

# PORTSMOUTH & DISTRICT TABLE TENNIS ASSOCIATION

## Rules of the Constad Cup Competition To be read in conjunction with the P. & D.T.T.A. Rules

**This competition is a Handicap Knockout Competition for players currently registered with the Portsmouth & District Table Tennis Association League. Entry is free.**

1. The team knock-out competition for the Constad cup will be run on an individual player handicap basis. The competition will run throughout the season.
2. The first round will take place by the deadline set in the first half of the season, and the following rounds during the Christmas break and the second half of the season.
3. Each team must register at least **four** players.
4. The draw to be made at the start of the competition. The semi-finals and final will be played at a neutral venue on specified dates as listed in the handbook.
5. The home team must offer the away team three alternative dates for the match, none of which shall be weekends (unless by mutual agreement) or on which the away team is to play a Portsmouth League match. Teams failing to play their match by the specified date may be disqualified from the competition at the discretion of the Committee. Any disagreements over dates shall be referred immediately to the Competition Secretary.
6. A team shall consist of three players. No person shall play for more than one team in the competition in any one season.
7. Match procedure shall be the same as in a normal P. & D.T.T. League match except that **NO** Doubles will be played.
8. Teams are encouraged to play all nine sets of each match, but either side may terminate the match provided one side has won five or more sets.
9. Individual handicaps will be calculated from last seasons **Handicap Table** where a league record is available. New players will be given a `safe` number as indicated on the current handicap table but this figure may change as judged by the Committee, according to information available at the time.  
For junior players without a league record, handicaps will be awarded after consultation with Coaches.
10. The winning team must submit a **stamped addressed envelope** with the score card.
11. Each player will be given a handicap number.
  - a) Starting Score: The player with the lower handicap will start on zero. The opponent will start on the difference between the two handicap numbers. (If handicaps are the same, both players will start at `Love all`)  
eg Player A, handicap 12, starts on 0. Player B, handicap 20, starts on 8.
  - b) Finishing Score: See **Finishing Score Table**.  
Deuce point is one point less than this finishing score and the normal two clear points rule applies.
  - c) Change Score: To determine when to change ends in the third set of a game, see **Change of Ends Table**.  
This process is carried out for each player and ends should be changed when the first player reaches his/her `change score`.
  - d) Service Change: This occurs when the combined scores of the two players is a multiple of 5.
12. All decisions of the Committee will be final.
13. Home or Away for Semi Finals and Final shall be decided by a toss of a coin.

# PORTSMOUTH & DISTRICT TABLE TENNIS ASSOCIATION

## Rules of the Stannard Shield Competition To be read in conjunction with the P. & D.T.T.A. Rules

This competition is a Handicap Knockout Competition for veterans currently registered with the Portsmouth & District Table Tennis Association League. Entry is free.

1. The team knock-out competition for the Stannard Shield will be run on an individual player handicap basis. The competition will run throughout the season.
  2. The first round will take place by the deadline set in the first half of the season, and the following rounds during the Christmas break and the second half of the season.
  3. Each team must register at least **three** players.
  4. The draw to be made at the start of the competition. All rounds are to be played on a home and away basis. Home advantage can be forfeited if agreed, to allow both legs to be played on the same evening. Semi-finals and final will be played at a neutral venue on specified dates as listed in the handbook.
  5. The home team must offer the away team three alternative dates for the match, none of which shall be weekends (unless by mutual agreement) or on which the away team is to play a Portsmouth League match. Teams failing to play their match by the specified date may be disqualified from the competition at the discretion of the Committee. Any disagreement over dates shall be referred immediately to the Competition Secretary.
  6. A team shall consist of two players. No person shall play for more than one team in the competition in any one season. Competitors in Veteran events must have been born before **1st January 1972**.
  7. Match procedure shall be two singles, A v X and B v Y and then the reverse singles, A v Y and B v X. If a draw is the result of all singles being played in both games (4 + 4 singles) then 1 doubles match is to be played to determine a final result.
  8. Teams are encouraged to play the full complement of sets in each match, but either side may terminate the match provided one side has won five or more sets.
  9. Individual handicaps will be calculated from last seasons **Handicap Table** where a league record is available. New players will be given a `safe` handicap as indicated on the current handicap table, but this figure may change as judged by the Committee, according to information available at the time.
  10. The winning team must submit a **stamped addressed envelope** with the score card.
  11. Each player will be given a handicap number.
    - a) Starting Score: The player with the lower handicap number will start on zero. The opponent will start on the difference between the two handicap numbers. (If handicaps are the same, both players will start at `Love all`) eg Player A, handicap 12, starts on 0. Player B, handicap 20, starts on 8.
    - b) Finishing Score: See **Finishing Score Table**.  
Deuce point is one point less than this finishing score and the normal two clear points rule applies.
    - c) Change Score: To determine when to change ends in the third set of a game, see **Change of ends Table**. This process is carried out for each player and ends should be changed when the first player reaches his/her `change score`.
    - d) Service Change) This occurs when the combined scores of the two players is a multiple of 5.
    - e) If a game of doubles is played, then the Start and Finishing scores shall be calculated as follows:

Players	{	Handicap		verses Players	{	Handicap	
		`A`	2			`X`	14
		`B`	5			`Y`	16

Starting Score: (5 + 2 = 7) divided by 2 and rounded down = 3 #      (14 + 16 = 30) divided by 2 = 15 #  
Players A/B start on zero      Players X/Y start on 12
- Finishing Score: refer to **Finishing Score Table** using the figures marked with # above.  
Change Score: see **Change of Ends Table**. This process is carried out for each pair of players and ends should be changed when the first pair reach their `change` score`.
- Deuce Point is as a game of singles.
12. All decisions of the Committee will be final.
13. Home or Away for Semi Finals and Final shall be decided by a toss of a coin.

