

## **Queensland Gateball Club Championship Format and Rules**

### **Format**

- (1) No Teams or Clubs from outside Queensland can be considered for participation in the Queensland Gateball Club Championships.
- (2) No composite teams can be entered or nominated to participate in the Queensland Gateball Club Championships.
- (3) Number of tournaments/events which shall count towards the Queensland Gateball Club Championship in 2010 is seven.
  - (a.) McIlwraith Challenge,
  - (b.) Ipswich Gateball Heritage Cup,
  - (c.) Rockhampton,
  - (d.) Broadwater Southport,
  - (e.) State Gateball Championships,
  - (f.) Toowoomba, and
  - (g.) Masters and Apprentices Caloundra.
- (4) Results of the games played between the Queensland Clubs in the seven nominated tournaments/events will be published after each tournament/event in:
  - (a.) MSX,
  - (b.) Croquet Newsletter,
  - (c.) Gateball website, and
  - (d.) CAQ website.
- (5) Herman Bekker is the Queensland Gateball Club Championship's Manager.
- (6) Consultation by the Qld State Gateball Director with the Gateball players shall occur prior to any adjustments to the Rules or Format of the Queensland Gateball Club Championship. Any adjustments to the Rules or Format of the Queensland Gateball Club Championship to be under the control of the Qld State Gateball Director.
- (7) The Queensland Gateball Club Championship trophy has been donated.
- (8) The Queensland Gateball Club Championship trophy is named the Eiji Suzuki Trophy in honour of the origins (birth) of Gateball.
- (9) At the conclusion of the season a comprehensive analysis as to how the competition went and any feedback from the Gateball players that participated in Gateball during the year is to be considered, to see if any changes or improvements are required to improve the management of the competition.

## **Rules**

- (1) One team can only be entered from each Club playing Gateball in the Queensland Gateball Club Championships, to be the nominated team for the year. Any Club member can play for that nominated team during the year.
- (2) For Clubs to be eligible to win the Queensland Gateball Club Championship the Club team shall have entered a minimum of five tournaments/events.
- (3) All games played during a tournament/event count towards the Queensland Gateball Club Championships, (results from Queensland teams are only considered).
- (4) Games won are only counted – two points for each win, if drawn the result will be decided on a count back.
- (5) For each tournament/event there is to be a clear winner which has followed the normal protocol of deciding the winner in a round robin or block draw format.
  - (a.) Deciding Winner Round Robin Draw:  
All teams have played each other, the winner is the team that has won the most number of games. If that is equal then to determine the winner between those teams that are equal with the number of wins, then it is the team with the highest net points. If that is equal then it goes to who won the game between those teams.
  - (b.) Deciding Winner Block Draw :  
To decide the winner of each block follow the instructions at (5) (a.). To decide winner of tournament/event there is a need for a semi-final and a final. Semi-final, is the Winner of each Block plays the Runner-up of other Block. Each Winner of the semi-final play each other to determine the Winner and the Runner-up of the tournament/event. Loser of each semi-final play each other to determine 3<sup>rd</sup> and 4<sup>th</sup> place of the tournament/event.
- (6) Each Tournament/Event Manager is responsible to ensure that the Queensland Gateball Club Championship Manager and Queensland State Gateball Director are informed of all the scores for the Tournament(s)/Event(s) under their management.
- (7) The winning Club (Queensland Gateball Club Champion) at the end of the year is the Club which has the best percentage of the number of games played to the number of games won. In case of a tie the team with the best four and against in Gates will be the winner.