

MODEL COUNTY METAL D1 TEAM EVENT 2024

RULES AND REGULATIONS

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| Event | Model County Metal D1 Team League |
| Competition format | Teams of 4 (2 x doubles pairings) |
| Partnerships | Any combination of the four players |
| Team Captain | Number 1 named player on each team is the captain |
| Captains' responsibilities | (a) Check that all team members are aware of the match (b) Send in the agreed result including scores from each game (c) Request a sub (if required) from CCCC secretary, if a team member is unavailable |
| Playing order | Team captains to exchange teams and playing order before match gets underway |
| First serve (coin toss) | The team winning the toss serves first in the first game of the first match The team losing that initial toss will serve first in the first game of the second match |
| Scoring | 2 x 21 games per pairing |
| How tie is decided | The team with the highest aggregate score after both doubles matches have been played (or conceded) will be the winner |
| 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 match won | The winning team is awarded 2 points |
| If aggregate scores are level | Both teams are awarded 2 points |
| Win bonus point(s) | Winning margin 10-15 aces = 1 additional point Winning margin 16-20 aces = 2 additional points Winning margin 21-25 aces = 3 additional points Winning margin 26 + aces = 4 additional points |
| Losing bonus point | 1 additional point awarded to the losing team if their aggregate score is 9 (or less) 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 knockout | The top team qualifies for the final, 2 nd and 3 rd place finishers play a semi final |

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GROUPS

Team O'Neill Dean O'Neill, Liam Murphy, Brian Nugent, Paddy Quirke
Team Cogley Robert Cogley, Michael O'Neill, Ricky Barron, James Mythen
Team Stanners J James Stanners, Shane Terry, Mark Cardiff, Pdraig Devereux
Team Stanners D David Stanners, Alan O'Neill, Tommy Doran, Eamonn Codd
Team Rossiter Liam Rossiter, Mikey Murphy, Damien Kelly, Tommy Hardy

| TEAM | O'Neill | Cogley | Stanners J | Stanners D | Rossiter | Points for playing + 1 | Points for 10-15 win + 1 | Points for 16-20 win + 2 | Points for 21-25 win + 3 | Points for 26 + win + 4 | Draw + 1 | Losing bonus 9 or less + 1 | Total |
|------------|---------|--------|------------|------------|----------|------------------------|--------------------------|--------------------------|--------------------------|-------------------------|----------|----------------------------|-------|
| O'Neill | | | | | | | | | | | | | |
| Cogley | | | | | | | | | | | | | |
| Stanners J | | | | | | | | | | | | | |
| Stanners D | | | | | | | | | | | | | |
| Rossiter | | | | | | | | | | | | | |

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