:

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

	5 Team League			6 Team League		
1 st Round	A v B	C v D	E Bye	A v B	C v D	E v F
2 nd Round	A v E	B v D	C Bye	A v E	B v D	C v F
3 rd 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	lost 3 – 0
	Bye team won 25% but less than 50% of games played	lost 1 – 2
	Bye team won 50% but less than 75% of games played	won 2 – 1
	Bye team won 75% and more of games played	won 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.

- 1.5 All matches will commence at 7.30 pm. If one team has not appeared after 20 minutes (7.50 pm) they will concede the first game, after 25 minutes (7.55 pm) they will have conceded the second and after 30 minutes (8.00 pm) will have conceded all three games.

1.6 Qualifying Format

- 1 – 7 Entries - No Competition
- 8 Entries - Go straight to Final

	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	3	3	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. etc						

- 1.7 The final will be played as a knockout competition with the 1st. round losers entering the plate knockout competition. Trophies will be awarded to the winners & runners up in each competition

2 QUALIFICATION FOR THE FINALS

- 2.1 At the end of the third Tuesday, league positions will be decided by:

- a) Total number of games won
- b) Points difference
- c) Points for

- 2.2 The number of teams going through to the final will be eight (See rule 1.7 above)

- 2.3 The teams qualifying from each league will always be the league winners and the remainder of the places will be filled by the next best (X) scores. (See rule 1.7 above)

These positions to be filled from any league on the same basis as laid down in 2.1.

3 SUBSTITUTION

- 3.1 Any team may substitute one or both players in any match, providing the make-up of the team remains as one male and one female player. There can be no substitution between games in any match. A substitute must not have played for any other team during the competition.

- 3.2 There is no restriction to the number of substitutes a team may use subject to Rule 3.1.

4 POSTPONEMENT OF MATCHES

- 4.1 The only reasons for postponement of a match are if the Piste is covered in snow or if the playing area is more than 75% flooded.

- 4.2 In extreme circumstance any other problems relating to a playing area that make play impossible must be referred to the DISTRICT COMPETITION SECRETARY, whose decision is final.

4.3 Postponed matches must be played within a period of one week.

5 CANCELLATION OF MATCHES

5.1 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.

5.2 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 point's margin will be calculated at the end of the three rounds, taking the average of the point's 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.

6 TEAM (S) DROPPING OUT OF A LEAGUE

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

- a) All games involving the offending team will be scratched, whether played or not.
- b) The result of the scratched matches for the non-offending teams will be a win by 2 games to 1, and with the game points scored as 13-7,13-7, 7-13.
- c) A team will be deemed to have scratched after two non-appearances at matches.

6.2 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 Executive.

7 DISPUTES

All disputes that cannot be settled amicably between teams / players must be reported to the DISTRICT COMPETITION SECRETARY within 3 days.

The DISTRICT COMPETITION SECRETARY'S decision is final.

8 LANE IDENTIFICATION

All lanes must be individually strung and all four sides will be dead ball lines.

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