

RULES AND REGULATIONS

Event	Model County Metal Division 1
Competition format	Teams of 4 (2 x doubles pairings)
Player ranking on each team	1, 2, 3, 4 as shown below
Partnerships	1 and 2 play together, 3 and 4 play together
Team Captain	Number 1 ranked player on each team is the captain
Captains' 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. If possible the request should 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 21 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 21 ace game (4-0, 3-1, 2-2 or 1-3)
Win bonus point	1 additional point awarded to the winning team if their aggregate score is 20 or more than their opponents
Losing bonus point	1 additional point awarded to the losing team if their aggregate score is 19 (or less) than their opponents
Draw bonus point	1 additional point awarded if one team scores 20 or more aces than their opponents
No show(s)	Game(s) will be awarded 21-0, 21-0 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.
Arriving late for match	Player(s) in the first match not ready to play 15 minutes after the official starting time will forfeit the first game 0-21. If still not ready to play 25 minutes after the official starting time the second game will be forfeited 0-21. Players in the second match not ready to play 30 minutes after the official starting time will forfeit both games 0-21, 0-21.
Substitutions	A small number of players have been designated as subs. These will be used for different teams as necessary.
How subs will be called up	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 by the captain, if possible, 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 21-0, 21-0 <u>if a sub is not available</u>
Qualifiers for semi-final	Top four
Dress code	Each team member will be allocated a plain shirt but must provide their own <u>plain black togs</u> . Team captains should discuss this with their teams as all members will be required to wear matching shorts .

MODEL COUNTY METAL DIVISION 1

- Team BLACK** Dean O’Neill/Alan O’Neill – Damien Kelly/Colm Parnell
- Team BLUE** James Stanners/Barry McWilliams – Liam Murphy/Tommy Armstrong
- Team YELLOW** Liam Rossiter/Shane Terry – William Murphy/Eamonn Codd
- Team RED** Noel Holohan/Paddy Quirke - Ricky Barron/Shane Cleary
- Team GREEN** Robert Cogley/Mikey Murphy - Mick Armstrong/Conor Keeling

TEAM	Black	Blue	Yellow	Red	Green	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
Black	*		3 (72)	4 (84)		2	4	3			1			10
Blue		*	1 (39)			1				1				2
Yellow	1 (53)	3 (75)	*		1 (79)	3		3		2	1		2	11
Red	0 (38)			*	1 (51)	2				1				3
Green			3 (83)	3 (76)	*	2		6			1			9

SF Team
 SF Team
 F Team