**Closing date for receipt of entry will be Sunday next 5th June. The championships will be run to a finish in ball alleys around the county in week 20th- 26th June**

**Finals on Sunday 26th June at a venue to be announced**

#### **BOYS**

|  |  |  |
| --- | --- | --- |
| U11D |  |  |
| U12S |  |  |
| U13S |  |  |
| U14S |  |  |
| U15S |  |  |
| U16S |  |  |
| U17S |  |  |

### GIRLS

|  |  |  |
| --- | --- | --- |
| U11D |  |  |
| U12S |  |  |
| U13S |  |  |
| U14S |  |  |
| U15S |  |  |
| U16S |  |  |
| U17S |  |  |

**Under 11 Doubles**

Match 10 minutes (or first to 21 aces, whichever comes first) and one foul ball will be a hand out.

If players finish level after 10 minutes. The tie-break will be the first to 5 aces.

The player serving will continue to serve.

**Under 12 Singles – U17 Singles**

Matches are of 15 minutes (or first to 21 aces duration, whichever comes first) and one foul ball will be a hand out.

If players finish level after 15 minutes a tiebreak will ensue. The tie-break will be the first to 5 aces and the player serving will continue to serve. If still level a 1 point tiebreak will apply with a toss of a coin deciding the serve.

**Men's A                                                   Intercounty Intermediate**

**Men's B                                                   Intercounty junior**

**Men's C                                                   Intercounty junior B & county junior C**

**Men's Challenger                                  Junior D**

**Women's Challenger                            Junior C or D player**

**Masters                                                   40 and over**

**Golden Masters                                     50 and over**

**RULES & REGULATIONS**

All matches are of 15 minutes (or first to 21 aces, whichever comes first) and one foul ball will be a hand out.

If players finish level after 15 minutes a tiebreak will ensue. The tie-break will be the first to 5 aces. The player serving will continue to serve.

If still level after extra time a one point tie breaker will be played with a toss of a coin to decide the server.

In the event of a tie in a round robin match the above will also apply. If all three players in a round robin finish with a win the winner will be the one with the most points scored in ordinary time. If still level the least points conceded will decide the winner.