COUNTY Pub Games – General Rules

1. Clubs may enter up to three teams of four members. Each member must be between 15 and 30 years of age on the 1st September in the year of the start of the competition.

2. The dates of the three rounds will be set by the County Federation and circulated prior to the competition.

3. Substitutes: Substitutes will be allowed in all rounds, only if they have not competed for another team during the contest.

   PLEASE NOTE: If you have competed for club Team "A" you cannot at any time during the rounds take part for Team "B" and vice-versa.

4. Procedure:

   (a) All teams entered will be drawn into three team contests. Host teams must inform visiting teams of the venue at least one week before the date of the competition.

   (b) The host team will obtain a scorer / timekeeper, the choice of person is open to the host team as long as that person has no connection with any member of the team, or that connection is declared before the game commences.

   (c) All teams must be present ready to take part in the competition at 8.00 p.m. All teams must also remain for the duration of the competition, otherwise penalty points will be incurred and will also be deducted by the County Competitions administrator on information received from the host team scorer / timekeeper.

   (d) The team to take the first turn shall be decided by a draw.

   (e) If a team is short of a member, the turn that would normally be taken by that member will be allowed to be taken by another member of their team.

   In all matters of controversy, the scorer / timekeeper's decision is FINAL

5. General Scoring

   The team scoring the highest number of game points in each competition shall be awarded three points, the second highest, two points and the lowest one point to determine the overall winning team in each round and over the three rounds.

   Host teams should send results from all games to the County office after each round. Full results will then be consolidated and published as soon as possible.

Competition Specific Rules

Pool

Three teams of four members will play each other in a triangular round robin over three rounds on the evening of the competition. Each round will consist of two games total.

Teams will split into two pairs (e.g. A1 and A2)

One team will sit out each round and rest / referee and games will be played as follows:

		Team Pair		Team Pair	Resting team
Round 1	**Game 1**	**A1**	**V**	**B1**	**C**
	Game 2	**A2**	**V**	**B2**	
Round 2	**Game 1**	**B1**	**V**	**C1**	**A**
	Game 2	**B2**	**V**	**C2**	
Round 3	**Game 1**	**C1**	**V**	**A1**	**B**
	Game 2	**C2**	**V**	**A2**	

In total six games will be played, limited to 15 minutes per game.

Scoring:

Points will be scored per game as follows: Win = 2 points; Draw = 1 point each; Lose = 0 points.

If game play has not finished when the time limit is reached, the team with the least number of balls remaining on the table will be deemed the winner of that game.

If at the end of the competition two teams are tied on points, they may go head-to-head in a play off to take the win.

Darts

Three teams of four members will play each other in a triangular round robin, over three rounds on the evening of the competition.

Teams will split into two pairs (e.g. A1 and A2)

One team will sit out each round and rest / referee

Doubles matches will be played as follows:

		Team Pair		Team Pair	Resting team
Round 1	**Match 1**	**A1**	**V**	**B1**	**C**
	Match 2	**A2**	**V**	**B2**	
Round 2	**Match 1**	**B1**	**V**	**C1**	**A**
	Match 2	**B2**	**V**	**C2**	
Round 3	**Match 1**	**C1**	**V**	**A1**	**B**
	Match 2	**C2**	**V**	**A2**	

Pairs will throw darts in turn (e.g. A1, B1, A1, B1) aiming for a team score of 501. When a player reaches 501, that player's team wins the match.

Teams will score 1 point per win.

The team with the most total points at the end of the competition wins.

Dominoes

Three teams of four members will play each other partnership style over three rounds on the evening of the competition.

Teams will split into two pairs (e.g. A1 and A2)

Games will be played on three tables as follows:

		Team Pair		Team Pair
Round 1	**Table 1**	**A1**	**V**	**B1**
	Table 2	**B2**	**V**	**C1**
	Table 3	**C2**	**V**	**A2**
Round 2	**Table 1**	**A1**	**V**	**C1**
	Table 2	**B1**	**V**	**C2**
	Table 3	**B2**	**V**	**A2**
Round 3	**Table 1**	**A1**	**V**	**B2**
	Table 2	**A2**	**V**	**C1**
	Table 3	**B1**	**V**	**C2**

At the beginning of each round players draw seven tiles each and the player with the 6-6 begins and must lead with this tile.

Scoring:

When a player plays their last tile, that player's team wins the game.

The winning team counts the total number of pips (dots) left in both opponent's hands (ignoring any unplayed tiles remaining in the hand of the winner's own partner). This is their team score.
The losing team counts the total number of pips (dots) left in the remaining opponent's hand. This is their team score.

The first team that achieves a cumulative score of 100 points or more wins the round.

If a game is blocked – where all players pass their turn as being unable to place a tile and still have more than one tile each in their hand, the game is won by the team whose unplayed tiles have the lower pip total.

The team with the most total wins across all tables at the end of the competition wins.

In the event of a tiebreak, calculate total points scored minus points conceded (points differential) across all games.