



WINTER PAIRS RULES

1. Object

- 1.1. To provide a winter time competition for players

2. Format

- 2.1. Teams entering this competition will be divided into Leagues of 5, 6, 7, or 8 Teams (subject to actual number of entries, preference must be given to using 6 or 8 Team League where ever possible, so that there are no byes). Over a five month period each Team within a League will play five matches. Three games will be played against each opponent.
- 2.2. Each month League will move to a different venue to play their games.
- 2.3. Playing order

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

- 2.4. All matches will commence by 10.30 am. If one Team has not appeared after 20 minutes (10.50 am) they will have conceded the first game, after 25 minutes (10.55am) they will have conceded the second game and after 30 minutes (11.00am) they will have conceded all three games.

Qualification for Finals

- 3.1. At the end of the 5th month League positions will be decided by:
- Total number of games won
 - Total points difference
 - Total number of points for
- 3.2 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.

- 3.3. The number of Teams going through to the one day knock-out final will be determined by the total number of entries. In all cases the League Winner and Runner-up will qualify, in some cases there will be a requirement for the “next best X Teams”. These will be decided as for qualification as laid out in 3.1.

- 3.4. The number of Teams qualifying will be as this table:

No. Entries	No. of Leagues	No. to Qualify	Winners	Runners-up	Next best
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	8	3	3	2
19	2x6 + 1x7	8	3	3	2
20	2x6 + 1x8	8	3	3	2
21	1x6 + 1x7 + 1x8	12	3	3	6
22	1x6 + 2x8	12	3	3	6
23	1x7 + 2x8	12	3	3	6
24	4x6	12	4	4	4
25	3x6 + 1x7	12	4	4	4
26	3x6 + 1x8	12	4	4	4
27	2x6 + 1x7 + 1x8	12	4	4	4
28	2 x 6 + 2 x 8	12	4	4	4
29	4 x 6 + 1 x 5	12	4	4	4
30	5 x 6	12	4	4	4
31	4 x 6 + 1 x 7	12	4	4	4
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

3. Format for the Finals

- 4.1. 4 Teams qualifying Trophies given for 1st & 2nd
1 league for four
- 4.2. 6 Teams qualifying Trophies given for 1st & 2nd
Round Robin. All teams will play five games.
- 4.3. 8 Teams qualifying Trophies given for 1st & 2nd in Main & Plate

2 leagues of 4 in the morning, followed in the afternoon by the winners and runners-up from the morning leagues competing in a further League, and the 3rd/4th Teams from the morning competing in a secondary (plate) event, again league format. All Teams will play 6 games.
- 4.4. 12 Teams qualifying Trophies given for 1st & 2nd in Main & Plate

3 leagues of 4 in the morning, followed in the afternoon by the 3 league winners and runners-up plus the next best 2 Teams competing in a Rolling Knockout Competition. The remaining 4 Teams play off as a 4 Team league in the Plate. All teams will get 6 games.
- 4.5. 16 Teams qualifying Trophies given for 1st & 2nd in Main & Plate

4 leagues of 4 in the morning, followed in the afternoon by the winners and runners-up competing in a Rolling Knockout stage for the main title and the remaining 8 Teams competing also in a Rolling Knockout for the Plate. All Teams will get 6 games.

4. Substitution of Players

- 5.1. Any Team may substitute one or both players for a match. There can be no substitutions between games in a match.
- 5.2. A substitute must not have played for any other Team during the competition.
- 5.3. There is no restriction to the number of substitutes a Team can use, subject to 5.2.

5. Postponement of Matches

- 6.1. 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.
- 6.2. In exceptional circumstances and other reasons why the playing area can not be used must be referred to the League Secretary, whose decision is final. Any matches that do have to be postponed must be played within two weeks of the original date

6. Cancellation of Matches

- 7.1. 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.
- 7.2. Games scores will be awarded as follows:
Offending Team Will loose all three games 0 - 13.
Non-offending Team Games and points scored as per clause 3.2.

7. Team(s) dropping out of a League

- 8.1 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 non-offending Teams will be calculated as per clause 3.2.
 - c. A Team will be deemed to have scratched after two non-appearances.
- 8.2 Any teams scratched (unless for exceptional reasons) will be ineligible to play in the following season's Winter Pairs Competition.

8. Disputes

- 9.1 All disputes that can not be settled amicably between Teams or players must be reported to the League Secretary with 3 days. The League Chairman and Secretary's decision is final.

9. Lane Identification

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

Comment	Change
This document incorporates all amendments as agreed at the AGM held on 22 nd November 2009	Paul Webb
Added Logo and moved into the Google Drive folder	Andrew Prince