

Fall 2010 League Rules and Regulations

Los Angeles Table Tennis Federation

1 Clubs

The Los Angeles Table Tennis Federation (LATTf) is a federation of table tennis clubs in Southern California. Any table tennis club in the region which meets the minimum requirements outlined in this section can participate in LATTf and field teams in the LATTf League.

1.1 Club Requirements

Clubs participating in the league must:

- a. Have equipment (tables and nets) and playing conditions (flooring, space, lighting) suitable for competitive table tennis.
- b. Be open at least 1-2 days a week and have evening or weekend hours available for league competition.
- c. Be able to provide sufficient table time (approximately 2.5 hours on a single table) for each home contest scheduled for each team the club fields.

1.1.1 Assessing Club Suitability for League Play

In cases where a club wishes to participate in the league, but it does not obviously meet the above requirements or there is a question about its suitability for league play, the LATTf Board will appoint one or more individuals to meet with representatives from the club and inspect the club's facilities. The appointed individuals will report their findings to the Board and the Board will reach a final decision regarding whether the club is allowed to participate in the League.

1.2 Club Representatives

Each club will designate a representative to serve as the primary point of contact for scheduling and other league related matters. The *club representative* could be a club owner/president or another member of the club.

2 Teams

Each team participating in the league must represent an LATTf club (see Section 1) and must be approved by the club owner/management. The decision about whether or not a particular group of people is able to form a team representing a particular club is at the sole discretion of that club.

2.1 Roster Size

A team roster must consist of a minimum of 3 players and a maximum of 5 players. Team rosters must be submitted prior to the season registration deadline and cannot be changed after the start of the league season.

2.2 Individual Ratings

Each player on a team roster must have an individual rating, which could be either a league rating or USATT tournament rating. If a player has both, the higher of the two ratings are used. Current ratings as of the league entry deadline for the season are used.

2.3 Team Ratings

A team's rating consists of the average of all of the individual ratings of players on the team roster. The difference between the highest and lowest rated player on a team roster must not exceed 300 rating points (does not apply to youth divisions).

2.4 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.

3 Divisions

Each team will be assigned to a *division* based on skill level (team rating) or age group (for youth divisions). In forming divisions, some accommodation may be made for geography or to separate multiple teams from the same club.

3.1 Division Coordinators

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

3.2 Division Format

Each team will play every other team in the division twice over the course of the season, with typically one home and one away match against each team. In certain circumstances (due to rescheduling needs, club availability, or other concerns), some matches may be played at a neutral club, 3rd party site or other location with approval of the Division Coordinator and relevant team captains.

3.3 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.

4 Competition Rules

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

4.1 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:
A vs. X, B vs. Y, doubles, A or C vs. Y or W, B or D vs. X or Z
- b. A minimum of 2 and a maximum of 6 players from a team's roster can compete in each team contest.
- c. Any two players can pair for the doubles match.
- d. All five matches are played out regardless of the score in the team contest.
- e. Individual matches are best 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.

4.1.1 Warm-Up

30 minutes prior to the scheduled team contest start time will be allotted 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 home club operator). Club policies must be followed (see Section 4.3).

4.1.2 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.

4.2 Equipment

The home club is expected to make available at least one table/court for the team contest. Team contests will typically be played on a single table.

4.2.1 Balls

The home team is responsible for supplying balls for a team contest. At the start of the season, each team will be provided with 6 three-star balls for use in league matches.

4.3 Club Policies

League participants and spectators are subject to the rules and policies of the home club hosting a team contest. Members of the home team are still responsible for paying any club usage or membership fees charged by the home club. Though visiting team players are not charged for league matches (as this cost is built into league registration fees), use of the club beyond the scheduled team contest is subject to the club's regular usage fees.

4.4 Uniforms

- a. Each team must have uniforms consisting of matching team shirts of the same color and design. Including the club name on a team's uniform is preferred, but not required.
- b. Players must compete in uniform for all matches of the contest (some players may need multiple uniform shirts for a team contest).

4.5 Results Submission

Match results from a team contest must be submitted by the home team electronically within 24 hours of the scheduled contest. Match results must be accompanied by at least one photo from the team contest (preferably one photo of the teams participating, plus at least one action photo).

4.5.1 Additional Content

Submission of additional photos, write-ups, videos or other content from a team contest is encouraged (and greatly appreciated).

4.6 Team Contest Rescheduling

Each team in a division approves the division schedule prior to the start of the season (as described in Section 3.3). Requests to reschedule a team contest are subject to the penalties for rule violations outlined in Section 4.7.

- a. In the event a team wishes to reschedule a team contest, the request to reschedule must be made to the Division Coordinator at least 48 hours prior to the originally scheduled time for the contest.
- b. The team captain requesting a reschedule must propose a new date/time for the team contest. This new date/time must be approved by the opposing team captain and Division Coordinator.

4.7 Rule Violations

Rule violations should be reported by a team captain to the Division Coordinator.

- a. Violations to rules 4.4 Uniforms, 4.5 Results Submission, or 4.6 Team Contest Rescheduling are subject to the following penalties:
 - i. For a team's first infraction of the rule, there is no penalty.
 - ii. For each subsequent infraction of the same rule, the team will be penalized by deducting 0.5 from the points earned for that team contest (1.5 points for a win, 0.5 points for a loss, and 0 points for a default).
 - iii. On the fourth infraction of the same rule, the team will be disqualified for the remainder of the season.
- b. Any rule violation must be reported within 48 hours of the violation or the point/game/match/contest will stand as is.
- c. For other rule violations or misconduct, the Division Coordinator or LATTF 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 LATTF Board. Any decision made by the LATTF Board is final.