

Regulations

MERCURY CUP

1.1 Structure

This competition will be on a knock-out basis using a single draw.

1.2 Teams

A team will consist of three men and three women. A Club may only enter one team in this competition.

1.3 Team Format

The team will be organised into three mixed pairs, placed by the captain of the team (who may be playing or non-playing) in order of ability and they will be called the first, second and third pairs with the first pair being the strongest.

1.4 Playing Format

A Round will consist of one rubber. A rubber is a best of three sets match consisting of two regular sets (tie-break at 6-6) and a third set match tie-break (first to ten points by two clear points) if necessary. Where possible, the visiting team will remain on the same court throughout the match.

Round 1			Round 2			Round 3		
Home		Away	Home		Away	Home		Away
3	v	1	2	v	1	1	v	1
1	v	2	3	v	2	2	v	2
2	v	3	1	v	3	3	v	3

1.5 Winning Team

The first team to win five rubbers will be declared the winner and progress to the next round. Where neither team has achieved this then Regulation 4.10 applies.

1.6 Venue

Lot will decide the home team for each match, including the final.

1.7 Fixtures

Matches must be played on the dates stated in the draw, starting between 10am and 3pm unless another time is agreed by both Match Secretaries.

1.8 Postponement or Interruption of Play

If a match is postponed, or is interrupted by adverse weather conditions or bad light prior to six rubbers being completed, then the match will be replayed in its entirety at a later date with the same, or different, team composition (Regulation 1.6 refers). If six or more rubbers have been completed when the adverse weather or bad light interruption occurs, then the same players will complete the match at a later date. Reasons for a player being unable to complete a match must be reported to the Competition Secretary, who will decide whether a substitute may be allowed.

If a match is postponed or interrupted for any reason other than adverse weather conditions or bad light, the circumstances must be reported immediately to the Competition Secretary, who will decide whether or not the match can be replayed or completed. If it is decided that the circumstances are unacceptable then either or both teams may be scratched.

1.9 Conceding

A team may concede a match at any stage. Any team conceding in two consecutive years shall be suspended from entering a team for the following year.

1.10 Re-arranged Matches

Where a match is re-arranged due to postponement or interruption then the date of that match will be as stated in the draw, starting between 10am and 3pm unless another time is agreed by both Match Secretaries. If the match still cannot be completed, then the team that has won the most rubbers at this stage will be declared the winner. If the number of rubbers won is equal, then the majority of sets won will decide. If the number of sets won is equal, then the number of games won will decide. If still equal, then lots shall be drawn to decide the winner.

1.11 Final Date

All matches are to be completed before the date of the next round.

1.12 Match Cards

Each player's first and last name must be clearly stated on the Match Card. All details to be checked by both Captains before signing the Match Card.

1.13 Notification of Results (including Conceded Matches)



The captain of the winning team must notify the Competition Secretary of the result, by e-mail, within two days of the match being played. The captain of the winning team must also enter the full match result (including each individual set) within two days of the match being completed. If a match is conceded, the winning team must enter the result using the appropriate match result box. Team members should not be shown. Failure to do so may result in the team being scratched from the competition.