

Charles Stampe Rules 2022-2023 (v2)

The *Charles Stampe Trophy (CST)* is a handicap tournament with the initial stage played in groups.

Team

A Team shall consist of 3 players.

Players

Eligibility

Each team will consist of players registered for their club, although it is anticipated that a team will be made up of players that regularly play for the team in the division, it is not mandatory.

For a player to be eligible to play they must have played at least 3 games in the current or previous season for the club.

NOTE: For new players they must have played at least 1 game prior to the 1st Group game, 2 games prior to the 2nd group game, exceptions to this rule can be made under special circumstances with prior approval of the CST committee.

Important note:

Once a player has played for a team the player can only play for that team for the remainder of the tournament.

If a team makes a final the team can only be selected from those players that have previously played in the tournament in either the group or knockout.

Handicaps

Each player is allocated a handicap calculated from their average over the previous and current season and the division in which their team plays.

A player's handicap is used in the handicap calculation for each game played, the handicaps calculation is shown below with an explanation of how these are obtained.

Handicaps will be set for the group stages and then reviewed for the knockout stage.

Group Stage

Three or Four teams per group, the teams that make up each group will be selected at random.

A group of 3 will play 2 matches, a group of 4 will play 3 matches.

Each team will have at least one match at home unless the home team decides to concede home advantage.

The number of groups will be determined from the number of teams willing to participate in the competition.

The top two teams will progress into the knockout phase of the tournament.

- The first placed team advance to the CST
- The second placed team will advance to the 'Jim Bradford' consolation plate

NOTE:

If two teams are tied on matches won in the group then the head to head will determine the position.

If three teams are tied on matches won in the group, then the position in the group stage will be determined by the total points difference for the 9 games. If a shootout is required, this will be excluded from the points difference.

For example:

- Team A wins against Team B 370-335
- Team B wins against Team C 360-346
- Team C wins against Team A 350-340

therefore

- Team A: $35 + -10 = 25$
- Team B: $-35 + 14 = -21$

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- Team C: $-14 + 10 = -4$

Team A would be 1st position, Team C would be 2nd position.

If total difference is even, then a similar calculation would be employed for total points won the team with most points won would progress.

If tied on points then a toss of the coin will decide the position!

Knockout Stage

The number of rounds in the knockout stage will be determined by the number of teams left in the draw.

As there may be an uneven number of teams, some team(s) may be given a bye into the next round. A random draw will be made to discover each team's opposition for the round and whether a team has a bye or is home or away.

NOTE: This random draw will then determine a team's potential route through the tournament.

Match Dates

Certain weeks in the season will be allocated to playing the tournaments, it is the imperative that the teams contact each other to arrange the match.

Match Play

Each game shall consist of two legs played up to 21 (with no deuce) starting at 0-0.

Service changes whenever the aggregate points scored is divisible by 2.

To obtain the handicap for each leg/game:

- Subtract the lower player's handicap from the higher player's handicap to get the 'Difference'
- Lookup the 'Difference' in the table in Appendix A
- Add the handicap to the score of the player with the higher handicap for that game

If a team turns up short of a player, the opposition will be allocated the maximum handicap per game.

A player expects to play three games in a match therefore: $32 \times 3 = 96$ points are allocated to the opposition and the match card is filled in with no player present.

It is the responsibility of the home team to provide a match scorecard and send in a copy to the CST organiser in a timely manner. It is recommended that the away team also take a photo of the scorecard to aid in cases of dispute or if the home misplaces the scorecard, however they are not required to send a copy to the CST organiser but can do so if they wish to aid collection of match results.

Example Handicap Calculation

Player A has a handicap of 4.

Player B has a handicap of 16.

This gives a difference of 12.

From the table in Appendix A this equates to 12 points 'Handicap per leg' and 24 points 'Handicap per game'.

As player B has the larger handicap the 24 points are added to player B's score for that game.

The winning team shall be the one with the highest aggregate points over the nine games.

Tied Match

In the event of a tied match each team shall nominate one player to play a deciding single's game consisting of one leg only.

The appropriate handicap for an individual leg shall be applied at the start.

Using the previous example above: The deciding singles leg will start at 0-12.

The winner shall be the first player to reach 21 points or gain a two-point lead if the score is 20-20.

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NOTE: If the game starts on an odd number the 1st player to serve will only have 1 service, after this initial point the leg will resume as normal.

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Appendix A

Group Difference	Handicap Per leg	Handicap Per game
0	0	0
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10
6	6	12
7	7	14
8	8	16
9	9	18
10	10	20
11	11	22
12	12	24
13	13	26
14	14	28
15	15	30
16	15	30
17	15	30
18	16	32
19	16	32
20	16	32
21	17	34
22	17	34
23	18	36