

Time and Date: 9am to 6pm 9/13, 9/20, 9/27, and 10/4

**Venue:** Swan Ping Pong, 2600 Lafayette Street, San Clara, Ca 95050

Email Entry Form to: james.chai@gmail.com;(408)636-3262; wechat: dhs032

Entry Fees Payment: Zelle: pingpong.community@gmail.com, Venmo: @SWANPPC (Last four

digits of phone numbers 9919). Please include the event and team name in your payment.

Event		Entry Fees per	Entry		Prize		Individual Players' USATT League	
			,				_	
Name	Date	Team	Deadline	1st	2nd	3rd	Rating	No. of Teams
U1600	9/13	\$120	9/11	\$200	\$100	\$50	U1600	
U1800	9/20	\$120	9/18	\$250	\$150	\$75	U1800	
U2000	10/18	\$120	10/2	\$300	\$200	\$100	U2000	
U2350	9/27	\$120	9/25	\$400	\$300	\$200	U2350	

- 1. This is a USATT league rating event. Players must be active USATT members. Contest results will not affect players' league ratings. Players can participate in one, two, or three events if they meet the rating requirements. The cutoff date for rating eligibility is 9/1/25. If one's latest tournament rating is higher than his league rating by 250 or more, the tournament rating will be used for eligibility.
- 2. Each team can have 4 to 5 players. The team roster cannot be changed after the entry deadline. The contest format consists of singles, singles, doubles, doubles, and singles. The players who play the first two singles cannot play the first doubles. The contest is over when one team wins three matches. Each match is played to the best of five. One player can play one single and one double at most. Refer to the contest format table for details. A team has less than 4 players may participate but will have to default some matches.
- 3. The teams will be divided into 4 to 8 groups based on the number of entries. Each group will consist of 4 to 5 teams. The teams will be placed in each group according to their ratings on the entry deadline dates. The team seeding is based on the sum of ratings of the top four players of each team
- 4. The top 2 or 3 finishing teams in each group will play a crossover, single-elimination format to determine the final standings.
- 5. Butterfly tables and Nittaku 3-star premium 40+ white balls will be used. The organizers reserve the right to make discretionary decisions regarding tournament-related matters..
- 6. Three-way Tiebreaker Rules:
- 1) Game Ratio (Within the Tied Teams): The first step is to examine the results of matches played only between the tied teams by comparing the ratios of games won to games lost. For example, if Team A won 6 matches and lost 4, and Team B won 5 and lost 5, Team A would win by having a higher ratio of w:l.
- 2) Lowest Team Rating Prevail

If the tied teams still tie in w:l ratios, the team with lowest combined ratings of top four players wins the tiebreaker.

## **Entry Form**

Team Name		Cell No.	
Captain Name		WeChat ID	
	Name	USATT ID	League Rating
Player 1			
Player 2			
Player 3			
Player 4			
Player 5			

## Sample Contest Format (Each team can have 3, 4, or 5 players)

Order	Type	Team (ABCDE)	Team (VWXYZ)
1	Single	A	Y
2	Single	В	X
3	Doubles	2 players of C, D, or E	2 players of V, W, Y, or Z
4	Double	Anyone has not played doubles	X
5	Single	C, D, or E	V, W, or Z

Note: The contest between two teams is over when one team wins three matches.