

General Irish Underage Ranking Tournament Rules: 2010/11

- All Irish Junior Ranking tournaments must be run groups (minimum group of 3) into groups(minimum of 3) into a knockout stage. 2 players must progress from the 1st round groups into the 2nd round. Players from the same groups in the 1st round must be separated into opposite halves of the draw. Either 1 or 2 players may proceed from the 2nd round groups into the knockout stage; however, where 2 players progress, the draw must place winners and runners up from 1st round groups in opposite quarters of the draw.
- At the conclusion of each event, the Winner, Runner Up and 3rd Place player, along with the Plate Winner and Runner up in each category will be awarded a commemorative trophy. Money prizes may be awarded at the discretion of the Tournament Organiser.
- At the conclusion of the season, the Number 1 ranked player in each age category (Junior Boys, Junior Girls, Cadet Boys, Cadet Girls, U12 Boys, U12 Girls) shall be the Season Champion, and will be awarded a commemorative trophy by the Association. The Season Champion shall be the player with the highest total points in each age group following the discard of the lowest 2 tournament points' scores.
- For the purposes of tournament seeding, where players are tied at any time on an equal number of ranking points, the player(s) with the higher discard(s) should be awarded the higher seeding position. Where a tie still exists, seeding will be determined by random selection.
- Draws for ranking tournaments should be made 1 week in advance of the tournament and groups published by the Wednesday of the week of the tournament
- Entries will be accepted by email, but once in the draw players are liable for payment of entry fees whether participating in the event or not. Players who enter by email and do not pay entry fees will be sanctioned. In these circumstances, no further entries will be accepted from the player or his/her club until this debt has been settled
- Venues must meet minimum standards regarding lighting, space versus number of tables, parking facilities and shower/changing facilities.