

Liverpool & District Table Tennis League

FRANK MURPHY MEMORIAL CUP

2008 / 2009

Semi Final Draw

All matches to be played week commencing **23rd. FEBRUARY 2009** as per the handbook.

PLEASE NOTE THAT THIS WEEK IS ALSO A FULL LEAGUE MATCH WEEK

and if required, league matches to be re-arranged to another date

The order of play shall be as follows 2v1, 3v2, 1v3, 3v1, 2v3, 1v2, 3v3, 2v2, & 1v1.

AS PER THE SCORE CARD. This is to ensure that a player does not have to play two consecutive games.

Official starting time for matches is 7-30pm.

Sets played in order of scorecard , ie. top down.

Each set to play two games only, each game 21 UP, first player to 21 points concludes each game.

Details of all the Veteran Cup Regulations can be found on Page 23 and 24 of the " Green 08-09 " rule book, please note Reg. 12 -: doubles to be played only in the event of a tie on points.

Home teams to give opponents a minimum of Seven days notice of date of match. acknowledgement of receipt of this notice by the away team is always advisable and helpful.

If you have any queries please contact any member of the rules committee.

Please note the veteran's Player handicaps are posted on the L&DTTL web site, along with all draws and results as the season progresses.

The Home team will receive two match cards, one, the official card to be returned signed and completed to the League match secretary, the other for the use of the away team, not to be returned, captains please agree scores after each set, especially before the final set starts.

Can I request that in the event of a team conceding a Walkover, the official Match Card MUST be completed by the HOME team captain or secretary, showing clearly which club has conceded the walkover, and Match card returned to Fixture Secretary within the required period.

after all that, Good Luck,

Cup Competition Committee

for all results and team progress follow the L&DTTL web site at <http://www.ldttl.co.uk/>

THE SEMI FINAL DRAW

HOME		AWAY	
M/SIDE POLICE 2	v	MAGHULL 2	
LINACRE	v	M/SIDE POLICE 1	