

**CARDIFF & DISTRICT TABLE TENNIS LEAGUE  
CUP COMPETITIONS  
RULES  
2016-2017**

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. Competing teams will have submitted a list of players who will individually receive a handicap (see rule 46). Names may be added to or deleted from the list submitted prior to the draw being made for a particular round, but such amendments shall not be effective unless rule 49 is complied with. **Players will not be permitted to play in cup competitions until they receive a handicap.**
3. There will be no doubles played in the cup competitions.
4. In order to accommodate our current handicapping system, games shall be played to 21 points and not 11 as currently played in the league (but please refer to '10' below for negative handicap players), and will be best of 3 games.
5. 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.
6. Where the two players have been awarded the same handicap, then the games shall start at 'love all'.
7. 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.
8. A game finishes when one player reaches 21 points (except in cases where a player has a negative handicap (see 10 below)).  
**It is not necessary to have 2 clear points.**
9. No player can have a start of more than 16 points.

( continued over )

10. Negative Handicap players:

- i) 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.
- ii) Matches involving negative handicap players are to be played to 21 points plus half the handicap of the largest handicapped player rounded down to the nearest whole number.

Examples:

- i) -10 player v +2 player: the negative handicap player starts at 0 and the other player at +12. The game is played to 26 points  
ie  $21 + 5$  (half of 10) = 26.
- ii) -7 player v -2 player: the larger negative handicapped player starts at 0, the other player at +5. The game is played to 24 points  
ie  $21 + 3$  (half of 7 rounded down to the nearest whole number) = 24.

11. 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.