

RULES AND REGULATIONS

Events (2)	Junior/Masters and Junior C/Junior D
Competition format	Teams of 4 (2 x doubles pairings)
Player ranking on each team	1, 2, 3, 4
Partnerships	1 and 2 play together, 3 and 4 play together
Team Captain	Number 1 ranked player on each team is the captain
Captain's responsibilities	(a) Check that all team members are aware of the match (b) Send in the result including scores from each game (both captains so we know the scores are agreed) (c) Request a sub (if required) from CCCC secretary after the fixture has been made. Request must be made not later than 8pm the day before the match
Playing order	3/4 v 3/4, - 1/2 v 1/2
Incorrect playing order	1/2 v 1/2 playing first is not allowed
Scoring	2 x 15 games per pairing
First serve (coin toss)	The team winning the toss serves first in the first game of the first 3/4 v 3/4 doubles tie. The team losing that initial toss will serve first in the first 1/2 v 1/2 doubles match
Points awarded for playing	1 per team when both doubles games are played (teams conceding a walkover in either match cannot get a playing point)
Points for games won	1 per 15 ace game (4-0, 3-1 or 2-2)
Win bonus point	1 additional point awarded to the winning team if their aggregate score is 16 or more than their opponents
Losing bonus point	1 additional point awarded to the losing team if their aggregate score is 15 (or less) than their opponents
Draw bonus point	1 additional point awarded if one team scores 16 or more aces than their opponents
No show(s)	Game(s) will be awarded on the basis of 15-0, 15-0 for that particular match. The other part of the match goes ahead as normal. The no show will be disqualified and a permanent sub introduced.
Substitutions	A small number of players have been designated as subs. These will be used for different teams as necessary.
How subs will be used	Teams finding out, after the fixture has been made, that a member is unavailable, can apply to the Secretary of the CCCC for a sub. This application must be made not later than 8pm the day before the match.
Unavailable dates	We will facilitate within reason, but please remember there are 8 people to consider every time we make a fixture
Unavailable after fix made	Game(s) will be awarded on the basis of 15-0, 15-0 <u>if a sub is not available</u>
Qualifiers for semi-final	Top four
Prizes	Trophies
Dress code	Each team member will be allocated a plain shirt but must provide their own matching togs. Team captains should discuss this with their teams as all members will be required to wear the same shorts.
Commencement date	Week beginning 7 th March

JUNIOR/MASTERS TEAMS

Team A	AQUA	1.	Barry McWilliams	2.	Kevin Doyle	3.	Ricky Barron	4.	Eamonn Bowe
Team B	RASPBERRY	1.	David Stanners	2.	Damien Kelly	3.	Tomás O'Shea	4.	Brendan Murphy
Team C	BLACK	1.	Fergal McWilliams	2.	Michael Rossiter	3.	Padraig Devereux	4.	Eugene English
Team D	WHITE	1.	David Redmond	2.	Mick Armstrong	3.	Tommy Armstrong	4.	Ray Wickham
Team E	PURPLE	1.	Michael O'Neill	2.	Shane Terry	3.	Jimmy Dunne	4.	Tom Byrne

SUBS

PJ Lacey, Paul Doyle, Tony Breen

TEAM	A Aqua	B R'berry	C Black	D White	E Purple	Points for playing	Points for 4-0 win	Points for 3-1 win	Points for 1-3 loss	Points for 2-2 draw	Win bonus	Draw bonus	Losing bonus	Points Total
A Aqua	*	2 (45)		0 (25)	1 (21)	2	0	0	1	2	0	0	0	5
B Raspberry	2 (45)	*	1 (51)	1 (46)		3	0	0	2	2	0	0	2	9
C Black		3 (55)	*	3 (44)	1 (33)	3	0	3	1	2	0	0	0	9
D White	4 (60)	3 (57)	3 (52)	*		3	4	3	0	2	1	0	0	13
E Purple	3 (51)		3 (57)		*	2	0	6	0	0	2	0	0	10

