



Summer Competition Rules 2018

Team Structure

1. Any number of players may form a team. Teams must be registered by completing an entry form and getting it to a member of the ITTTA committee by Sunday 28th April.
2. Teams will be organised into groups based on match night. As far as possible each team will be allocated their first choice of evening.
3. A player may belong to multiple teams as long as each team plays on a different evening.

Match Structure

4. Each match will consist of four sets of singles and one set of doubles. Two players from each team will play the opposing team in singles. The doubles match will be played either by the original two players, or one of the original players plus a third player, or two other players registered for the team.
5. Each set will be the best of three games, up to 25 points (no deuce), with players alternating serves every five points.
6. Each game won will be worth one competition point.
7. Matches should start promptly at 7.00 pm.
8. Every attempt must be made to play each match on the scheduled evening. If a team can provide only one player, then as all players are handicapped a stand-in must be arranged from any other team players or from a published list of reserves. If a team cannot provide any players, the opposing team and an ITTTA committee member must be informed and the match rescheduled as soon as possible. Any team failing to do this will concede their player's points.

Handicap Structure

9. Each player will have a handicap allocated by the organising committee. This handicap may be revised at any time during the competition at the discretion of the ITTTA committee. All handicaps will be reviewed after the first few matches.
10. The starting score of a singles game will be based on each player's handicap, worked out using the provided Handicap Chart. The higher standard player will start at zero, and the lower standard player will start at the value given in the chart.
11. The handicap of a doubles pair will equal to the average (mean) of their individual handicaps. This is the sum of their handicaps divided by two. Half numbers must be rounded up (i.e. add a half). As with singles matches, use the Handicap Chart to work out the starting score.

Competition Structure

12. The competition will begin on Monday 13th May. Each team will play each other team in their group at least once (depending on the number of entered teams). All matches are to be played at the league facilities at Hartsdown Sports & Leisure Centre, Hartsdown Rd, Margate CT9 5QX.

13. The top two teams in each group will go through to the Quarter Finals. The remaining two Quarter Final places will be awarded to the teams with the highest average total competition points score (i.e. total score divided by the number of matches played). In the event this is still tied, the fewest average total competition points conceded will be used.

General Rules

14. Results should be recorded on a summer league match sheet, which will be available from the ITTTA website. Please complete match sheets clearly and accurately and leave them in the box at the end of the match.

15. The first named team on the fixture list is the home team, and will be responsible for the lighting. Costs for lighting should be shared equally between both teams for Quarter and Semi Finals. The ITTTA committee will provide the tokens for the Final.

16. Tokens will be available from the ITTTA committee. The cost is £1 per token, which gives approximately 40-45 minutes lighting. Teams where all registered players are under 18 can purchase a maximum of 16 tokens for 50p per token. Any problems, questions or observations get in touch with any of the ITTTA committee (contact details via the ITTTA website at <http://www.islethanettabletennis.co.uk>)