

8/ FIXTURES

a. Structure

All fixtures in all sections shall consist of 6 sets/rubbers each comprising the best of 3 games of 21 points. The extended game is played from 20-all. The winners will either gain 2 clear points or reach 30 points first. Adequate time should be allowed for fixtures to be completed.

b. Arrangements

Fixtures dates shall be arranged at a meeting of the Secretaries, (AGM). Attendance at the AGM shall be mandatory; if any club fails to send a delegate to the Meeting to arrange fixtures the Committee shall review the situation and penalty points may be given.

The start times, dates and venues of all fixtures shall be agreed between teams and completed at the fixtures meeting. Matches must not start before 19:00 on weekdays. Completed fixtures will be submitted to the League Secretary after the AGM for checking and posting on the PHBA website. Fixtures may take place in any hall if both clubs agree. After a ten-day period to check, change if necessary, and final confirmation, the only reason for postponing a fixture would be inclement weather or unavailability of the hall.

If a Club Secretary/Captain wishes to change a fixture after the ten-day period he/she must first contact the League Secretary by letter or e-mail with a justifiable reason.

Where a club has more than one team in the same division, then the fixtures between those teams are to be the first played at the beginning of the season, and the return fixtures should be the first played in the second half of the season.

c. Unfinished fixtures

If a fixture is unable to be finished due to there being insufficient time left then the home team will forfeit any games unable to be played even if part way through, unless any away team players have arrived late. However, if both Fixture Captains agree, the remaining games, or sets, can be played within a fortnight by the same players at a venue to be chosen by the home team who will pay the expenses of both hall and shuttles.

The League Secretary must be informed.

d. Defaulting team

Any team which fails to arrive for an agreed fixture or which communicates its inability to fulfil an agreed fixture will be considered to have defaulted, unless both teams agree to a rearrangement. The League Secretary must be informed. The non-availability of a team's 'best' players is not a valid reason to request a postponement. Club Captains are not bound to accede to any request for a fixture postponement, unless due to inclement weather or unavailability of the hall.

If the rearranged fixture is not able to be played at all, the team requesting the initial postponement will be deemed to have defaulted. Fixtures should be completed rather than conceded and wherever possible played even if the result is to be void.

The Committee will review any fixture that has been conceded in view of the results affecting other league positions. The defaulting team must pay any expenses incurred over the cancellation of courts booked for the fixture to a Club Official of the opposing team within fourteen days.

If a team defaults more than once in a season, subsequent fixture cancellations will result in forfeiture of those fixtures.

e. Defaulting player

The start time for a club's home fixture is that stated on the PHBA Club Information form.

Both teams have ten minutes grace from the start time to arrive and have players ready to play. Any player(s) unavailable for any reason to play in any of their events at the appointed time shall forfeit those events unless the opposing Match Captain agrees that they be allowed to play. If any player does not arrive at all for a fixture then all events in which they would have played will be forfeited. If another player is used to complete the fixture then that player will be ranked last and all their events will be deemed void. If that player is put in at any other position then all events below the position that player has played in will also be deemed void.

Once play has commenced, if for any reason a player is unable to complete any of their games then those games will be forfeited 21v0 to the opposing team. No substitutes are allowed. Playing an unregistered player(s) will result in forfeiture of all of their events.