JUNIOR C/D TEAMS

Team A	WHITE	1.	James Stanners	2.	Johnny Goggins	3.	James Walsh	4.	Ross Arnold
Team B	RASPBERRY	1.	Liam Rossiter	2.	Keith Devereux	3.	Jodie Keeling	4.	Niall Lacey
Team C	BLACK	1.	Laurance Dunne	2.	Conor Dobbs	3.	Sean Fitzharris	4.	Aaron Maloney
Team D	AQUA	1.	Ciaran Power	2.	Conor Keeling	3.	William Murphy	4.	Jamie Howlin
Team E	PURPLE	1.	Conor Horan	2.	Liam Murphy	3.	Jack Whitty	4.	Jamie Moran

SUBS

Morgan Nash-Colfer

TEAM	A White	B R'berry	C Black	D Aqua	E Purple	Points for playing	Points for 4-0 win	Points for 3-1 win	Points for 1-3 loss	Points for 2-2 draw	Win bonus	Draw bonus	Losing bonus	Points Total
A White	*	1 (50)	0 (20)	4 (60)		3	4	0	1	0	1	0	1	10
B Raspberry	3 (52)	*		4 (60)	3 (48)	3	4	6	0	0	1	0	0	14
C Black	4 (60)		*		2 (40)	2	4	0	0	2	1	0	0	9
D Aqua	0 (0)	0 (22)		*	0 (7)	1	0	0	0	0	0	0	0	1
E Purple		1 (45)	2 (52)	4 (60)	*	3	4	0	1	2	1	0	1	12

EXAMPLES OF HOW SCORING SYSTEM WILL WORK

EXAMPLE A

Team Y dft Team Z 3-1
15-3, 15-11, 5-15, 15-9 (50-38)

Team Y gets 4 points

1 point for playing the match
3 points for winning 3 games

Team Z gets 3 points

1 point for playing the match
1 point for winning 1 game
1 losing bonus point for keeping the margin under 16 points

EXAMPLE B

Team W dft Team X 3-1
15-8, 15-7, 14-15, 15-12 (59-42)

Team W gets 5 points

1 point for playing the match
3 points for winning 3 games
1 winning bonus point for winning by 16 points or more

Team X gets 2 points

1 point for playing the match
1 point for winning 1 game

EXAMPLE C



WEXFORD GAA HANDBALL 4-WALL TEAM EVENTS 2022

Team U dft Team V 4-0
15-8, 15-7, 15-13, 15-9 (60-37)

Team U gets 6 points

1 point for playing the match
4 points for winning 4 games
1 winning bonus point for winning by 16 points or more

Team V gets 1 point

1 point for playing the match
0 points for winning no games

EXAMPLE D

Team S drew with Team T 2-2
15-14, 15-13, 4-15, 2-15 (36-57)

Team S gets 3 points

1 point for playing the match
2 points for winning 2 games

Team T gets 4 points

1 point for playing the match
2 points for winning 2 games
1 bonus point for scoring a minimum of 16 points more than the opponents

EXAMPLE E



WEXFORD GAA HANDBALL 4-WALL TEAM EVENTS 2022

Team Q drew with Team R 2-2
15-10, 7-15, 13-15, 15-1 (50-41)

Team Q gets 3 points

1 point for playing the match
2 points for winning 2 games

Team R gets 3 points

1 point for playing the match
2 points for winning 2 games

EXAMPLE F

Team O dft Team P 4-0
15-10, 15-12, 15-0 walkover, 15-0 walkover (60-22)

Team O gets 6 points

1 point for playing the match
4 points for winning 4 games
1 bonus point for scoring a minimum of 16 points more than the opponents

Team P gets 0 points

0 point for playing the match as they conceded a walkover
0 points for winning 0 games

EXAMPLE G

Team M drew with Team O 2-2



WEXFORD GAA HANDBALL 4-WALL TEAM EVENTS 2022

8-15, 9-15, 15-0 walkover, 15-0 walkover (47-30)

Team M gets 4 points

1 point for playing the match

2 points for winning 2 games

1 bonus point for scoring a minimum of 16 points more than the opponents

Team N gets 2 points

0 point for playing the match as they conceded a walkover

2 points for winning 2 games