

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

1 During the course of the competition, a team may add players to a total of 6 in the team (ie 1 or 2 extra only), subject to rule 13. However, no player may play for more than one team.

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 September and May. Under special circumstances, the League Director may grant teams an extension for a match.

3 If in the opinion of the League Director, any team has failed to meet its obligations to play their matches in a timely and reasonable way, the League Director may award one or more matches to their opposition on the basis described in paragraph 10 below. In such cases, there is the right of appeal to the Chief Director whose decision will be final.

4 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. If then, no date is agreed, the matter is referred to the League Director for resolution. Clashes with evening sessions at the club should be avoided.

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

6 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.

7 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.

8 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.

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

10 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:

- 60% of the maximum League Points
- Their average winning League Points
- The maximum League Points minus their opponents average loss

11 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.

12 However, if the League Director decides that there are too many teams entered to allow a single league, the League Director, subject to agreement with the Chief 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.

13 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.