



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 wherever 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 the 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.

3. Qualification for Finals

3.1. At the end of the 5th month League positions will be decided by:

- a. Total number of games won
- b. Total points difference
- c. 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 final will be determined by the total number of entries. In all cases the League Winner and Runner-up will qualify. 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. of leagues	No. to Qualify
10	2x5	2	4
11	1x6, 1x5	2	4
12	2x6	3	6
13	1x6, 1x7	3	6
14	1x6, 1x8	3	6
15	1x7, 1x8	3	6
16	2x5, 1x6	3	6
17	1x5 = 2x6	3	6
18	3x6	3	6
19	2x6, 1x7	3	6
20	2x6, 1x8	3	8
21	1x6, 1x7, 1x8	3	8
22	1x6, 2x8	3	8
23	1x7, 2x8	3	8
24	4x6	4	8
25	3x6, 1x7	4	8
26	3x6, 1x8	4	8
27	2x6, 1x7, 1x8	4	8
28	2 x 6, 2 x 8	4	8
29	4 x 6, 1 x 5	5	10
30	5 x 6	5	10
31	4 x 6, 1 x 7	5	10
32	4 x 6, 1 x 8	5	10
33	3 x 6, 1 x 7, 1 x 8	5	10
34	3 x 6, 2 x 8	5	10
35	5 x 6, 1 x 5	6	12
36	6 x 6	6	12
37	5 x 6, 1 x 7	6	12
38	5 x 6, 1 x 8	6	12
39	4 x 6, 1 x 7, 1 x 8	6	12
40	5 x 6, 2 x 5	6	12

4. Format for the Finals

- 4.1 The top teams from each league will go through to the finals with the addition of the next best 2 where applicable
- 4.2 The final will be played as a “round Robin” if 8 or less qualifies if more than a 6 round snake will be played

5. 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.

6. 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.

7. 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 lose all three games 0 - 13.
Non-offending Team Games and points scored as per clause 3.2.

8. 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.

9 Disputes

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

10 Lane Identification

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

11 Eligibility

All players must be listed a current P.E.competitor member

Trophies

11.1 All trophy costs will be limited to 50% of the competition entry fees.
The Management Committee reserve the right to reduce the number of trophies awarded to meet any financial constraints

Date	Comment	Change
22/11/2009	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
21/01/2024	Updated the rules for final qualification and the format of the final Added section on Trophies as agreed at the AGM 21/1/2024	Andrew Prince
01/04/2024	Reviewed - No changes made	Andrew Prince Jo Hawkins