

Rules of the Winter Doubles League 2023/24

1. The number of entries will be limited to **30 teams**. All players must be members of Pétanque England and **registered with** the GWR region.
2. Team entries will be made through the www.gwrpetanque.com website and each online team entry made by this process shall only be completed by payment therefor being made, as described in rule 4, within 24 hours of such online entry having been made.
3. If the entry list for the league is oversubscribed, the GWR Committee will determine at its absolute discretion which teams may participate. Additional teams will be placed upon a reserve list. The Committee also reserves the right to amend the format of the competition to accommodate additional teams. That may involve introducing additional rounds of play or additional games within a round of play.
4. All payments must be made by Faster Payments Transfer to the credit of the bank account of Great Western Pétanque EPA: Sort Code **30-94-80** Account Number **02616303** quoting the team captain's name. Both team entry and payment by must be completed to secure your place.
5. Entry fee is **£20 per player** – teams can have as many players as they wish but all pay £20 each. Juniors are free.
6. Additional players can play at a cost of £5 per player per round of play or unlimited rounds at £20 per player. They can play only once they have been registered and extra payment has been made. It is the responsibility of each team captain to ensure that any / all additional players are registered with the league organisers before they play in the competition
7. A player is tied to a team from the point where they throw their first boule for that team. From that point, they may not play league games for any other team. They may change teams at any point before this by informing the league organisers.
8. Games are timed at **60 minutes plus two ends**. If after this the result is tied, a final deciding end will be played to determine a winner. NB that (in line with PE competition rules) the jack cannot go dead in this final end. If it leaves the playing area it is placed back in its marked position. Strings are **dead** (Pétanque England rules). The positions of the playing circle and the jack must be marked. NB that the next end starts at the point when the final boule stops in the previous end so:
 - a. The team to play has one minute to play from the point where the score on the previous end is agreed.
 - b. If the clock times out whilst measuring the next end has already started. That means there are **three** more ends to be played.
9. Teams entering the league commit to make all reasonable efforts to field a team for every match. If a team fails to attend a match without good cause (as determined by the GWR Committee at its sole discretion) that team may be subject to sanctions as determined by the GWR Committee. These may include being debarred from entering the next year's league.
10. A register of players will be present at each venue. Names will be checked against entries.

11. The maximum number of matches played on any fixture is three.
12. Catch-up days, if needed, will be introduced later in March.
13. Games will be played at Cricklade, Filton, Larkhall, the Northey Arms, Royal Wootton Bassett and potentially also Saltford Sports Centre and Lansdown Cricket Club. Playing dates and venues will be notified to entrants once the entry list closes.
14. Teams will be allocated to one of 10 groups (A-J) being A1-A2-A3 and so on to group J1-J2-J3. Names and groups will be announced when all entries are completed. All teams will have played all other teams by the end of all fixtures.
15. A schedule of matches will be published allocating competing groups to venues on match days. **Whole groups** of teams may, if circumstances dictate, agree with their opposing group to play their games on an alternative date. This option is available only to whole groups of teams, not individual teams. The GWR Committee must be notified of any plans to change playing dates (<mailto:greatwestern.petanque@gmail.com>)
16. The GWR Committee reserves the right to alter or amend these rules in the light of any prevailing H.M. Government Covid regulations or other.
17. Entry Money will be distributed as follows:
 - 10% for Admin use
 - 50% Ring fenced for the use of Juniors
 - 40% Prize Fund shared between 1st to 8th place, distributed to team captains.

Match Day Registration and Procedure

18. A Responsible Officer from each host club has kindly agreed to set up, display the register, introduce relevant H&S issues and send the score at the end of the day's play.
19. The Responsible Officer, who will be the de facto organiser of the series at that venue for the day, will check the names of players against team entries in the register.
20. The event will start with registration normally at **09:00** hrs for start of the day's play at **09:30** hrs. (Some venues may have an advertised later start time of 9:30 or 10:00am.)
21. A Match Day player needs to be entered prior to Match Day Registration, where cash payment will also be allowed.
22. In the event of non-appearance and registration of a team by 09.30 hrs, sanctions will be imposed on that team in line with Article 32 of the Official Rules of the Sport of Pétanque:
 - a. For each five minutes of delay, the team which is absent from the terrain is penalised one point which is awarded to their opponents.
 - b. If the team does not appear after 30 minutes, they forfeit the game and their opponents are awarded a 13-7 win.
 - c. If they are not present for the start of the second game of the day, they forfeit all games on that day and each of their opponents is awarded a 13-7 win.
23. An incomplete team has the right to start a game without waiting for its absent player; nevertheless, it does not use the boules of that player. If the second player arrives late but within 30 minutes of the start, they may play in accordance with Article 33 of the rules of pétanque.

24. Team captains will agree the method by which each of their games will be timed (for instance by using a timer app on a mobile phone). Both electronic and mechanical timers are permissible. The time keeper shall be the team captain who wins the coin toss to start the game. If it is not readily visible, the time keeper must communicate the time remaining upon request.