

# Joplin Table Tennis Club

## Team League Night

### The Rules of League

#### 1. League Night Logistics

- a. League night will be held the 3<sup>rd</sup> Monday of each month. Each league night registration period will be from 5:30 to 6:00 pm or until the 16 player limit is reached, whichever comes first. Players must be in good standing with their Club dues and pay their (\$1.00) league entry fee prior to participating in league night. Players who cannot show up by 6 pm are strongly encouraged to call ahead to ensure their place in that evening's league. League will begin by about 6:10 as the draws are completed from the registered participants.
- b. Rating limits will be established each league night. League rosters will be printed at the club and available on the league page at the beginning of the month. Contact the League Director if you wish to be added to the League roster before league night. Unrated players will be initially assessed at Under 800. However, the League Director can also provide an initial assessment of any unrated player.
- c. Teams will consist of three or four members each as determined by the "**League Captain**". The League Captain will be responsible for doing the league draws, initiating and running the League each night. These people are volunteers and often will play in the league on the night they are captains. This will be a "**mixed-rating**" league that draws groups with maximum spread in ratings in the same manner as conducting the draw for a Tournament. Handicaps will be implemented. This is done for variety and players so players with very different ratings can play competitive matches. The draws will separate players of similar rating levels.
- d. The club will devote up to 4 Cornilleau tables to league play each night. If the league has not reached its maximum capacity by 6 pm, less tables may be allocated at the League Captain's discretion. Any tables not devoted to league play may be used for non-league play and practice on league night.
- e. If someone wishes to join in league night after 6 p.m. that has not signed up, it is at the League Captain's discretion. Otherwise, one of the initial members of that group must have already stopped playing for the night. We have to be fair to those that registered on time.
- f. If players have a dispute, some attempt should be made to resolve it themselves. If there is an immediate need for mediation, first look for the League Captain. If the League Captain is not

available, contact the League Director. Unsportsmanlike behavior will not be tolerated and may result in a person being banned from league play by the League Director depending on the problem caused.

**g.** Each team will play every other team. Each team versus team contest will consist of 1 singles match per team member. A match will be the best 2 out of 3 games to 11 points. In the event of a tie occurs between teams, the winner will be established by 1 doubles match between the tied teams. The doubles partners for each team will be those who drew number 1 and number 2. It is expected every individual will play at least 2 Singles Matches.

**h. PRIZES:** All the entry fees collected will be given out as prize money each league night. All of the members of the winning team will receive a majority of the winnings determined by the number of participants as follows:

Two Teams –	1 <sup>st</sup> Place - \$2.00 per player; 2 <sup>nd</sup> Place – Conciliation prize
Three Teams -	1 <sup>st</sup> Place - \$2.00 per player; 2 <sup>nd</sup> Place - \$1.00 per player; 3 <sup>rd</sup> Place – Conciliation prize
Four Teams -	1 <sup>st</sup> Place - \$3.00 per player; 2 <sup>nd</sup> Place - \$1.00 per player; 3 <sup>rd</sup> & 4 <sup>th</sup> Place – Conciliation prize

**i.** Player Match-ups: Player match-ups will be determined by lot. Each player from each team will draw a number 1 -3. Each player will then play the member from the opposing team who drew the same number. This is done to provide variety so players with very different ratings may get to compete against each other. In the event a doubles match is required for a tie break, the members of each team will draw a number once more. The team members which draw numbers 1 & 2 will advance as the doubles partners for their team.

**j. SNACKS:** Club members are encouraged to bring snacks on league night to share with your fellow team members and competitors. However, please be respectful of the equipment and keep all food and drinks outside of the playing area.

## **2. Handicaps**

**a.** USATT ratings will be used to determine the initial handicaps. Unrated players will be initially assessed at Under 600. However, the League Director can also provide an initial assessment of any unrated player. While league ratings are used to determine handicaps, match results will not affect your official USATT ratings.

