

# SUMMER TRIPLES CHAMPIONSHIPS

## 1. Object

1.1 The object is to establish the Districts Triples Champions:

### 2. Representation

2.1. The winners and runners-up of the District Triples will represent the League in any competitions as organised by the League against other Leagues and Regions.

#### 3. Entries and Registration

- 3.1. Entries must be made on the prescribed form as issued by an authorised District Officer and be returned to the designated official by the date as shown thereon as decided by the LMC.
- 3.2. Each team will register their arrival with the League Coordinator, as detailed on the entry form.

## 4. Play

- 4.1 Play will commence at 10.00am.
- 4.2. Playing format

Minimum number of entries to the competition is 6 teams

Entries	Morning League	Afternoon Format		Trophies 1st and 2nd	
6	Round robin of 5 ro	ounds at one venue			
7	Snake of 5 rounds at one venue with top two in a final playoff			1st and 2nd	
		Main	Plate	Main	Plate
8	2x4	1x4 (Lges Top 2)	1x4	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup>
9	1x4, 1x5	1x4 (Lges Top 2)	1x5	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup>
10	1x4, 1x6	1x4 (Lges Top 2)	1x6	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup>
11	1x5, 1x6	1x4 (Lges Top 2)	1x7	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup>
12	3x4	2x4 (Lges Top 2 + next best 2)	1x4	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>
13	2x4, 1x5	2x4 (Lges Top 2 + next best 2)	1x5	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>
14	2x4, 1x6	2x4 (Lges Top 2 + next best 2)	1x6	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>
15	1x4, 1x5, 1x6	2x4 (Lges Top 2 + next best 2)	1x7	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>
16	4x4	2x4 (Lges Top 2 + next best 2)	2x4	1 <sup>st</sup> 2 <sup>nd</sup>	1 <sup>st</sup> 2 <sup>nd</sup>

Where there are 2 leagues in the afternoon (Main & Plate), the winners of each league will play a final.

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

21st November 2010

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.

For entries of 8 or more teams, this Triples Championship will be played initially in the morning in leagues. In the afternoon all teams will move to the central venue for the finals to be played, again in League format.

Should there be less than 8 teams entered the event will be played at one venue and the playing format will be as shown.

#### 5. Substitutes

5.1. A Team may substitute a player from the original entry form up to the time that they register. After registration no substitutes will be allowed except in unforeseen circumstances and with the approval of the Competition Organizer

#### 6 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 21st November 2010	Paul Webb
10/2/2023		Andrew Prince