

# WEXFORD GAA HANDBALL 2023

## JAMES STANNERS & SONS PAINTING AND DECORATING County 4 Wall D1 Team Winter League

### RULES AND REGULATIONS

<b>Event</b>	<b>James Stanners &amp; Sons Painting and Decorating Division 1</b>
<b>Competition format</b>	Teams of 4 (2 x doubles pairings)
<b>Scoring</b>	2 x 21 games per pairing
<b>Partnerships</b>	Any pairing, in any order, each night
<b>Team Captain</b>	First named on each team is the captain
<b>Captains' responsibilities</b>	(a) Set up a WhatsApp group for team members (b) Make sure team members have correct playing attire (c) Check that all team members are aware of the match (d) In consultation with team members, pick the partnerships and playing order each night and exchange playing order with rival captain before the match gets underway. Once playing order has been exchanged, no changes are permitted. (e) Send in the result including scores from each game to 087-2060715 (make sure the scores are agreed) (f) Request a sub (if required) from CCCC secretary if the fixture has already been made.
<b>First serve (coin toss)</b>	The team winning the toss serves first in the first game of the first doubles match. The team losing that initial toss will serve first in the first game of the second 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 21 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 20 or more than their opponents
<b>Losing bonus point</b>	1 additional point awarded to the losing team if their aggregate score is 19 (or less) than their opponents
<b>Draw bonus point</b>	1 additional point awarded if one team scores 20 or more than their opponents
<b>No show(s)</b>	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.
<b>Arriving late for match</b>	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.
<b>Substitutions</b>	A very small number of players have been designated as subs. These will be used for different teams as necessary.
<b>How subs will be called up</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 by the captain as early as possible.
<b>If no sub is available</b>	Game(s) will be awarded 21-0, 21-0

