

## League Cup Rules - 2010/11 Season

Matches will consist of three games of two legs each. The first and second games will be played as doubles, and the third game will be singles.

Players will be drawn at random, in the usual way, and will play in the corresponding games as shown here.

Doubles	Player A1	v	Player B1	leg 1, 2
	Player A2		Player B2	
Doubles	Player A3	v	Player B3	leg 3, 4
	Player A4		Player B4	
Singles	Player A5	v	Player B5	leg 5, 6

Scoring in each game will be one point per leg plus one point for the aggregate score. Thus, there are 3 points at stake in each of the three games - a total of 9 points for the match.

In each game, the home team will have the break in the first leg, and the away team will have the break in the second leg. In the doubles games, players on each side must play the first leg in the order drawn. So, for the example above: in the first leg, Player A1 will take the break, and then play will pass to B1, A2, B2, etc.

In the second leg, players must play in the reverse order: B2 will take the break and then play will pass to A2, B1, A1, etc.

In the event of one team (say, team A) being one or more players short, the draw will be done as normal, and if there is a player missing in one of the doubles games this will be played 2 against 1, ie team B will get two shots to every one shot for team A. If the missing player is A1 or A3, side A will forfeit the break - it will go to the next player, B1 or B3, not to the remaining side A player.

Note that, in all cases, both teams must supply all 5 names for the draw, even if one or more of the named players are absent.

*Version 2, 16 November 2011*

\*Note: changes from version 1 are shown in red.