

BIDMEAD CUP RULES 2009/10 – v1.0

1. The competition is open to 1 team per club.
2. Entry fee for the competition is £3.00 per team.
3. Players will use handicap numbers and system as published by the Bidmead Secretary.
4. A team shall consist of 3 players from a club.
5. Players are only eligible to play for the club for which they are registered, and must have played at least three league matches for their registered club in the current season to be eligible to play. Any team playing an ineligible player will forfeit all matches in which he/she played.
6. Team composition must adhere to the following restrictions
 - a. Where clubs have 3 or more teams each player must be from a different team.
 - b. Where clubs have teams in 3 or more divisions each player must be from a different division.
 - c. Where clubs have teams in only 2 divisions both divisions must be represented.
 - d. Where clubs only have 2 teams in the same division both teams must be represented.
 - e. No restrictions apply to single team clubs.
7. The competition will run on a “knock-out” basis.
8. A tie shall consist of 10 matches, each consisting of 4 games of 11-up with no deuces. Each member of the home team shall play each member of the away team. One doubles match shall be played.
9. The EC will apply rules 8a and 8b except in exceptional cases.
 - a. Impose a fine of £5.00 for failing to turn up, cancelling a tie or withdrawing from the competition
 - b. Impose a fine of £2.00 for postponing a tie beyond the date for the completion of the round.
10. The rules in the DDTTA handbook will apply in all relevant cases not covered by the above.

Notes

- a) Each game is first to 11pts with no deuces. Once someone gets to 11pts, change ends and start a new game. So you can have games that can end 11-10.
- b) Every game must be played, you can beat an opponent 4-0 (and lose 0-4 of course!) and tie 2-2. If you fail to do this it will all go wrong!
- c) As b) means there are 40 games to be played (9x4 singles and 1x4 doubles) scorers should encourage quick end changes between games!
- d) Make sure your sums are right as you go along; both teams should check that the additions are correct as each match is played. Errors cannot be corrected once the captains sign the scoresheet.
- e) To make d) simpler round up or down the start if the calculated team handicap is fractional (1/3 or 2/3). But this fraction needs to be taken into account if the match ends in a draw with the rounded numbers. If it's still tied the AWAY team automatically wins.
- f) If a team only has two players, treat the missing player as a player with a handicap of 0 for the calculations. Any matches involving the missing player will automatically end up 44-0.