BLACKMORE VALE TABLE TENNIS LEAGUE TEAM HANDICAP KO

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CKM	OREL
3) Z
BIETE	O LEAGUE

HOME TEAM	нс
PLAYER 1	
PLAYER 2	
PLAYER 3	
AWAY TEAM	нс
PLAYER 1	
PLAYER 2	
PLAYER 3	

ROUND

GRP / QF / SF / F

		PLAY								TOTAL	TOTAL
HOME	Start	ORDER	AWAY	Start	1 st	2 nd	3 rd	4 th	5 th	Home	Away
		1 v 1									
		2 v 2									
		3 v 3									
		2 v 1									
		1 v 3									
		3 v 2									
		2 v 3									
		3 v 1									
		1 v 2									
	'	'						MATCH	SCORE		
Home CAPTAIN											1

- 1. Each match will simply count as 1 point, whether the result is 3-0, 3-1 or 3-2. The first team to 5 points is the winner.
- 2. Each match shall be the best of 5 games, the first player to win 3 games being the winner (& gaining the point for their team).
- 3. Every player will be allocated a ranking letter by the organiser which determines the relative strength of the players.
- 4. The two players in each match shall refer to the handicapping chart to see what handicap applies to their particular match.
- 5. The handicap is applied separately to each game between the two players and is added to the weaker player's score before the start of each game.
- 6. This should be noted in the Start column for each player. E.G if the handicap is "4" then the weaker player starts each game in that match at a score of 4-0.
- 7. The first player to 11 points wins the game there are no "deuces". 11-10 wins.
- 8. All 9 legs must be played in group stage matches. In the event that teams are tied on matches won in the group, then only the matches between them will be taken into account to determine the final group order. In the event they still cannot be separated on matches won, then legs, and if necessary games, will be used to determine the final group order.

HIGHER RANKED PLAYER LETTER	A	В	С	D	E	F	G	н	ı
Α	0	4	6	7	7	8	8	9	9
В		0	4	5	6	7	7	8	9
С			0	3	5	6	7	8	9
D				0	2	3	5	7	8
E					0	2	4	6	8
F						0	2	4	7
G							0	3	6
н								0	4
ı									0