

## **HANDICAP SHIELD RULES 2017/18 – v1.0**

1. Players will use handicap numbers and system as published by the Bidmead Secretary.
2. A team shall consist of 3 players.
3. Player's must have played at least three league matches for their current registered team in the 17/18 season before they can play in the competition. Players can be issued a handicap number once they have played the qualifying number of matches. Any team playing an ineligible player will forfeit all matches in which he/she played.
4. Substitutes will be allowed from any division providing they have a handicap and are eligible to play, but teams wishing to field a sub MUST contact the opposing team captain on all counts of playing a sub to gain permission for them to play (not just players from a higher division). This rule is intended to prevent the shield becoming a Bidmead-type event. Players may sub twice only in the competition, and these substitutions will not count in the league.
5. The competition will run on a group basis for the first round and knock out for the following rounds.
6. 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.
7. 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.
8. The rules in the DDTA handbook will apply in all relevant cases not covered by the above.

### **Notes**

#### **Two-player Teams**

If a team only has two players divide the sum of the two handicaps by two to get the team handicap.

Each match against the 'dummy' 3rd player will end 44-0. If both teams have two players the match between the 'dummy' players will end 0-0. One-player teams are not permitted.

#### **Handicap Play**

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 ( $\frac{1}{3}$  or  $\frac{2}{3}$ ). 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.