

# **MANITOBA ALL-FOURS ASSOCIATION**

## **OPERATING GUIDELINES & PROCEDURES**

### **GAME DAY PROCEDURES:**

- All matches will be timed events.
- The winner of the toss wins all options (reserves the right to deal, to sit east-west or north-south).
- Captains must submit names of players before game time.
- The marshals and captains will call the players to their seats at 12:50 p.m. Cards will be distributed and mixed. Play will commence at 1:00 p.m. sharp using the 5-10-15 minute start time rule (see MAA rules).
- Half time will occur when a team reaches 19 bullseyes.
- When the half is called, players are allowed a 20 minute break. Captains will mark the start time of the 2nd half on the board.
- Teams will start the second half on time as indicated on the master score sheet.
- To start the second half of the match, the deal goes to the team that lost the toss at the beginning of the match.
- The match ends when a team reaches 37 bullseyes.
- All unfinished games must end at precisely 6:00 p.m. Players must stop all card activities. If a match is tied, play will resume immediately and the next bullseye will decide the winner.
- Cards shall be kept by the winning pair on each table.

### **STARTING PAIRS:**

- In the event of a regular starting player being late for the start of a game, a sub can fill in for that player until the person arrives. There is a grace period of 15 minutes.
- **If the regular starting player arrives after 15 minutes, all stats will be credited to the starting pair for that day.**
- The summary sheet as prepared by the captains at the end of the day should reflect the names of the starting pairs according to the above guidelines. No cheating will be tolerated.

### **SUBSTITUTING/SWITCHING OF PARTNERS:**

- All players must be registered to one particular team. Players registered to one team will be allowed a maximum of four substitutes per match (only one per table).
- One substitute per table may be made at any time during game intervals.
- No switching of partners is permitted at any time during a game that is in progress.

### **CAPTAINS' RESPONSIBILITIES:**

- Submitting the names of players before game time.
- Ensuring your match starts on time.
- From time to time checking your team score sheets and making sure they agree with the master scoreboard.
- Reporting any disputes and decisions on the back of the score sheet.
- Posting time for the second half on the master scoreboard.
- Turning in complete and signed game summary sheets to the statistician, ensuring that all the data is transposed legibly and accurately from the master scoreboard to the summary sheet.

- Penalties will be handed out to teams that do not fill out the weekly stats report properly.

### **TROPHIES:**

- The M.A.A. will offer various challenge trophies which will be contested annually and which must be returned to the Association at the end of the tournament year.
- The winning teams/players will have their names engraved on these trophies.
- The following is a list of **CHALLENGE** trophies and their categories.
  1. Knockout (Pairs) – Most Bullseyes
  2. Knockout (pairs) – Most Hang Jacks
  3. League Championship – Winning Team
  4. League Championship – Runner-Up Team
  5. League Championship – Most Bullseyes
  6. League Championship – Most Hang Jacks
  7. League Championship – Most Valuable Pair
  8. Champions of Champions – Winning Team
  9. President’s Cup – Winning Team
  10. Family Day – Most Bullseyes
  11. Family Day – Most Hang Jacks
- In addition to these challenge trophies, regular playing trophies will be handed out to players in the following categories (trophy size indicated below in order of rank):

### **Played over seven (7) Sundays – 12” trophies.**

1. League Championship - All members of the winning team will be awarded trophies for their victory. A minimum of eight trophies will be awarded.
  2. League Championship – Most Bullseyes
  3. League Championship – Most Hang Jacks
  4. League Championship - Most Valuable Pair
- In the case of ties in categories 2 - 4, trophies will be awarded to all pairs involved.

### **Played on one (1) Sunday – 10” trophies**

1. Knockout (Pairs) – Most Bullseyes.
  2. Knockout (Pairs) – Most Hang Jacks.
  3. Champions of Champions – Most Bullseyes.
  4. Champions of Champions – Most Hang Jacks.
  5. President’s Cup – Most Bullseyes.
  6. President’s Cup – Most Hang Jacks.
  7. Family Day – Most Bullseyes.
  8. Family Day – Most Hang Jacks.
- In the case of ties in any of the above categories, trophies will be awarded to all pairs involved.
  - There will be no team members’ trophies for the winners of the Champions of Champion and the President’s Cup.

### **Played anywhere from 10 – 20 minutes – 8” trophies**

1. 14- 0 game winners - all pairs.

#### **DETERMINING THE LEAGUE CHAMPIONS:**

- In the event of a tie between two teams for the M.A.A. League Championship, the team that won when the two teams played shall be the champion.
- In the event of a 3-way tie and there is a team that dominated the other two during the season i.e. team A beat both teams B and C, that team (team A) will be declared the winner.
- If there is no clear cut winner i.e. no one team dominated during the season (i.e. team A beat team B, team B beat team C, and team C beat team A), then the team with the best plus/minus record shall be awarded the championship.
- If four teams are tied for first place, we most definitely have to go to the plus/minus category to select the champions.

**GENERAL:**

- The executive is responsible for appointing an official scorer and will also be responsible for finding a substitute if necessary.
- Constitutionally, the MAA shall have the power to expel, suspend or fine any player(s) or team(s) from the tournament for infractions. e.g. - urinating in the parking lot, possessing illegal substances, drinking outside and disrespectful, aggressive swearing during a game, etc.
- The criterion for the Most Valuable Pair award is best six out of seven games. Players who play seven out of seven games are allowed to drop one game.