

SUMMER LEAGUE RULES

- 1) All USATT rules apply, including rubber, gluing and service. Please wear appropriate table tennis clothing. DO NOT WEAR WHITE Colored Clothing. The ball is White, that is unfair to your opponent. Please be aware that sweat suits (pants, tops) are NOT legal attire in table tennis matches (only in practice). Shorts and shirts, please!
- 2) ALL matches must complete by 10 PM. Both Team and Ladder night matches may begin at 6:00 PM. All league matches must begin by 6:15 – mandatory. All players must be in the building by 7:00 PM for team matches. All players who are NOT in the building by 7:00 PM may default their peer match at their opponent's discretion. After that, all matches will be defaulted by 7:30 PM, at the opponent's discretion. Any unfinished matches at end of evening will be decided by the majority of games won (even if it's 1-0!) when play stops. If players are, for example, at 2-2 in games, the win goes to the player who wins the next match.
- 3) League formats consist of team and ladder matches. Teams consist of 4 players. Matches are best 3 of 5 games.
- 4) Ladder matches consist of matches against peers, after initial ranking by committee. Matches are best 4 of 7 games. Players who place in the top 2 of their tables after an evening's competition shall move UP the ladder, while players who place in the bottom 2 of their tables shall move DOWN the ladder. It may be the case that a player with a bye from the previous week will prevent a player from moving UP or DOWN a table. All substitute results during ladder play will move a regular league player UP or DOWN, accordingly. For the last 3 ladder nights in the season, we will move to a 1 UP, 1 DOWN mode to stabilize the system. After the new ranking players are again assigned to tables in groups of four by rank. It may be the case that a player with a bye from the previous week will prevent a player from moving UP or DOWN a full table. Results on the final night of ladder play do NOT move a player UP or DOWN a table but will determine final rankings. Substitute results on the final night of ladder play can NOT move a

player up the ladder rankings. Byes do not matter the last week as byes are always given to the bottom four players.

5) Players may play AHEAD of league matches (team only), but never AFTER the league matches were scheduled to play. All matches must be finished or are recorded as losses.

6) In the event that ladder matches are not completed, total game records at stoppage of play will be used to determine ladder positioning.

7) Ladder tiebreaker rules will follow normal tournament round robin tiebreaker rules. That is best record, head to head tiebreaker (winner of that match), and in the event of a 3-way tie, game percentage record between the three tied players. If there is still a tie, we advance the player from the 3-way tie with the best overall game record, and if there is still a tie, then the higher seeded player advances.

8) Substitutes are allowed and should be arranged well in advance. It is the player's responsibility to arrange for substitutes. A list of substitutes will be provided and substitutes should be selected based on their ranking on the list (1, 2, 3). Players may also use regular league members as substitutes. 9) If no substitute shows up to play or a substitute cannot be found, match records for team and individual(s) will indicate 3 losses at 0-4 game results. Substitute results count for team standings and ladder placement, but are NOT recorded for/against league player individual standings.

10) For ladder night substitutions, a player ranked above another may be used as a substitute, only under the condition that their ranking is below the other player. Example, a #2 (ranked 26) may substitute for a #3 (ranked 24).

11) No substitutes are allowed to play "partial" (defined as less than the entire set of matches for the league member) matches for any reason. A substitute may play the remaining matches for the purpose of competition, but all remaining

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matches are marked as losses to the league member. No substitute or league player may play matches for TWO players on the same night!

12) All players must provide their own equipment, including balls. It is highly recommended that 3 star balls are used (white, then orange). Please use the new plastic balls exclusively after 1/1/2015.

13) Personal Conduct:

- Cursing or swearing during a table tennis match offends players and spectators. Refrain from it.
- Yelling loudly and repeatedly bothers other players. Don't do it. ● Keep warmup time prior to matches to 2 minutes, and follow the rules for continuous play: 1 minute breaks between game/timeout and towel off only after every six points.

14) Let Rule – A ball rolling behind you during a point is not a let. It may be a reason to wait before beginning a point. If the ball behind you is truly distracting, your opponent can offer you a let but it is their decision to honor the let or not. If a ball rolls between you and the table during a point, that is considered a let and the point should be played over. A ball or adjacent player that interferes with your ability to play the shot is a let. A let may not be called after the point has been played. Seeing a ball off to the side of a table is not a let. If a ball hits you during a point, that is a let.

15) Two or more unannounced or unexcused absences from the league may be grounds for dismissal/replacement.