

San Diego Table Tennis Weekend Joint League

How the League Works

SDTTA (at Balboa Park Activity Center) and West Coast TTA (at Golden Dragon Sports Center) organize a team-based table tennis (ping pong) league for players throughout the San Diego area. There are two regular seasons (around 10 weeks schedule, double round robin format) per year, one in the fall and one in the spring. Also we have two special league events: Summer Invitation Team Cup series (4-6 week schedule) and Spring Festival/Chinese New Year Open Team Championship (1-2 week schedule).

The league works something like this:

- Teams consists of 3-6 players (who are close to the same skill level)
- Each team will have a team name
- Each team will be placed in a division based on their skill level so that games are close, exciting and fun for all
- Each division will have approximately 8-10 teams
- Teams will play about 1-2 league match per week, avoiding holidays and major tournaments
- Each team will have a team captain who will help coordinate their team and with league organizers
- The majority of matches will be held at either BPAC or GDSC on weekends (Friday evening, Sat/Sun)

How to Participate

1. Talk to your friends or people you would like to play on a team with
2. Find out if you are close enough in skill level to play on the same team*
3. Form a team of 3-6 players
4. Choose a team name (creativity is welcomed)
5. Designate a team captain and register the team. The team captain will act as the main team contact for scheduling and to make sure everyone shows up and things are smooth.

*To ensure that matches are close, exciting and fun as can be for everyone, all the players on a team need to be about the same skill level (as indicated by individual ratings). A team must be made up of players who are all within a span of 300 rating points.

How to Get a Rating

If don't have a rating or aren't sure what your skill level is, just follow these steps to get an initial league rating:

1. If you have a official recent USATT rating, this will be used as your initial league rating
2. If you have a local club rating (such as SDTTA or WCTTA), it can be used as your initial rating. If you have both, the higher one will be used
3. Play weekly SDTTA Thursday night round-robins (at Balboa park) to get a SDTTA rating
4. Play monthly WCTTA Round Robin (coming soon) to get a WCTTA rating
5. The earlier you do this, the better. It will allow us more time to process your rating and more importantly give you more time to find teammates

Sign Up

-- Registration for Fall 2015 Regular Season

- League fee: \$60 per team (Division A,B,C)
- Register fee: \$0 for SDTTA/WCTTA members; \$50 each player for non-SDTTA/WCTTA member
- Deadline: Aug. 30, 2015
- League play start/finish: mid of Sept, 2015 --- end of Nov. 2015 (before Thanksgiving)

Team Roster Rules:

- Team rosters must have a minimum of 3 and a maximum of 6 players.
- Players must have a league rating as of 8/1/2015
- Maximum rating difference between players on team cannot exceed 300 points

-- Registration for 2015 Summer Invitation Team Cup Series

- League fee: \$45 per team (Division A,B,C)
- Register fee: \$0 for SDTTA/WCTTA members; \$30 each player for non-SDTTA/WCTTA member
- Deadline: July 19, 2015
- League play start/finish: July 24, 2015 --- Aug 30. 2015

Team Roster Rules:

- Team rosters must have a minimum of 3 and a maximum of 6 players.
- Players must have a league rating as of 7/24/2015
- Maximum rating difference between players on team cannot exceed 300 points

League Rules & Regulations

1 Teams

Each team participating in the league must be approved by SDTTA or WCTTA club owner/management.

1.1 Roster Size

A team roster must consist of a minimum of 3 players and a maximum of 6 players. Team rosters must be submitted prior to the season registration deadline. After the start of the league season, roster replacements are only permitted for players that have not participated in any team contests yet that season. Any roster additions or replacements must satisfy the team rating requirements.

1.2 Individual Ratings

Each player on a team roster must have an individual rating, which could be either a league rating (from previous season) or USATT tournament rating. If a player has several local club ratings (non USATT), the highest of those ratings is used as official league rating. Current ratings as of the league entry deadline for the season are used. After season finishes, league rating of each players will be updated based on results of single matches played during the season. USATT rating point rules will be used.

| Rating Chart | | |
|---|---|---|
| Point Spread Between Players | Expected Result (Higher Rated Player Wins: number of points exchanged) | Upset Result (Lower Rated Player Wins: number of points exchanged) |
| 0 - 12 | 8 | 8 |
| 13 - 37 | 7 | 10 |
| 38 - 62 | 6 | 13 |
| 63 - 87 | 5 | 16 |
| 88 - 112 | 4 | 20 |
| 113 - 137 | 3 | 25 |
| 138 - 162 | 2 | 30 |
| 163 - 187 | 2 | 35 |
| 188 - 212 | 1 | 40 |
| 213 - 237 | 1 | 45 |
| 238 and up | 0 | 50 |

1.3 Team Rating

A team's rating is the sum of rating of top 3 individual players on the team roster. The difference between the highest and lowest rated player on a team roster must not exceed 400 points.

1.4 Team Captains

Each team is responsible for designating at least one *team captain*. The team captain will serve as the primary contact and spokesperson for the team. League related communication, including scheduling and rule related-issues, will go through the team captain.

2 Divisions

Each team will be assigned to a *division* based on skill level (team rating). Currently three rated divisions are planned,

Division A: Single players average ≤ 2100

Double players total ≤ 3850

Division B: Single player average ≤ 1600

Double players total ≤ 2950

Division C: Single player average ≤ 1200

Double players total ≤ 2200

** Also as one of our league expansion/development plan, during Fall/Spring regular season, league board will decide to offer an Open, no rating limitation Elite Division based on interests. This is an inter-club challenge series, considered as our "Super League", maximum 2 teams per club. See details under League Expansion section.

