



Heritage Table Tennis Club Ladder League

Format & Roster

- Season goes for **4 months** with playoffs in the last two weeks of the season. Planning to have **3 seasons in a year**.
- All the **members of the club** (Monthly / Quarterly/Semi-annual/Yearly) **can register for free** (*Memberships are at Monthly - \$40 and Annual \$300*).
- **Non-members** can register at **\$100/season**.
- There will be a tournament in the first week of the season to decide on the players rankings (**Youth Singles, Youth Doubles, Adults Singles, Adults Doubles, Seniors (over the age 55)**)

Challenges & Rankings

- Players move up the ladder by challenging higher ranked players and winning the match, in this case they move immediately above them in the rankings, if they lose then both players simply stay where they are.
- Players are required to play a minimum of **TWO** matches every week (holidays etc may be the exception to this rule), there is no maximum other than what players schedules allow (**Each player is getting to play a minimum of 32 matches in the season**)
- Players can have up to two pending outgoing challenges before they can make any more, this includes outgoing challenges that have been accepted but not played.
- Players can have up to two incoming challenges before they cannot accept a new challenge, this includes incoming challenges that have been accepted but not yet played.
- Players must accept a challenge unless the above rule applies.
- Players must respond to a challenge within 48hrs by phone or text to discuss and set an agreeable time for the match to take place, discussions can be ongoing thereafter.
- Failure to respond may result in a Walkover Win for the challenger, holidays etc are an exception to this rule.
- In the case where a challenger loses a match, they must challenge two other players before challenging the same player for a rematch, unless in the top four then it changes to one other challenge before a rematch, in the event that places have not changed.

- Players can challenge players a max of **3 places above**.
- If a player has not played a single match within a **TWO-week** period, this may result in them dropping one place. Holidays etc are an exception to this rule.

Walkovers

A player may claim a walkover win if they are unable to arrange a match at any time with another player, due to the opponent being unable to play. To be able to claim a walkover, the challenger must have offered at least three dates to play on, and the opponent must have refused these dates, and not offered any alternative dates – if both teams have suggested a date, then no walkover can be claimed.

If a match has been arranged and one player fails to turn up on the arranged date, the other player should claim a default win.

When submitting results, please list any walkovers separately from results of matches played.

If match dates have been arranged and agreed and then subsequently cancelled twice by the same player, then the opposition player may claim a walkover win.

Wildcard Challenges

Players will have one Wild Card challenges each, which allows a player to challenge a player much higher ranked than the normal rules allow.

Any new players joining the ladder will be placed at the bottom, but they will also have one Wild Card challenge.

Wild card challenge must be used before the last 3 weeks of the season.

Playoffs

Top **8 players/Doubles teams** play the knock-outs in the **last week** of the season for Championship.

Awards & Prize Money

40% of the enrollment fees go in to the awards / prize money in some form for the **Top 3 players / Doubles Teams**.