



EACF Anderson Shield

Standard tournament regulations

Variations from these regulations may be used at the discretion of the Tournament Manager.

1. The participants are the six counties in the East Anglian Region: Bedfordshire, Essex, Hertfordshire, Cambridgeshire, Suffolk and Norfolk. County captains must supply the names and handicaps of their players for each day to the Manager before play starts.
2. Advanced doubles, handicaps greater or equal to 0, double banking on three lawns.
3. Each team has two pairs. Team captains may decide in each match how they wish to pair their players. Substitutes are allowed.
4. Each 'match' consists of two games of doubles. Before each match team captains will exchange **in writing** the names and handicaps of their players and the order in which their pairs will play. This must be in order of joint handicap.
5. All games are 3 hours. Primary colours must start at the designated time (a bell will be rung). Second colours start 5 minutes later (a whistle will be sounded). If all four players are not present 5 minutes after the start time, play **must** commence with the absent player's ball being placed on either baulk line. Conclusion of time will be signalled by a bell and whistle after 3 hours.
6. Dawson Balls will be used.
7. **Practice** is allowed from when the lawns have been checked (an announcement will be made) until 2 minutes before play is due to commence. On no account may Practice continue after the designated start time.
8. Players must please make every attempt to play without delay. Double-banked doubles can be slow. Teams are asked to make every attempt to move play along. Only one player from each pair should normally be on the lawn at one time; the partner player must avoid following his colleague around. Tactical discussions must be minimised and occur off court whenever possible so as not to interfere with the double banked game.
9. The **Winner** is the team which wins the most matches, if tied then who beat whom, if still tied then the team with most games won, if still a draw then the team with the fewest wins on time, if still tied, then a tie break will be used at the Managers discretion.
10. Any issues which need to be brought up with the Manager, must be done through team captains only.