



LEAGUE CUP

1. Format

- 1.1. A Team may consist of a minimum of 4 and a maximum of 9 players in any Cup match.
- 1.2. In each Cup match Teams will play two games with players divided into TRIPLES, to be followed by three games with players divided into PAIRS. The total number of games will be FIVE.
- 1.3. The matches will be played on Tuesday evenings on dates as decided by the League Management Committee.
- 1.4. The competition will be organised on a straight knockout basis. The 1st Round (Main and Plate) will contain; either 4, 8 or 16 teams. Dependant upon the number of entries a qualifying round will be played where necessary. The losers in the Qualifying Round and in the 1st Round (none qualifying round teams only) will go into a Plate Competition.

All teams are guaranteed 2 fixtures.

Trophies will be awarded to the winners and runners up of the Main and Plate competitions.

2. The Draw

- 2.1 Should three (3) or less teams enter the competition will be cancelled
- 2.2. The draw for Cup matches will be random in all Rounds.
- 2.3. For all Rounds up to the semi-final stage, the first Team name drawn in any match will be the home Team. Where a Team's piste is not available they must have nominated an alternative venue before the draw, otherwise the fixture will be reversed.
- 2.4. Semi-finals and finals will be played on a neutral piste.

3. Eligibility

- 3.1. Only current League Teams (unless otherwise sanctioned by the League Management Committee) will be eligible to enter the League Cup.
- 3.2. Only players who have played in current League Teams are eligible to play.
- 3.3. A player must have played for a League Team in that Club during the current season, but may be moved between different Teams.
- 3.4. Once a player has played for one Team in the League Cup, he/she is tied to that Team for the rest of the Cup Competition.

4. Responsibility

- 4.1. Each Team must appoint a Captain for each Cup match. This appointment need not be the same player for each match.
- 4.2. Prior to any Cup match BOTH Captains MUST agree any boundaries.
- 4.3. It is the responsibility of the WINNING CAPTAIN to communicate the match result to the League Secretary within three days of the match being played.
It would assist the League Secretary if the captains would also Email/Text the result (games & points totals) ASAP thus enabling him/her to send out the results promptly to the members and news media.
- 4.4. Teams should be ready to commence play at 7.45 pm. If one team has not appeared after 20 minutes (8.05pm) they will concede the first game, after 25 minutes (8.10 pm) they will have conceded the second and after 30 minutes (8.15 pm) will have conceded all three games.

5. Playing Sanctions

- 5.1. Playing sanctions for League Cup are the same as those laid down for the Midweek League.

6. Re-arrangement of matches

- 6.1. The only reason for re-arranging League Cup matches is if the piste is not in a playable condition or due to unforeseen circumstances as accepted by the League Secretary.

7 Lane Identification

All lanes must be individually strung and all four sides will be dead ball lines.

Date	Comment	Author
	This document incorporates all amendments as agreed at the AGM held on 22 nd November 2009.	Paul Webb
10/2/2023	Added Logo and moved to the Google Drive	Andrew Prince