

SOUTHERN COUNTIES PETANQUE ASSOCIATION

9-A-SIDE LEAGUE RULES

FORMAT

1. For each match a club team will consist of three triples. Each triple plays against all three teams of the opposing club giving a total of 9 games per league match. Games are played in the following order:

1st Round -	1 v 1	2 v 2	3 v 3	(Home team numbers first)
2nd Round -	1 v 2	2 v 3	3 v 1	
3rd Round -	1 v 3	2 v 1	3 v 2	

2. The 3 players in each triple must play together in all 3 games. No substitutes are allowed during a match.
3. The home captain will enter the names of his players on the result sheet before the away captain.
4. Teams playing away will play on the same piste throughout the match.
5. All league matches will be played to E.P.A. rules and all games shall be played to 13 points.

PLAYERS

6. All league players must hold a current Southern Counties Membership Card (License).
7. Once a player has played for one 9-a-side league team he/she may not play for another 9-a-side team during that season. (Under special circumstances this rule may be waived by prior agreement with the Southern Counties Petanque Association executive).

MATCH ARRANGEMENTS

8. Prior to the start of the season, each league team will be required to nominate the day that they wish to play each of their home matches. A fixture list will be drawn up and circulated to all teams.
9. Clubs should give at least 5 days notice to the opposing club if they need to change a date on the fixture list. The League Fixtures Secretary must be informed by the club asking for the change and a valid reason given (e.g. a clash with another club event such as a twinning, or a re-arrangement to a weekend due to the long travelling distances involved).

If the two teams can agree on the match date being brought forward then this is acceptable. If the match has to be postponed then the rearranged match should be played within 4 weeks of the original match date. The team that **did not** instigate the postponement should submit 3 possible dates within those 4 weeks that do not clash with other league fixtures involving the clubs. If no agreement can be reached then the League Fixtures Secretary will arbitrate as per rule 21.

All fixtures must be completed by October 31st 2009.

10. If due to exceptionally inclement weather a league match has to be postponed then the home captain must inform the League Fixtures Secretary. The home captain will also be responsible for rearranging the match, which should be played within the following four weeks. If no agreement can be reached then the League Fixtures Secretary will arbitrate as per rule 21.
11. The captain of the home team should make contact with the opposing captain prior to the match day to agree a start time and to confirm the venue. If using email please ensure that the email is received and read. The captain of the away team is advised to confirm the fixture to avoid unnecessary travelling.
12. All matches must start within 15 minutes of the time agreed by the two opposing clubs after which time penalties will apply as follows:-

- the non-offending team can claim 1 game point for each 5 minutes of absence of the opposing team **or**
- the opposing team can start play although the team is incomplete. In this case players in the incomplete team can only play with 2 boules.

It will be the responsibility of the team captain (or a nominated player if the captain is not present) whose players are not present at the agreed time to decide which penalty sanction to accept, if asked to do so by the opposing team captain. Late arriving players may join their teams after an end has been completed.

To reduce the number of very late finishes, all teams are requested to commence play promptly at the agreed start time (usually 7.30 p.m.) and to start games in the second and third rounds as soon as possible (do not wait for all games in the round to finish).

RESULTS

13. The captains will be responsible for agreeing to the game scores and the final match result.
14. The Home captain must forward the match result sheet to the League Fixtures Secretary within 3 days of the match date.
15. If a league match is unfinished, for whatever reason, complete and incomplete game scores must stand as at the time the match was stopped. When the match is completed at a later date a club may introduce substitute players if they so wish. A copy of the result sheet for the incomplete match should be forwarded to the League Fixtures Secretary.

LEAGUE POSITIONS

16. One league point will be awarded per league match won.
17. League positions will be decided by league points or if two or more teams have equal league points by league games difference. If teams are still equal and it is necessary to separate them a play-off will be arranged on a neutral ground.

UNFULFILLED FIXTURES/ PENALTY SANCTIONS

18. If a team is unable to fulfil a fixture then the following scores will be awarded:

Non-offending team	-	3-0 Win	(1 point)
Offending team	-	0-9 Defeat	<u>(1 point deducted)</u> .

In the event of a team being unwilling or unable to fulfil a fixture, the matter will be referred to the Playing Committee who may impose further penalties if appropriate.

19. If a team is found to have fielded an ineligible player then the scores for the offending team as in rule 18 will apply. The non-offending team will either be given the score as in rule 18 or the match result allowed to stand whichever is the better score for that team.
20. If a team withdraws from the league during the season and they have played less than half of their matches - all their matches will be considered void. If they have played at least half of their matches then the results will stand and the remaining matches awarded to the opposition as in Rule 18.

DISPUTES

21. If there is a dispute which the team captains cannot resolve it will be the responsibility of both captains to report the matter to the League Fixtures Secretary in the first instance. The ultimate decision of the League Fixtures Secretary shall be final, but he will confer with the SCPA Umpire and SCPA Executive Committee whenever necessary.