# CENTRAL LEAGUE – WARNE CUP SEASON 2017-18

## **Cup competition format**

- 1) The Warne Cup will commence immediately following the second free week of the League season, with Group matches (details attached), commencing W/C 9<sup>th</sup> April, and scheduled over 8 weeks (including a free week) to the Final at the end of May.
- 2) The first stage of the competition, will consist of 7 groups, 5 groups with 4 teams and 2 groups with 3. Group matches to be played between 9th April and April 27<sup>th</sup> with a free week following for any postponements. (It is noted that some teams will play more or less home games in their group than away. This is 'the luck of the draw').
- 3) Knock out stages will follow with The Final due to take place during W/C 28<sup>th</sup> May, to be played at a neutral venue, except where teams from one club are involved.
- 4) At the group stages, each team will play each other once only, as per the attached fixture list. The top 2 teams in each group will progress, together with the 2 best 3<sup>rd</sup> place teams (Refer to rules 10 & 11 below), to form a round of 16 teams.

The Round of 16 is due to take place during W/C 7<sup>th</sup> May, as follows with the 2 best 3<sup>rd</sup> place teams drawn into the places shown:

Winner Group 1 at home to Runner-up Group 2

Winner Group 2 at home to 3<sup>rd</sup> place team (see rule 10 below)

Winner Group 3 at home to Runner-up Group 4

Winner Group 4 at home to Runner-up Group 5

Winner Group 5 at home to Runner-up Group 6

Winner Group 6 at home to 3<sup>rd</sup> place team (see rule 10 below)

Winner Group 7 at home Runner-up Group 1

Runner up Group 3 at home to Runner-up Group 7

The remaining knock out rounds take place as follows:

## Quarter finals:

Winner of Match 1 (above) v Winner Match 8

Winner Match 4 v Winner Match 6

Winner Match 2 v Winner Match 7

Winner Match 3 v Winner Match 5

#### Semi finals

Winner Q/F Match 1 v Winner Match 2

Winner Match 3 v Winner Match 4

## **Cup Competition Rules**

- 2 points will be awarded for a win, with 1 point each for a tie. In the event of two or more teams having the same points total, the teams' positions within the group will be decided by the following criteria in order of precedence:
  - a) the result(s) of the match(es) between the team(s) involved
  - b) the difference between total points scored and total points conceded in the group matches between the tied teams.
  - c) the difference between total points scored and total points conceded in all the group matches.
  - d) the total points scored in the group matches between the tied teams
  - e) the total points scored in all the group matches
- 2) All group matches should be completed by 4<sup>th</sup> May (end of the free week). All postponements must be by arrangement with the cup secretary.
- 3) Player's qualification for the competition will be a **minimum of 3 league matches**.
  - Any club having difficulties with the 3 match qualification, should contact the cup secretary with the name/s of the additional player/s required to play. Permission will be granted only at the discretion of the cup committee based on the situation and player involved.
- 4) The number of players per team will be limited to a maximum of 6. Any departure from this will only be considered by the Warne Cup secretary under exceptional circumstances.
  - The final list of names of all team members must be forwarded to the cup secretary by 30<sup>th</sup> March latest. Only names submitted by this date will be eligible to play in the competition. Any changes to team secretaries from that appearing in the handbook must also be notified, together with new contact details.
- Prior to the competition, players may be interchanged between teams as becomes necessary, specifically to help re-balance team numbers within a club.

  Once a player's name has been submitted to the cup secretary by each team, they will not be permitted to play in any of their clubs' other teams.

  Consideration will be given by the committee, only where 'special circumstances' apply.
- Player Handicaps will be derived from player rating values. Further details will be issue prior to the competition. Sets will consist always of 4 games, and up to 11 points only (no deuces). The match winners will be the team with the greater points total, with handicaps included. Doubles play will not be included.
- Players' individual handicaps are based on performances throughout the season, and the handicap given to each player, will remain the same throughout the competition. Full details of the handicaps will be issued in time for the opening matches.

- At the group stages, any team receiving a walk-over or having a match conceded to it, will be awarded 2 points. The team will also receive either a) a number of game points, equal to the average number of game points scored (including handicap points) throughout the teams' previous group games, less that of their opponents, or b) 1 game point, whichever is the higher.
- Where a team plays with only 2 players, each of the three unplayed sets shall be awarded 44-34 in favour of the team with 3 players.
   (This award effectively serves as a 30 point penalty against the team turning up with 2 players)
- 10) The following criteria (in order of precedence) will apply, to determine which 2 of the 3<sup>rd</sup> place teams in the groups progress further:
  - a) Number of points gained from the matches (ie, 2 for a win etc.)
  - b) Difference between total points scored and total points conceded in all the group matches.
  - c) Total points scored in all the group matches.

In the event that 1 team is from a group of 4 and the other from a group of 3 (where Bye places are allocated), all statistics relating to the team in the group of 3, will be increased proportionately, so that an equivalent comparison is made between the tying teams based on a projection of a full 3 matches played.

The criteria for which 3<sup>rd</sup> place team plays which Group winner (2 or 6) will be decided thus:

Winner Group 2 at home to one of the best two 3rd place teams (Group 6 or 4 or 5) Winner Group 6 at home to one of the best two 3rd place teams (Group 2 or 7 or 3) If the two groups are the same side. e.g. 2 and 7, then 2 takes priority to play winner of 6, and 7 switches to play the winner of group 2 instead.

If a team comes from Group 1, the team from the other group is allocated first and team from 1 placed the other side.

11) In the event of a tied match at the knock-out stage, the team having the better record at the group stages will progress to the next round. The criteria as set out in Rule 10 above, will be the determining factor.

In the event that 1 team is from a group of 4 and the other from a group of 3 (where Bye places are allocated), all statistics relating to the team in the group of 3, will be increased proportionately, so that an equivalent comparison is made between the tying teams based on a projection of a full 3 matches played.

Group tables will updated and uploaded onto the CLTTL website weekly. No further information will be given by the cup secretary, relating to placings / team statistics, until the group matches are complete. Information given at all stages of the competition will rely on prompt return of completed score sheets. These can be e-mailed to the cup secretary on self-totaling sheets to be provided, or simply by scanning or photo. Please ensure that all scoresheets are returned including those throughout the knock-out stages. Results will not be registered until a scoresheet is received.

In the interest of fairness to all teams taking part, all group fixtures should be completed, irrespective of a team's position in a group. In the event a team has no option but to concede a group fixture, the cup secretary must be notified at the earliest opportunity.

Please note also that the dates for the groups and rounds cannot be altered, so matches must be played in the allotted weeks. Group matches can be re-scheduled into the free week where there is no other option.

# Tony Lee