SUMMER LEAGUE 2017

Thank you for registering to play in the DTTC Summer League 2017. This is meant to be a fun event so please enjoy. Games should start at 7.30pm prompt unless otherwise rearranged.

Because this is a summer league and players may be away on holiday, team captains may wish to contact their counterparts to ensure games will take place as per the fixture list.

Please ensure to make contact with your teammate(s) and opponents as necessary – See contact details on team sheets.

Cost – £6.00. Please pass to Kenny Lee by the end of the first group games.

Follow fixtures as much as much as possible including scheduled night for your match.

Rearrange matches only when you have to and play these as soon as possible e.g. on a Thursday.

Ensure table/hall availability before rearranging a match (see grid on main notice board).

The format will be a handicap event:
- Scoring will be to 21 points (not 11) – Best-of-three-sets – Two serves each.
- Two groups of 6 teams.
- 1st stage – round robin.
- 2nd stage – Top two to play cross-over semi-finals.
- Please use 3* 40+ balls.

Enter results on fixture list and post scoresheets in post box.

Fixtures are to be completed by Sunday 24th September 2017.

Any problems contact Kenny or Gordon ASAP!

MATCHES

MATCHES MUST BE PLAYED IN THE ORDER LAID OUT ON THE SCORE-CARD.

Play all 4 singles – **BEST-OF-THREE SETS ONLY!**

Play doubles halfway through match – **BEST-OF-THREE SETS ONLY!**

SCORING:

Each best-of-three tie counts as 1 point. The total number of points at stake in each match is 5.

SERVICE:

If a player has been given an odd number starting handicap e.g. a player is 3-0 up or 0-1 down then whoever serves first will only serve once ensuring that there is an even number of points at this stage of the set. The rest of the set continues as normal with two serves each.

Remember that a player wins the chance to choose who serves at the beginning of the match.

SUDDEN DEATH:

- If a handicap is in operation and players reach 20-all
  - The set is won by the player who first reaches **21**.

- If no handicap is in operation i.e. both players have the same Starting Handicap
  - The set is played out as normal, the winner being the player who gets two points ahead after 20-all (e.g. 22-20, 28-30 etc.).

How to Play Doubles

Each player must play <u>alternate</u> shots with their partner i.e. take turns to play a shot.

Example: **A**/**B** v **X**/**Y**

Order of play: **A** -> **X** -> **B** -> **Y** -> **A** -> **X** etc.

This also determines the order of serve which must be from the right hand court and played to the diagonal. The ball can be played anywhere after this. As per singles, each player has two serves each and it is first to 21 points (or by two clear points if playing with the same handicap).

In our example, at the beginning of the match, **A**/**B** decide to serve (or are nominated to serve by the opposing team) – either player can choose to serve first. Either of **X**/**Y** can choose to receive first, however, this is the only time that this can be done and so may be an important decision – choose wisely!

In the first set, the order may be as follows:

- **A** serves to **X** -> **X** serves to **B** -> **B** serves to **Y** -> **Y** serves to **A** and the cycle repeats.

At the change of ends for the next set, this order is reversed. As before, **X**/**Y** can now choose either player to serve, however, there is no choice of receiver as the order has already been determined at the start of the game. Following the first set example from above, the order in the second set could either be:

- **X** serves to **A** -> **A** serves to **Y** -> **Y** serves to **B** -> **B** serves to **X** and the cycle repeats.
or
- **Y** serves to **B** -> **B** serves to **X** -> **X** serves to **A** -> **A** serves to **Y** and the cycle repeats.

depending on the which server is chosen.

At the change of ends for the next set, the order reverts back to the first order and as before **A**/**B** can choose their server. This repeats until a team wins the match.

If a match goes to a deciding set, then teams <u>must</u> change ends when either team reaches a specific score. It is important to note the following:
-    The order of play must also change as if changing a set.
-    The point at which the serve is due to change.

In our example, the set will continue as follows:

- If **A** has served their first serve to **X** before the change of ends then their second serve will be to **Y** and the set continues with **Y** serving to **B** etc.
- If **A** has served both serves to **X** before the change of ends then **X** will serve to **A** and the set continues.

<u>CHANGE OF ENDS:</u>

In a deciding final set, players will change ends depending on when one of the players reaches a specific score as follows:

• If a player starts on **0** points then change ends when this player reaches **10** points.

• If a player starts on **1** or **2** points change at **11**.

• If a player starts on **3** or **4** points change at **12**.

• If a player starts on **5** or **6** points change at **13**.

• If a player starts on **7** or **8** points change at **14**.

• If a player starts on **9** or **10** points change at **15**.

• If a player starts on **11** or **12** points change at **16**.

• If a player starts on **13** or **14** points change at **17**.

• If a player starts on **15** or **16** points change at **18**.

• If a player starts on **17** or **18** points change at **19**.

• If a player starts on **19** points change at **20**.

This also applies in a doubles match. Players will only change ends **once** during the final set.

The following example is used in order to demonstrate each step to be taken:
PLAYER A: Base Handicap -12 v PLAYER X: Base Handicap +4.

STEP 1:
Using the left-hand line on the Grid (marked Lower Handicap), select the number corresponding to the lower Base Handicap, in our example -12.

STEP 2:
Work along this line until it meets the line corresponding to the higher Base Handicap, in our example 4.

STEP 3:
The number shown is **10**. This is the Starting Handicap of the player with the higher handicap, in our example PLAYER X.

STEP 4:
Write this handicap against the name of the player and use it in each set. In our example, PLAYER X starts each set **10-0** up.

CALCULATING DOUBLES HANDICAPS (HANDICAPS ALREADY WORKED OUT – USE IF SUBSTITUTES ARE REQUIRED)

BEFORE you start on Steps 1-4 above, calculate a Joint Base Handicap for each pair from their combined individual Base Handicaps:

e.g. PLAYER A (Base Handicap -12) plays with PLAYER B (Base Handicap +6)
    Total: -6. HALVE this number to find the Joint Base Handicap = **-3**.

    PLAYER X (Base Handicap +4) plays with PLAYER Y (Base Handicap +6)
    Total: +10. HALVE this number to find the Joint Base Handicap = **+5**.

PLEASE NOTE that, if you obtain a half-point Joint Base Handicap, you must round UP i.e.

-6.5 Joint Base Handicap = **-6**
+6.5 Joint Base Handicap = **+7**

NOW, using these Joint Base Handicaps for each pair, follow STEPS 1-4 above to find the Starting Handicap for the pair with the higher Joint Base Handicap.
In our example – PLAYERS A/B = -3 v PLAYERS X/Y = +5
Following the Grid-line for -3, the Starting Handicap is **+7**.
PLAYERS X/Y start each set at **7-0** up.