

**CARDIFF & DISTRICT TABLE TENNIS LEAGUE  
CUP COMPETITIONS  
RULES  
2018-2019**

1. Teams drawn first shall have the choice of venue, except in the semi-finals and finals which shall be played at a neutral venue chosen by the management committee.
2. At the outset of the Cup Competitions, the players eligible to play for a team will be those on their registered team list for the League and they will be handicapped by the Committee as detailed in Rule 46. Any players registered after that, may only play in a particular round if they have been registered for the team by the Monday following the date fixed for the previous round of the competition. A player cannot play for more than one team in the tiered divisions in any one season. A registered player may play for another of their club's cup teams, if they are replacing an absent cup team member with the same or lower handicap.
3. **Players will not be permitted to play in cup competitions until they receive a handicap.**
4. There will be no doubles played in the cup competitions.
5. In order to accommodate our current handicapping system, games shall be played to 21 points and not 11 as currently played in the league and will be best of 3 games.
6. It is the responsibility of both team captains to ensure that they bring a list of current handicaps with them to each cup game. These will be made available by the Cup Competitions secretary.
7. Where the two players have been awarded the same handicap, then the games shall start at 'love all'.
8. Where a player receives points as a result of the handicap (e.g. one player is handicapped +5 and the other +10), the game shall start at 5 nil or love 5 depending on the winning of the toss. In keeping with the rules of games played to 21, a player will have 5 serves.
9. A game finishes when one player reaches 21 points **It is not necessary to have 2 clear points.**
10. No player can have a start of more than 16 points.

( continued over )

11. Negative Handicap players:

Where a player receives a negative handicap (ie -4) and the other a plus (ie +5), the game starts with the negative handicap player starting at 0 and the other at 9.

Other Examples:

- i) -8 player v +2 player: the negative handicap player starts at 0 and the other player at +10.
  
- ii) -7 player v -2 player: the larger negative handicapped player starts at 0, the other player at +5.

**All games are played to 21 points**

12. The winning team will be the team winning the most number of games. In the case of a draw, then the team winning the most number of events will be declared the winners.