### Initial Handicap

League Rating	Handicap
Under 800 / Unrated	+9
800 - 1199	+7
1200 - 1399	+5
1400 - 1599	+3
1600 - 1799	+2
1800 - 2199	0

b. Updates to players handicaps will be based on the results of your matches following each league night. The formula for the adjustment will be:

$$\text{(Number of Losses - Number of Wins)/2=Adjustment}$$

The resulting number will be truncated and applied to the initial handicap number.

Example 1:

Player A had a Handicap number of +2, and won all 3 singles matches.

$$\begin{aligned} \text{(Number of Losses - Number of Wins)/2} &= \text{Adjustment} \\ (0-3)/2 &= -1.5 \text{ or } -1 \end{aligned}$$

Player A's handicap number for the following week would be +1.

Example 2:

Player B had a Handicap number of 0 and loss all 3 singles matches.

$$\begin{aligned} \text{(Number of Losses - Number of Wins)/2} &= \text{Adjustment} \\ (3-0)/2 &= +1.5 \text{ or } +1 \end{aligned}$$

Player B's handicap number for the following week would be +1.

c. **Maximum & Minimum:** Regardless of the handicap adjustment calculation described above, a player's handicap will never exceed ten (+10) points on the upper end or zero (0) on the lower end.

### 3. How to Determine Starting Scores

- a. Subtract the higher handicap number and subtract the lower handicap number, to determine the lower rated player's starting score. The higher rated player will start at 0.

Example 1: Singles Match

Player A has a handicap of +4  
Player B has a handicap of +6

(Higher Rated Score – Lower Rated Score) = Starting Score  
 $(6-4) = 2$

Therefore, the starting score would be  
Player A = 0  
Player B = 2.

- b. The Doubles Handicap score for each team will be calculated by adding both players' handicaps and dividing by 2 and truncating the result. Then follow the calculation in Example 1.

Example 2: Doubles Match

Team 1 has the following handicaps (Player A =+7; and Player B = +2)  
Team 2 has the following handicaps (Player Y =+2; and Player Z = 0)

Team 1 (Player A + Player B)/2 = Handicap  
 $(7 + 2) / 2 = 4.5$  or 4

Team 2 (Player Y + Player Z)/2 = Handicap  
 $(2 + 0) / 2 = 1$

(Higher Rated Score – Lower Rated Score) = Starting Score  
 $(4-1) = 3$

Therefore, the starting score would be  
Team 1 = 3  
Team 2 = 0

**c.** Serving Order: If the Handicap results in a score which begins with an odd number, such as 3 – 0, the server will change every 2 points as in a normal match. For example, if 1 point was gained by each player, serve would switch the other player at 4 – 1.

#### **4. League Membership**

**a.** League membership is a free service to all players who are in good standing with the Club. The official League Roster is maintained by the League Director with the goal of including all players that have played in the past year. Therefore, players whose "active" status has lapsed can still come back to league and pick up where they left off.

**b.** Becoming a league member happens automatically after a player's first league play.

#### **5. League Administration**

**a.** Janus Lazarus is League Director. The League Director is responsible for ensuring the smooth operation of the league nights, the processing of results, and the ongoing maintenance of the league program itself.

**b.** Volunteers to assist with league night are always appreciated. If you would like to help with the league, we can find a way for you to help according to your schedule and provide any necessary training. Contact the League Administrator for more details! The primary positions needed are result recorders and League Captains. Result recorders help maintain the league roster and record match results for rating updates. League Captains create draw sheets and run the individual league nights. Only one League Captain is needed per night but it will help the program if many of us are trained for it.

**c.** Feedback is encouraged and should be submitted by sending an email to the league director. This program exists to serve its members and would not be doing its job if member issues were not being addressed.

**d.** The league page on the Joplin Table Tennis Club website will be the go-to place for league news and information. Any changes to league format, schedule or rules will be announced a week in advance on the website. Any emergency changes such as league cancellations due to club closure will be posted as soon as possible.