EXETER & DISTRICT TABLE LEAGUE

TEAM KNOCK-OUT TOURNAMENT FOR THE BRIDLE CUP 2018/19

# RULES

**TOURNAMENT**

1. The tournament shall be known as the Exeter and District Table Tennis League Team Knock-Out Tournament.
2. The management of the tournament shall be vested in the sub-committee selected by the Executive Committee, to which the sub-committee shall be responsible.

**MATCH**

1. The premise of each match is that of a team handicap.
2. Teams shall consist of three players, each of whom shall feature in all singles and doubles sets. Any team unable to field a full team of three players shall forfeit the match.
3. Matches shall consist of nine singles and three doubles sets, a total of 12 sets.
4. Each of the singles players shall play each of the singles players of the opposing team, and each team will also play three doubles sets, all with different combinations of players.
5. **Each set shall be played over two legs. Each leg, in both singles and doubles, concludes when the first player reaches 20 points, even if the score is 20-19. Service shall alternate every two points.**
6. The winner of the match is the team which has scored the higher total of points, including all the respective handicaps. (In other words, a team can still lose a match, even if in theory they have “won” all 12 sets.)
7. In the rare event of a tie, the match shall be awarded to the lower-rated team. **The onus is on the higher-rated team to overcome the handicap, which means beating the lower rated team by at least one point. (The higher-rated team is the one which has the lower aggregate handicap).**

**HANDICAPS**

1. Up to two levels of handicaps may be applied: an individual handicap against each team member in every match and, where teams from different divisions play against each other, an additional **divisional bonus** to be awarded to the lower-ranked team.
2. The **individual handicap** is linear, as per the attached sheet. All the individual handicaps are pooled into a team handicap, and not against the individual player. The individual handicaps are worked out by the sub-committee prior to the start of the season, based on any knowledge of the players’ past performance. Ordinarily, once the individual handicap is set, it is not expected to change doing the course of the season.
3. In rare circumstances, however, the sub-committee reserves the right to amend at any stage of the competition (but NOT retrospectively) a player’s handicap if, for example, it becomes evident that a wholly inaccurate handicap has been awarded to that player.
4. The **divisional bonus** is applied only when teams from different divisions play against each other. (For clarification, the principle is that, for example, a designated League Division 1 team remains a Division 1 team, even if represented in the competition by players from lower divisions.)

**The team from the lower division shall be awarded an additional divisional bonus, as follows:**

* **24 points** (awarded to Division 3 team v Division 2 team)
* **48 points** (awarded to Division 2 team v Division 1 team)
* **72 points** (awarded to Division 3 team v Division 1 team)
1. Before any set is played, all handicap and bonus points for both teams shall be calculated by the team captains and entered onto the scorecard (see worked example). The match will begin **only** when the team captains have done this and agreed that the handicaps have been correctly calculated. This is all explained in detail, with a worked example, on the scorecard.

**PRACTICALITIES**

1. Scorecards (and a worked example) are available to download and print from the TTE Exeter 365 website. The Home team Captain should do this before the match is played.
2. The designated home team shall supply the balls, which shall be of a specified make as authorised by the Executive Committee.
3. Matches shall commence not later than 7.15 p.m. All players must be in attendance by that time unless otherwise agreed by both captains.
4. Umpiring shall be as follows:

 Away team shall umpire sets 1,3,5,7,9,11.

 Home team shall umpire sets 2,4,6,8,10,12.

1. The **winning team** is asked to forward the official scorecard, duly completed and signed by both captains, to the Tournament Secretary within 48 hours of the match. If the card is being forwarded electronically, the winning captain must retain the official scorecard, signed by both captains.
2. Wherever the match is played, (see “FIXTURES AND DRAW” below) the team originally designated as the home team shall provide refreshments, scorecard and table tennis ball(s).

**FIXTURES AND DRAW**

1. For Round 1 of the draw, a week has been designated for Bridle Cup fixtures, and teams must do all they can to play Bridle Cup matches during that week, or earlier if both teams are in agreement. League fixtures should **not** be rearranged to be played during the designated Bridle Cup week if this prevents teams from fulfilling their Bridle Cup fixtures during that week.
2. The draw for the first round will take place at the AGM, before the start of the season. In each pairing, the first team drawn will be deemed the home team.
3. **The draw for each round will be published in advance on the website.** Again, the first team in each pairing will be deemed to be the home team.
4. Deadlines will be announced on the website, in order to enable the competition to progress smoothly. **Teams must complete the first two rounds of the competition before the Christmas break.**

**ARRANGING FIXTURES**

1. Throughout the competition, teams must keep the Competition Secretary (Tony Sampson, tonysampson43@icloud.com) informed of progress in arranging fixtures, and send him the results card within 48 hours of the match being played. (See Rules 19 & 21 above)
2. Beyond the first round, the designated HOME team is asked to offer **two** dates to the Away team, having first checked the website fixture list in order to avoid any possible league fixture clashes for either team. If it helps in facilitating the match, and subject to both team captains’ agreement, the fixture may be reversed, so that the team drawn away can host the match. Alternatively, as long as both teams are agreed, the fixture may be fulfilled at a neutral venue. Please refer also to Rule 20 above.
3. Rule 20 above will also apply to any preliminary round, should such a round be necessary.
4. In the event of a team withdrawing from or being unable to fulfil a fixture, the tie will be awarded to the opposing team. No fine will be imposed, as long as the opponents and Competition Secretary are notified immediately. Failure to do so will incur a fine of £3.50.

**PLAYERS & RESERVES**

1. No player shall participate unless he or she is a registered player of the Exeter and District Table Tennis League at the start of the playing season, or before the Competition Committee has assigned them a handicap.
2. Players shall be allowed to play for the team for which they are registered in the League.
3. Reserves must be registered to play for the same club as the player they are replacing, and must be ranked equally to or lower than that player.
4. **It will be permissible for a reserve to replace a higher-ranked player from the same club and then to resume playing for his/her usual team in later rounds. THIS ARRANGEMENT IS RESTRICTED TO ONE APPEARANCE ONLY FOR THE HIGHER RANKED TEAM.**
5. However, a player is allowed to represent two (or more) different higher-ranked teams, but only once each. In theory, this means that a player could represent his/her club in several teams in the competition.
6. Any team playing an ineligible player shall forfeit the tie, and such tie shall be awarded to the opposing team.

**DISPUTES**

1. The sub-committee shall have power to determine the outcome of any disputes or unforeseen points not provided for in the foregoing rules.

**ALL ENQUIRIES REGARDING THE ABOVE TOURNAMENT SHOULD BE MADE TO :-**

Tony Sampson (tonysampson43@icloud.com) 12 Spruce Park, Crediton EX17 3HQ. Tel: 01363-774818.

The draw and deadlines by when rounds should be played will be posted on the EDTTL website www.tabletennis365.com/Exeter

**IT IS ADVANTAGEOUS FOR TEAMS TO COMPLETE THEIR MATCHES AS SOON AS POSSIBLE.**