

**RULES AND REGULATIONS**

<b>Event 1</b>	<b>Division 1 sponsored by James Stanners &amp; Sons Painting/Decorating</b>
<b>Event 2</b>	<b>Division 2 sponsored by Acme Blinds</b>
<b>Competition format</b>	Teams of 4 (2 x doubles pairings)
<b>Player ranking on each team</b>	1, 2, 3, 4
<b>Partnerships</b>	1 and 2 play together, 3 and 4 play together
<b>Team Captain</b>	Number 1 ranked player on each team is the captain
<b>Captain's responsibilities</b>	(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 should be made not later than 8pm the day before the match.
<b>Playing order</b>	3/4 v 3/4, - 1/2 v 1/2
<b>Incorrect playing order</b>	1/2 v 1/2 playing first is not allowed
<b>Scoring</b>	2 x 15 games per pairing
<b>First serve (coin toss)</b>	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
<b>Points awarded for playing</b>	1 per team when both doubles games are played (teams conceding a walkover in either match cannot get a playing point)
<b>Points for games won</b>	1 per 15 ace game (4-0, 3-1, 2-2 or 1-3)
<b>Win bonus point</b>	1 additional point awarded to the winning team if their aggregate score is 16 or more than their opponents
<b>Losing bonus point</b>	1 additional point awarded to the losing team if their aggregate score is 15 (or less) than their opponents
<b>Draw bonus point</b>	1 additional point awarded if one team scores 16 or more aces than their opponents
<b>No show(s)</b>	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 (if available).
<b>Substitutions</b>	With so many teams taking part, currently there are few, if any, subs available. If available, these will be used for different teams as necessary.
<b>How subs will be used</b>	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 and a sub (if available) will be allocated.
<b>Unavailable dates</b>	We will facilitate within reason, but please remember there are 8 people to consider every time we make a fixture
<b>Unavailable after fix made</b>	Game(s) will be awarded on the basis of 15-0, 15-0 <u>if a sub is not available</u>
<b>Qualifiers for semi-final</b>	Top four
<b>Dress code</b>	Each team member will be allocated a plain shirt but must provide their own matching black togs. Team captains should discuss this with their teams as all members will be required to wear <u>the same shorts</u> .
<b>Commencement date</b>	Week beginning 2 January 2023

## WEXFORD GAA HANDBALL 4 WALL TEAM EVENTS 2023

### James Stanners & Sons Painting/Decorating DIVISION 1

**TEAM BLUE** Noel Holohan (TLU), Mikey Murphy (TAG), Mick Armstrong (KIL), Eoin Lacey (TAG)

**TEAM CREAM** David Stanners (STM), Robert Cogley (BAM), Michael Rossiter (BAH), Alan O'Neill (BAM)

**TEAM LIME** Liam Rossiter (BAH), Benny Doyle (HOW), Billy Rossiter (BAH), Liam Murphy (CAB)

**TEAM RASPBERRY** Shane Terry (STJ), Dean O'Neill (BAM), William Murphy (CAB), Ricky Barron (TAG)

**TEAM RED** James Stanners (STM), Barry McWilliams (HOW), Damien Kelly (COG), Tommy Armstrong (KIL)

TEAM	Blue	Cream	Lime	Rasp berry	Red	Points for playing	Points for 4-0 win	Points for 3-1 win	Points for 2-2 draw	Points for 1-3 loss	Win bonus	Draw bonus	Losing bonus	Total
Blue	*	1 (27)			x	0	0	0	0	1	0	0	0	1
Cream	3 (59)	*			2 (41)	2	0	3	2	0	1	0	0	8
Lime			*	2 (54)	0 (30)	2	0	0	2	0	0	0	0	4
Raspberry			2 (51)	*		1	0	0	2	0	0	0	0	3
Red	x	2 (40)	4 (60)		*	2	4	0	2	0	1	0	0	9

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Final

**Acme Blinds & Commercial Products**

**DIVISION 2**

**TEAM BLUE** Jimmy Dunne (KIL), Eamonn Bowe (DAT), Jack Murphy (TAG), Gavin Lacey (BAM)

**TEAM CREAM** Eugene English (BAH), Barry Byrne (BAM), Jamie Barnes (STY), Ross Arnold (COG)

**TEAM GREEN** Tony Breen (TLU), Pdraig Devereux (CAB), Shane Cleary (BAM), PJ Lacey (TAG)

**TEAM PURPLE** Ray Wickham (STY), Niall Lacey (TAG), Sean Fitzharris (TLU), Morgan Nash-Colfer (TAG)

**TEAM RASPBERRY** James Mythen (CAB), Miles Byrne (BAM), Jamie Moran (TLU), James Walsh (STJ)

**TEAM RED** Tom Byrne (KIL), Brendan Murphy (CAB), Jodie Keeling (STJ), Nathan Lawlor (TAG)

TEAM	Blue	Cream	Green	Purple	Rasp berry	Red	Points for playing	Points for 4-0 win	Points for 3-1 win	Points for 2-2 draw	Points for 1-3 loss	Win bonus	Draw bonus	Losing bonus	Total
Blue	*			2 (37)		2 (42)	2	0	0	4	0	0	0	0	6
Cream		*	1 (44)		2 (53)		2	0	0	2	1	0	0	0	5
Green		3 (50)	*	2 (45)			2	0	3	2	0	0	0	0	7
Purple	2 (46)		2 (45)	*			2	0	0	4	0	0	0	0	6
Raspberry		2 (42)			*	3 (56)	2	0	3	2	0	1	0	0	8
Red	2 (47)				1 (36)	*	2	0	0	2	1	0	0	0	5

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EXAMPLES OF HOW THE 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**

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**

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  
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