

Round the Houses - Teams of Four League - Roger Kirby Goblets

1 A team will consist of a minimum of 4 members and a maximum of 6 members, all of whom must be club members at the time of the match. Teams may start with 4 members and may add 1 or 2 extra members during the year up to the maximum of 6 by notifying the League Director, if at all possible, before the match in which they are played. In the event that a team member ceases to be a member of the club and therefore ceases to be a member of the team, the team may replace them with an additional player for the remainder of the competition.

2 Matches should be played by the dates specified in the match schedule issued by the League Director. Matches will normally take place in the winter months between October and May. However, in order to accommodate teams having difficulty arranging matches, the final date by which all matches must be played is the end of August. Any match not played by then will be declared null and void and neither team will score any points. Under no circumstances will any extension to end August be allowed.

3 At least fourteen days before an offered match date, the Home Captain shall offer the Away Captain three date and time options (no more than two of which are in the same week or on the same day of the week). If these are not acceptable, then the Away Captain shall offer three dates with the same date and time restrictions. PLEASE NOTE: Clashes with evening sessions at the club should be avoided.

4 The Home Team shall have the right to determine the venue and shall be responsible for providing, at its own expense, suitable playing facilities.

5 Matches shall be head to head and consist of 24 boards. Hands should be dealt in the presence of at least one member of each team and not pre-dealt. Opposing pairs shall be swapped at the half way stage of each match. The Away Captain shall act as the director. The captains should settle any disputes. Any matter not resolved on the night shall be reported to the League Director for a decision.

6 Scoring for a match will be by IMPs, with two Match Points awarded to the winning team and zero to the losing team. In the event of a tie (ie zero IMPs difference between the teams) each team will be awarded one Match Point each.

7 The difference between the total IMPs scored in a match will be converted to League Points according to a given scale. This information and the names of the competing players shall be recorded on the card provided and countersigned by both captains. The Home Captain shall be responsible for its submission to the League Director.

8 No Match or League Points will be scored for a match declared null and void. When a team withdraws from the League with any matches unplayed, then all of the matches they have played will be considered null and void.

9 A team giving a walkover to its opponents shall score no match or League Points. The team given the walkover shall receive two Match Points and the greatest League Points from the following:

- a win by 12 to 8 league points
- Their average winning League Points margin
- Their average winning League Points minus their opponents average losing League Points

10 The format of the league will depend on the number of teams entering. If at all possible, there will be a single league where the League Winners will be the team with the most Match Points, and any ties decided firstly by total League Points and then by gross IMPs.

11 However, if the League Director decides that there are too many teams entered to allow a single league, the League Director may organise an alternative format such as two leagues with the first and second teams in each league playing a knockout to determine the overall winners.

12 A team finishing first or second in consecutive years must divide so no more than two of the players from that team may play in the same team the following year.