

2006 – 2007 Classic League Information Sheet

Classic League Director – James Barnhart –Phone (585) 342-0803
jamie_barnhart@yahoo.com

League Night Schedule:

5:00 pm to 6:30 pm – Tables to be set up and general open warm-up is available.

6:30 pm – Play begins on assigned tables. At this time, ALL players should be on site. Players arriving after this time are considered LATE. The League allows a LONG 45 minute grace period beyond this time, in which there is no penalty for tardiness.

Note: If both groups have players ready to play, it is permissible to start matches earlier than 6:30 pm.

7:15 pm – Players arriving after this time will forfeit ALL matches.

Rules:

USATT table tennis rules apply in all cases.

Special Classic League Rules:

Lets :

Players may call lets. Ideally, this only occurs when play on your table has been interfered with. A BALL should only be considered to have interfered with play when it has contacted your person or your playing surface. Use fair and reasonable judgment. Hopefully both players agree the let is necessary.

Note: Because of the table layout, players must travel through the playing area to get to their matches on tables 1-4 against the wall. Players doing this should try to do so between points. If caught between tables while a point is going on, just be still. Resume moving to your table when the point is over.

Retrieving balls from other playing areas – Stay in your playing area. Ask for the ball to be returned to you.

League Dues:

Either the dues must be paid before play begins or payment arrangements must be made with Marty Salata – League Treasurer.

Match Format A:

**3-man groups, 10 groups playing, 2 groups with byes (36 players)
9 individual matches – each player plays all players in the opposing group**

11 point games – win by 2

Best 4 out of 7 games – Standard Tournament Format

8 groups evenly share 6 tables, two groups share other 2 tables

League Standings:

Individual Position – Based on match percentage won. Tie breaker is game percentage won.

Note: Accuracy of standings is dependent on players remembering to post results. The winner of a match is responsible for posting the match result on the draw sheets.

Playing ahead:

If you cannot make it to a league night you can arrange to play the opposing group's members beforehand – provided all group members agree and time allows. If this cannot be arranged you must find a substitute to play for you.

Substitutes:

Find a sub as close to your level as possible. Matches against subs will not count. First choice in substitutes should be bye group members.

Unexcused no shows are not acceptable. Since anyone can sub for you, a sub should be found. If this cannot happen, the League Director should be notified. If no effort to find a sub or notify the League Director is made, then all matches are forfeited. If two unexcused no shows happen with a player, the Director may decide to remove the player from the league.

Referees and General Assistance:

Asking for a referee, or for any kind of assistance is permissible. When possible make the request to the League Director. If he is not available the following people are experienced and available:

Don Young – Former Classic League Director

Guy McLean – Club President

Alan Estill – Executive Counsel Member

Match Format B:

**4-man groups, 8 groups playing, 1 group with a bye (36 players)
6 individual matches – each player plays all players on their table in
round robin format
11 point games – win by 2
Best 4 out of 7 games – Standard Tournament Format
1 group per table**

League Standings and play:

**The 4 players with a bye will not play each week. The remaining 32
players will be ranked from top to bottom and separated into 8
groups of 4, in that order. Round robin play will commence. The
winner of each round robin will be moved up to the next highest
group, and the least successful player will be moved down to the
next lowest group, for play two weeks later.**