## 5 Division Handicap Table

<b>Handicap</b>	<b>Div. 1</b>	<b>Div. 2</b>	<b>Div. 3</b>	<b>Div. 4</b>	<b>Div. 5</b>
<b>-4</b>	<b>95-100</b>				
<b>-3</b>	<b>85 - 94</b>				
<b>-2</b>	<b>75 - 84</b>				
<b>-1</b>	<b>65 - 74</b>				
<b>0</b>	<b>55 - 64</b>				
<b>1</b>	<b>45 - 54</b>	<b>95-100</b>			
<b>2</b>	<b>35 - 44</b>	<b>85 - 94</b>			
<b>3</b>	<b>25 - 34</b>	<b>75 - 84</b>			
<b>4</b>	<b>15 - 24</b>	<b>65 - 74</b>			
<b>5</b>	<b>5 - 14</b>	<b>55 - 64</b>	<b>95-100</b>		
<b>6</b>	<b>0 - 4</b>	<b>45 - 54</b>	<b>85 - 94</b>		
<b>7</b>		<b>30 - 44</b>	<b>75 - 84</b>		
<b>8</b>		<b>20 - 29</b>	<b>65 - 74</b>		
<b>9</b>		<b>10 - 19</b>	<b>55 - 64</b>		
<b>10</b>		<b>0 - 9</b>	<b>45 - 54</b>	<b>90-100</b>	
<b>11</b>			<b>35 - 44</b>	<b>75 - 89</b>	
<b>12</b>			<b>25 - 34</b>	<b>65 - 74</b>	
<b>13</b>			<b>15 - 24</b>	<b>55 - 64</b>	
<b>14</b>			<b>0 - 14</b>	<b>45 - 54</b>	
<b>15</b>				<b>35 - 44</b>	<b>90-100</b>
<b>16</b>				<b>25 - 34</b>	<b>70 - 89</b>
<b>17</b>				<b>15 - 24</b>	<b>55 - 69</b>
<b>18</b>				<b>0 - 14</b>	<b>40 - 54</b>
<b>19</b>					<b>25 - 39</b>
<b>20</b>					<b>15 - 24</b>
<b>21</b>					<b>0 - 14</b>
<b>22</b>					
<b>New players But see Rule 9</b>	<b>-4</b>	<b>0</b>	<b>4</b>	<b>8</b>	<b>13</b>

Players percentages should be rounded to the nearest whole number to determine their handicap. Any cases not complying with the above should be rounded up to the next whole number

## CHANGE OF ENDS TABLE

Finish Score	Start Score	Change of ends		Finish Score	Start Score	Change of ends		Finish Score	Start Score	Change of ends		Finish Score	Start Score	Change of ends
<b>21</b>	0	10		<b>22</b>	0	11		<b>23</b>	0	11		<b>24</b>	0	12
	1	11			1	11			4	13			8	16
	2	11			2	12			5	14			9	16
	3	12			3	12			6	14			10	17
					4	13			7	15			11	17
					5	13			8	15			12	18
					6	14			9	16			13	18
									10	16				
<b>25</b>	0	12		<b>26</b>	0	13		<b>27</b>	0	13		<b>28</b>	0	14
	11	18			15	20			18	22			22	25
	12	18			16	21			19	23			23	25
	13	19			17	21			20	23			24	26
	14	19			18	22			21	24			25	26
	15	20			19	22			22	24			26	27
	16	20			20	23			23	25				
	17	21							24	25				

## FINISHING SCORE TABLE

<b>-4 to -1</b>	21								
<b>0 to 2</b>	22	21							
<b>3 to 6</b>	23	22	21						
<b>7 to 9</b>	24	23	22	21					
<b>10 to 13</b>	25	24	23	22	21				
<b>14 to 16</b>	26	25	<b>24</b>	23	22	21			
<b>17 to 20</b>	27	26	25	24	23	22	21		
<b>21 to 23</b>	28	27	26	25	24	23	22	21	
<b>H'CAP</b>	<b>-4 to -1</b>	<b>0 to 2</b>	<b>3 to 6</b>	<b>7 to 9</b>	<b>10 to 13</b>	<b>14 to 16</b>	<b>17 to 20</b>	<b>21 to 23</b>	

Read the smaller handicap number along the bottom line and  
 the opponents handicap up the left hand side. The intersection gives the finishing score.  
 e.g. +3 versus +16 handicap. Finishing score = **24**