

Winter League - Local League Format

Team sizing and qualification

1. Teams can consist of 6, 8 or 10 Anglers. This size is determined by a captain's vote.
2. The number of qualifying teams for the final depends on number of teams in the league
 - a. Minimum 4 teams – 1 team to qualify.
 - b. 5 and 6 Teams – 2 teams qualify.
 - c. 7 Teams and over – 3 teams qualify.
3. Squad size up to 25 anglers per team.
4. Anglers cannot switch to another squad once they have been named in a 25-angler squad.

League Draw

- All Team Captains must report to the local organiser before the draw.
- The section and peg draws will be generated by the local organiser prior to each match. There will be one member of each team in each section.
- Anglers from the same team cannot draw next to each other.
- No competitor can switch sections once the draw has been done.

Round and League Results

1. Results for each round should be compiled after the match and displayed.
2. Round positions will be decided on a points basis: i.e., 1 (one) point for a match win, 2 (two) for second etc. with NO half points. Where teams tie on points, their position will be decided on number of section wins, then 2nd's, 3rd's, etc. Should there still be a tie, it will be decided on cumulative weight.
3. League positions: The team with the lowest combined points across the rounds will win the League. If there is a tie, team positions will be decided by cumulative round points. If a tie still remains, then the number of match wins, 2nd's, 3rd's, etc. will determine the winner.

Disputes within any league should first and foremost go to a captains meeting, where a vote will decide the outcome of the dispute. In a rare circumstance where this is either inconclusive or further foul play is expected, then the Local organiser should contact the Angling Trust.