



## **Regional Team Qualifying Series (RTQS)**

### 1. Object

- 1.1. The object of the RTQS is to produce an Association Team to play in:
  1. The Inter-Regional Championships
  2. The Inter-Regional Challenge
  3. In other friendly inter-regional competitions.
- 1.2. Once the RTQS has been completed the Regional Squad will remain, as qualified, until another RTQS has been held.

### 2. Entries and Teams

- 2.1. Entries must be made on the prescribed form as issued by an authorized Regional Officer and be returned to the designated official by the date as shown thereon as decided by the RMC.
- 2.2. Each team shall give itself a name by which it will be known throughout the series. This name shall be of no more than 15 characters and shall not be detrimental to the image of the game.
- 2.3. Teams wishing to take part in the series MUST enter all Grand Prix's.
- 2.4. Teams may enter up to four players on the entry form. When 3 players have been entered on the prescribed form (clause 2.1. above) no additional person can be added to the team except as a permitted substitute.
- 2.5. Any of the players nominated on the entry form will only be deemed to be a member of that team, and the Regional Squad, if they have played in at least one end of any qualifier, should that team qualify for the Regional Squad.
- 2.6. Teams with four nominated/permitted players may alternate those players between games or may change between ends ONLY ONCE during a game after notifying the Umpire.
- 2.7. All teams must be in matching kit (tops) of the same design. Failure to observe this rule will result in disqualification from the competition.
- 2.8. A team consisting of all juniors may play in the competition but their scores will not be included in the calculation of the overall result.
- 2.9. Junior(s) may play with seniors in a team and their scores will be included in the calculation of the overall result. It should be noted that the junior(s) in these team(s) may be requested to play in the regional squad's junior team at the Inter-Regional Championships and this may have an adverse effect on the original team.

### 3. Series Format

- 3.1. The RTQS will be organized over a maximum of three Grand Prix events, subject to the number of entries.
- 3.2. The maximum number of games to be played in any Grand Prix will be seven.
- 3.3. No Team will play another Team more than once during the series.
- 3.4. Should the number of Teams entered be fourteen or less, the third Grand Prix will be cancelled. In this case the third date may be used as a squad practice day.  
3.4.1 Should the number of teams entered be Eleven (11) or less, the series will be played as a round robin over TWO (2) Grand Prix. The overall final positions for the top EIGHT (8) will be calculated :-

- A. Game Wins.
- B. Points Difference.
- C. Points For.
- D. Result between tied teams

- 3.5. If the number of Teams entered is below 22 the series will be played in a Round Robin format. The overall final positions will be calculated by:

- a. Total number of wins
- b. Total points difference
- c. Total points for
- d. Result between the tied Teams

- 3.6. If the number of Teams entered are 23 or over not all Teams will have played each other so the final positions will be calculated by:

- a. Total number of wins
- b. Total points difference
- c. Total points for
- d. Three end play off

### 4. Registration

- 4.1. Registration for each Grand Prix will be between 9.15 am and 9.45 am. Those Teams who have not registered by that time will be deemed to have scratched unless they provide a satisfactory explanation to the Competition Organiser.
- 4.2. All players must be listed a current competitor member of the Region as recorded and shown on the schedule of members as presented to the Organiser by the Membership Secretary prior to registration. A member must produce their membership card when their name is not shown on the list provided to ensure entry into the competition.
- 4.3. As each Team registers it will draw a number which will be its playing number during the series (except when the competition has been pre drawn)

### 5. Play

- 5.1. On the first Grand Prix play should start as near to 10.00am as possible. For subsequent Grand play will start at 10.00 am prompt.

### 6. Substitutes

- 6.1. Providing that two of the initially registered team are available and present when a team of 3 or 4 entered, that team may use one substitute for any one Grand Prix. That substitute may

only be used once. This will only be allowed when the team has previously requested permission from the Competition Organiser at least seven (7) days prior to the playing date. If less than seven (7) days notice is received, permission will only be given in exceptional circumstances and is at the discretion of the Competition Organiser only.

6.2. Having played as a substitute in one team a player may not play in another team.

## 7. Failure to Play

7.1. Any Team who has registered and played in the first Grand Prix and subsequently fails to appear will be deemed to have scratched from the series. Any scores that they have accumulated will be made void. So that it is fair for all the teams one of the two actions will be taken:

1. If a Round Robin is being played as an actual Round Robin then all scores that have been played will be scratched. So all Teams will therefore still play each other.
2. If there are too many Teams to play a Round Robin all scores in games played are made void as are the ones that were still to be played. All teams will be awarded a win but the point's difference for that game will be the average that they have achieved over all the other games they have won. If no games have been won the points score would be 13 – 12.

If there are too many Teams to play a Round Robin all scores in games played are made void as are the ones that were still to be played. All teams will be awarded a win but the point's difference for that game will be the average that they have achieved over all the other games they have won. If no games have been won the points score would be 13 – 12.

## 8. Regional Team

8.1. The Association Team to play in the Inter-Regional Championships will be the top eight Teams who qualified through the RTQS.

8.2. The Association Team to play in the Inter-Region Challenge will be the teams that qualified 9<sup>th</sup> to 12<sup>th</sup> in the RTQS.

8.3. Should a single player from a team be unavailable for a Regional event, Where that Team originally nominated three players a substitute may be used. That substitute should be picked either from a substitute that the Team has used whilst qualifying or a member of the Regional Squad not already involved. The Regional President and Competition Secretary must approve any substitution.

8.4. If two players from the original team are unavailable for a Regional event their place will be offered to the next Team in line within the Regional Squad.

8.5. If 8.4. has occurred just prior the Inter-Regional Event, the Team that was 13<sup>th</sup> will be asked to compete in the Inter-Regional Challenge, and all other Teams will adjusted up the qualifying order as required to fill the vacancy.

8.6. In an emergency the Regional President in conjunction with the Competition Secretary may move a fourth player from one Team to another to make up a shortfall.

As approved by the A.G.M. January 2025