

# **Summer League 2010**

## **Schedule and Rules**

### **1 Format**

- 1.1 This will be a club-based competition, played on Wednesday nights in accordance with the calendar dates circulated by the League Organiser.
- 1.2 There will be no restrictions on the number of teams that a club can enter.
- 1.3 Teams will be made up of a minimum of 4 players and a maximum of 6 players on anyone night. For each team entered by a club, four players must be nominated, before the start of the league programme, who will be tied to that team and may not play for any other. They will normally form the core of that team. Any un-nominated player from the same club may be used as a substitute any number of times during the league season, for any team entered by that club.
- 1.4 The list of nominated players for each team must be in the possession of the League Organiser before the date of the team's first match, otherwise the first four names on the match sheet for the first match will be deemed to be the nominated players for that team.
- 1.5 No-one may play in more than 12 matches.
- 1.6 No new player may be used during the last two rounds, in a team for which they have not already played, without the prior agreement of the Playing Sub-Committee
- 1.7 Any variation in the calendar date should be in agreed by both team captains, with the proviso that the fixture must be completed within 14 days or the end date of the competition (whichever is sooner).
- 1.7.1 If the fixture is not played, within the specified timescale the non-defaulting team will be awarded 4 wins, plus 24 points.

### **2 Leagues**

- 2.1 There will be 2 leagues of 7 teams.
- 2.2 Each team will play every other team in their respective league on a home and away basis.
- 2.3 Each match will consist of 2 doubles, 1 triple and 1 single, played in that order.
- 2.4 1 point will be awarded for each game won.
- 2.5 The final position will be decided by: games won, points difference, points scored, and finally Head to Head.

### **3 Organisation**

- 3.1 Start time will be 7:30.
- 3.2 All players should be present at start time. A one point per 5 minutes penalty for delay caused by an absence may be invoked after 7.40 p.m.(i.e. still short at 7.45 p.m.) by a non-defaulting team, should they wish to do so, though a team may begin a game short-handed to avoid a delay.

3.3 There can be no swapping of players within each game, but other players who were present at the start of play, can play in subsequent games.

#### **4 Entry Fees**

4.1 The cost of entry will be £4 per team per match. The total entry fee (£48) for each team must be paid prior to the start of the second evening fixture.

#### **5 Rules**

5.1 Home teams are responsible for sending the results sheet to the organiser.

These should arrive by the weekend after the match has been played by post or earlier if possible by email

5.2 Prizes will be awarded to the top two teams in each division. (Total prize money will be 60% of the cash collected.)

5.3 Two teams will be promoted and two relegated at the end of the competition.

*If there are any problems about playing a game the teams concerned must inform the League Organiser, who will consult the Playing Sub-Committee - the Playing Sub- Committee decision is final.*