

THE GRADING SYSTEM: BACKGROUND INFORMATION AND HOW IT HOW WORKS IN MATCH PLAY (GUIDANCE FOR 2016/17 COMPETITION)

1 BACKGROUND

1.1 At the beginning of the 1996/97 season every registered player (with a previous playing history) was given a GRADE NUMBER in the range 50 to 350 (several players will have the same grading). The higher their grading, the better the player.

1.2 At the end of each season (and at other times when the occasion demands - such as the Closed Tournament in 2015) every player's grading will be revised according to the sum of every singles played in that season to date. Each grading has been calculated for the Knockout Cup according to players' results during the whole of the 2015/16 season and instances the summer season 2016. This takes into account singles played and the grading of the particular players involved. Thus a player consistently beating higher graded players will see their GRADING has moved up from the previous season. A HANDICAP NUMBER has been allocated based on the GRADE NUMBER. Fuller details of the system are on the document "How your grade is calculated".

2 THE KNOCKOUT CUP

- 2.1 This is the nineteenth season that the Competition has been held using the Grading system. Please study the Team Handicap Knock Out Cup Regulations carefully. All players competing **must have** a grading before the date of any match. Regulation 4 applies.
- 2.2 A complete list of GRADINGS and HANDICAPS will be available for all clubs and players through the Cramlington TTC website (www.cramlingtontabletennis.info), Northumberland Table Tennis website (www.nctt.co.uk) and tabletennis365.com (www.tabletennis365.com/northumbria). It is the responsibility of Clubs to ensure that any omissions are corrected before the start of a match. Contact Alan Hedley if you wish to field a registered player who has no current grading. Regulation 4 applies.

3 MATCH PLAY

- 3.1 Each match consists of 9 sets of singles (no doubles). Regulation 6 applies.
- 3.2 All matches are the best of 3 games. In each game the player reaching 21 points first wins. If a game reaches 20 -20 one player requires 2 clear points to win.
- 3.3 Service changes occur each time the score is a multiple of 5.
- 3.4 If the match enters a third game there should be a change of ends when
- The player starting from 0 reaches 10
- Or, if earlier,**
- The player with a start reaches a score equating to that start plus half the difference between the start and 21. (e.g. with a start of 8 the difference is 13 – thus change over start = 8 + 6 (round decimals down) = 14.).

4 CALCULATING THE HANDICAP USING THE GRADING SYSTEM

4.1 When two players meet in a handicap game they use their handicap numbers to calculate the start which the higher graded player gives to the lower.

For example a player graded 340 (from the Premier Division) with a handicap number of 2 meets an opponent graded 190 (say from Division 2) with a handicap number of 32. The difference between these handicaps (in this case 30) is then compared to a POINTS START CHART (see the table at 5 below) to give the number of points start which the lower graded player receives. In this example the chart indicates a 13-point start.

5 Points Start Chart

Column A = Difference between 2 Player's gradings.

Column B = the start which the higher graded player gives to the lower.

A	B
0	0
1	1
2	2
3	3
4, 5	4
6, 7	5
8, 9	6
10, 11	7
12 - 14	8

A	B
15 - 17	9
18 - 20	10
21 - 23	11
24 - 26	12
27 - 30	13
31 - 34	14
35 - 38	15
39 - 42	16
43 - 47	17
48 up	18

6 FURTHER GUIDANCE

6.1 The official score card issued for each match provides a space to show the starting score for each game. These sections should be completed before the game commences. It is the responsibility of team captains to ensure that this is done correctly. Regulation 7 applies. The method described above needs to be used to calculate the "starts".

6.2 More detail of how the gradings are calculated can be found on the document "How your grade is calculated".

CONTACT

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