**Kendal and District Table Tennis League**

**Rules of Divisional Shield Competition**

1. Matches are to be played at the home venue and on the home night of the home team, ie the team appearing first on the draw sheet.

2. Each team consists of 2 players, who may be changed each match.

3. A player may only represent one team in the Competition.

4. A team may only play any player who is registered in that Division. ***In the event of a genuine emergency (such as a last minute injury and no-one genuinely able to step in) then a player from a lower division will be allowed to play up if permission is given by the Match Secretary.  However, that player must not play with a handicap lower than the lowest handicap given to any player in the higher division.  For example, Player X, a Div 2 player on a handicap of +2, wishes to play up for a Div 1 team.  The lowest handicap for players registered in Div 1 is -1, so player X must adopt this handicap throughout the Divisional Shield competition.***

5. The Competition shall be played in accordance with League Rules, except : -

i) 4 games are played in each set, not best of 5. The 4 games are always played, irrespective of who wins the games.

ii) All games are played to 11, no deuce.

6. Each tie consists of 5 sets :- A v X, B v Y, A v Y, B v X plus 1 doubles

7. The handicap for each match shall be determined as follows. Before the match starts, the handicaps for both players in each team are totalled separately, and the small total taken from the larger. The result is then multiplied by 10 and this total is added to the final points score of the weaker team.

8. The Handicaps for individuals shall be decided by the Handicap Committee.

9. The scores for each game are entered on a special score sheet and the points totalled at the end of the 5 sets. The team with the most points is the winning team. If teams finish level on points, the away team will be declared the winner.

6 Oct 2023