2.1 Division Coordinators

A *Division Coordinator* will be assigned to each division. Division Coordinators will communicate with the teams in their division, put together a division competition schedule for the season, and generally oversee the successful progression of league play in their division.

2.2 Scheduling

Prior to the start of the league season, each Division Coordinator will draft a schedule for competition within a division. This schedule will take into account: club hours and availability, team availability, and other special events or concerns. The division schedule will be approved by the team captains in the division prior to the start of the season. All team contests must be played by a designated season end date or they will be recorded as defaults.

3 Competition Rules

Competition will follow USATT rules with additional guidelines for league play outlined in this section.

3.1 Team Contest Format

Each *team contest* will be the best of 5 matches:

- a. Four singles matches and one doubles match played in the following sequence:

Match 1 A vs. X

Match 2 B vs. Y

Match 3 Doubles

Match 4 A vs. Y

Match 5 C vs. Z

- b. A minimum of 3 and a maximum of 5 players from a team's roster can compete in each team contest. A and Y can play two single games; B, C and X, Z can also play double game but can only play one single game.

- c. Team contest rating limit:

$A+B+C \leq (\text{U6300 Division A}) (\text{U4800 Division B}) (\text{U3600 Division C})$

$X+Y+Z \leq (\text{U6300 Division A}) (\text{U4800 Division B}) (\text{U3600 Division C})$

Double (U3850 Division A) (U2950 Division B) (U2200 Division C)

- d. All five matches are played out regardless of the score in the team contest (in case of tie, total matches win/loss will be used for tie-break)

- e. Individual matches are best 3 of 5 games to 11 points.

f. Teams will earn two (2) points for a win, one (1) point for a loss, and zero (0) points for a default.

g. The winning team in each division will be determined by the number of team contest points earned.

ITTF tie-breaking procedures (as described in Section 3.7.5 of the ITTF Regulations) will be used to determine winners among teams with the same number of team contest points.

3.1.1 Warm-Up

15 minutes prior to the scheduled team contest start time will be allowed for warm-up/practice. *Warm-up will be on the designated competition table for the contest only* (unless use of other tables is allowed by the club operator). Once contest starts, maximum 2 minutes warm-up time is only allowed before each match.

3.1.2 Defaults

The scheduled contest start time is default time. In the event a team does not show up by the scheduled start time, whichever team is present at the scheduled time is responsible for reporting the default.

3.2 Equipment

3.2.1 Tables

ITTF approved tournament tables (Butterfly, Joola, Killerspin, XIOM/champion) will be allocated for league play matches. Each team contest will typically be played on a single table.

3.2.2 Balls

SDTTA/WCTTA team league organization is responsible for supplying balls for a team contest. 3 stars Nittaku SHA 40+ new poly balls or similar will be used.

3.3 Club Policies

League participants and spectators are subject to the rules and policies of SDTTA and WCTTA clubs. Use of the club beyond the scheduled team contest is subject the club's regular usage fees.

3.4 Results Submission

Match results from a team contest must be submitted within 24 hours of the scheduled contest.

3.5 Rule Violations

Rule violations should be reported by a team captain to the Division Coordinator and are subject to the following guidelines:

- a. Any rule violation must be reported within 48 hours of the violation or the point/game/match/contest will stand as is.
- b. Teams with more than three infractions of the same rule during the season may be subject to additional penalties including disqualification from the remainder of the season.
- c. For other rule violations or misconduct, the Division Coordinator or SDTTA/WCTTA Board will determine an appropriate resolution and/or penalty. Penalties for rule violations, unsporting behavior, or other misconduct may include: loss of match, loss of team contest, suspension of player or team from future team contests, expulsion of player or team from league.
- d. A Division Coordinator's decision on a rule violation can be appealed in writing to the SDTTA/WCTTA League Board. Any decision made by the SDTTA/WCTTA Board is final.

4. Prizes

Division A

1st Place Team: \$200 + Trophy

2nd Place Team: \$75 + Certificate

Division B

1st Place Team: Trophy

2nd Place Team: Certificate

Division C

1st Place Team: Trophy

2nd Place Team: Certificate

Appendix I. League Expansion Plan

In order to promote table tennis sport activity all around San Diego metropolitan and Southern California area as one of the main goals of SDTTA and WCTTA, we'd like to expand the table tennis team league to invite other local clubs in San Diego, Temecula, Chula Vista, Santa Anna, Westminster, and Baja California (Mexico) to join based on their interests. Current plan proposed is to have

(I) Inter-Club Challenge Series (Elite Division)

During Fall/Spring regular season, an open (no rating limitation) Elite Division is offered as inter-club challenge series, considered as our "Super League", maximum 2 teams are allowed per club. Same league play rules except rating limitation applied for Elite Division.

Registration for Fall 2015

- League fee: \$150 per team
- Register fee: \$0 as long as players is regular member of participated clubs (their club offer place to hold league play). Otherwise \$50 each player for non-member
- Deadline: Aug. 30, 2015

League play start/finish: mid of Sept, 2015 --- end of Nov. 2015 (before Thanksgiving)

Prize -- Elite Division (Super League)

1st Place Team: \$600 + Trophy

2nd Place Team: \$200 + Certificate

(II) Junior/Cadet Division

In the future, SD TT league would like to add Junior (under 18 yrs old) and Cadet (under 15 yrs old) Division to encourage school grade kids to participate in playing table tennis and develop youth training program and help to establish youth leagues among the middle/high school districts.