Bath Table Tennis League - Handicap Cup Rules

- 1. All matches are played comprising 9 sets, best of 3, 21up.
- 2. All matches are to be played during the week specified on the draw. Any request for a postponement must be first approved by the KO Cup Chairman. At least 48 hours notice of any request for a postponement should be given.
- 3. Prior to the first round of cup matches, each player is allocated an individual handicap based upon:
 - a. Their known league history, previous year's handicap and division of play
 - b. Current league form (averages)
 - c. Standing in the TT365 ranking order
- 4. The start point of each set is determined by subtracting the two players handicaps, with the player with the lower handicap (better player) starting on zero. For example, a player with a handicap of -2, playing a player with a +8 handicap, starts off 0 -10; Similarly a player on +8 playing someone on +12, would start 0 4. Irrespective of the individual player handicaps, a maximum start of 15 0 applies.
- 5. In the event that a set goes to a third game, the player on zero would change ends when he scores 10 points, whereas the change point for the opponent is worked out by subtracting their start score from 21, dividing by 2 and then adding that to the start total. In the example given above, the player on 10 would change ends at 15 (21 10 = 11/2 = 5.5 + 10 = 15.5 (rounded down) = 15.
- 6. If a game reaches deuce i.e. 20 -20, play continues until someone has a clear two point lead e.g. 22 20
- 7. Player averages are reviewed at the halfway point in the season and updated handicaps issued ahead of Round 2 of the cup matches. Further updates are carried out, if deemed necessary, at the discretion of the KO Cup Chairman.