# Over 55 Men's Doubles Competition 

## General Guidelines 2023

28/6/2023

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## 1 Key 2023 Dates

1.1 The closing date for entry to the competition is Saturday, 15 July 2023.
1.2 The competition will involve two phases: round-robin and knock-out.
1.3 The round-robin match schedule will be published on Saturday, 22 July 2023.
1.4 Round-robin matches must be completed by Saturday, 26 August 2023.
1.5 Where deemed necessary, matches can be played in MLTCC in the event that rain disrupts play in Grove LTC.
1.6 Immediately following the completion of the round-robin phase, the semi-finalists will be determined and the semi-final line-up will be published (see Section 5).
1.7 The semi-finals must be played during the week ending Saturday, 2 September 2023.
1.8 The final will take place in Grove LTC at 2:00pm on Sunday, 10 September 2023.

## 2 Entry Procedures

2.1 Entry is via ItsPlainSailing - https://itsplainsailing.com/org/grove\#event-39551 - with an entry fee of $€ 10$ plus handling fee.
2.2 Entry will be on a first-come, first-served basis. A minimum entry of 16 players will be required for a viable competition. An even number of entries will be essential.
2.3 To enter assumes your availability to play! It is possible that as many as 5 matches may have to be played during the round-robin phase (in the unlikely but still possible case of having a 6member round-robin group) so availability to play for most of the time period is essential from the perspective of both your partner and the other partnerships in your round-robin Group.

## 3 Forming Partners \& Round-Robin Groups

3.1 Following the entry closing date, players will first be placed into two separate categories, X \& Y , based on the Seeding Committee's assessment of relative playing strengths.
3.2 A draw for partners will then be conducted (whereby each player from category X is paired, on a completely random basis, with a player from category Y). Safeguards will be applied to ensure transparency of process as well as independence and fairness ${ }^{1}$.
3.3 The partnerships are then sorted (by the Seeding Committee) into a number of Groups, according to perceived playing strengths (i.e. seeding). For example, with 8 pairings and 2 Groups (A \& B), seed numbers 1, 3, 5 and 7 are placed into Group A while seed numbers $2,4,6$ and 8 are placed into Group B.
3.4 The number of Groups in the round-robin phase will depend on the number of players With 16 Players, there will be 2 Groups of 4 partnerships, i.e. (4,4). With 18 Players, there will be 1 Group of 4 and 1 Group of 5, i.e. (4,5). Similarly, 20 players leads to ( 5,5 ), 22 players to $(5,6)$, 24 players to $(4,4,4), 26$ players to $(4,4,5)$, etc.
3.5 Depending on the eventual group sizes of 4, 5 or 6 , each partnership will then play 3,4 or 5 matches respectively during the round-robin phase.

## 4 The Round-Robin Group Phase

4.1 Each match comprises 2 sets.
4.2 Each set is won by the partnership which is first to 6 games (i.e. there is no requirement to win by 2 games, so to win the set $6-5$ is ok).
4.3 The match is over when the score in sets is two-love or when the score in sets is one-all but with one partnership having won at least one more game than the other (e.g. 6-4, 3-6 leading to 9-10 overall).
4.4 If the score in sets is one-all, with both sides having the same number of games won, then a standard tie-break is played. For example, Partnership A wins the first set 6-2 and Partnership B wins the second set $2-6$. Both Partnerships have 8 points and so a standard tie-break is then played for the one extra point. If, for example, Partnership A wins, the set scores are now 6-2, 3-6 giving an aggregate game score of 9-8.

[^0]4.5 Where a walkover is awarded, the recipients will receive their average score from their played games (rounded-up). For example, if a Partnership has won its two matches 12-6 and 9-7 then, since $\frac{12+9}{2}=10.5$ and $\frac{6+7}{2}=6.5$, when rounded up, the overall score for the walkover match will be 11-7.
4.6 No points will be awarded for matches left unplayed.

## 5 The Knock-Out Phase

5.1 Where there are $\mathbf{2}$ groups, the top two partnerships in each group, in terms of having the most number of games won, will go into a semi-final (the winner of one playing the runner-up in the other and vice versa).
5.2 If two partnerships within the same group are tied at the top (in terms of having the same number of games won) then the winner and second-placed in the group will be determined on the basis of their head-to-head score in the round-robin phase.
5.3 Where there are $\mathbf{3}$ groups:
(a) The top partnership in each group (those with the highest number of games won and superior head-to-head in the case of a tie) together with the "best" runner-up across the three groups, will comprise the semi-finalists.
(b) The "best" runner-up across the three groups will be the second-placed partnership with the highest number of games won.
(c) In the case of a tie in the "best" runner-up category, the qualifying partnership will be the pair which performed "best" against their respective group leaders. The selection will be based on the highest number of games won and, if equal, on the lowest number of games lost and, if still equal, on a racquet toss.
5.4 Where there are 4 groups:
(a) The top partnership in each group (those with the highest number of games won and superior head-to-head in the case of a tie) comprise the semi-finalists.
(b) The semi-final line-up will be constructed along two principles: keeping the two highestscoring group winners apart and, once the latter is established, a random draw for their two semi-final opponents.
5.5 The outcome of the semi-finals and final will be determined by the best of 3 sets and, if required, by a tie-break at the end of each set.


[^0]:    ${ }^{1}$ The software will implement 20 runs of the draw for partners producing 20 different random choices of $(X, Y)$ partnerships. Results are numbered and encrypted within an Excel file and sent to the Captain or nominee(s). Without the encryption key (i.e. without knowledge of the possible pairings), the Captain nominates his choice (a number between 1 and 20). The encryption key is then shared and the selected pairings are revealed.

