

SPORTS LEAGUES OFFICIALS ORGANIZATION
Ping-Pong League – SOCIAL 4 on 4 Official Rules



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OVERVIEW

Teams will play 2-3 matches per week with the following games – Singles (1pt), Singles (1pt), Brawl (2pt), Doubles (1pt), and Singles (1pt).

Games are played to 21, must win by 2, cap at 23.

4 vs. 4 - 8 players max per team (No coed or gender specific rules)

GENERAL GAME RULES

- A coin toss or odd/even is used to determine which team serves first.
- Each singles match or doubles match is played to 21 points. Winner must win by a 2 point margin. i.e. 21-19. There is a cap at 23.

SINGLES MATCHES:

- One player from each team plays the opposing team to 21, win by 2. Team players may play in only one singles game per match. They play another singles match in their second or third match of the night.
- 2 serves are allowed per player before it is the other teams service.

DOUBLES MATCHES:

- Two players per team play in the doubles match. Players are allowed to play in both one singles match and one doubles match.
- Serve must occur from right side and must be served to the left side of the opposing teams end of the table.
- 2 serves are allowed per team before it is the other teams service. Service alternates between teams and between players on each team. The order of play must alternate and if the wrong player makes the return, the point is lost and given to the serving team.
- Each game is played to 21, win by 2.

BRAWL:

- This style requires at least 4 people per team to compete, but you may play with as many as the maximum roster size (8).
 - Each player will play a given point. If the point is lost by your player, they rotate to the end of the line. If they win the point, they will stay on the table for up to three (3) points. If they win three consecutive points they will move to the end of the line.
 - Games are played to 21, win by 2.
 - 2 serves are allowed per player before it is the other teams service.
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- A “legal serve” is defined as a paddle strike behind the end-line. Ball must be tossed 6 inches vertical prior to being hit. The ball must hit on the server side first and then go over the net and land on the receivers’ side.
 - During doubles games, on the serve, the server must serve from one side of the table to the other, and the returner must be the player on the side of the table where the serve must be hit.

- If a serve hits the net and lands on the other side of the net it is considered a “let” and will be re-served. There are no limits to the number of “let” serves allowed.
 - One time-out per match will be allowed per team.
 - A “skunk” rule applies with a score of 11-0.
 - No volleys are allowed, the ball must strike the table before being attacked.
 - Important note: players are not penalized for hitting a ball that misses the table.
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- **FORFEITS** - Teams will forfeit the first game/match at 10 minutes after the start time, and the second game/match 20 minutes after the start time. Teams will forfeit the entire match and lose all three games if they fail to show up 30 minutes after the start time. Teams that do not show up or only have one player will forfeit all 7 games of their match. Teams may use a substitute player to avoid forfeiting during the regular season.
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- If any rules need updating, insertion, or clarification throughout the season please contact the CSSC and we will make a judgement and inform the league of these updates.

LEAGUE POLICIES

GAMES:

Teams will play 2-3 matches per week with the following games – Singles (1pt), Singles (1pt), Brawl (2pt), Doubles (1pt), and Singles (1pt).

REFS/MONITOR:

There will be a representative on-site that can handle any questions/concerns should they arise during the league. There are no referees.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

STANDINGS:

The updated standings will be posted weekly, displaying each team's rank within its skill level. Standings will be computed as follows:

Teams will receive 1 win or 1 loss for each game they play. Therefore, each week you may receive the following Win/Loss record:

6-0
5-1
4-2
3-3
2-4
1-5
0-6

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused the forfeit policies are eligible)

Seeding: Teams are seeded according to points/winning percentage and strength of schedule.

Teams may play more than one match per day, and/or play matches on days/nights other than your regularly scheduled league day/night.

CSSC reserves the right to schedule playoff games on days other than your regularly scheduled league night.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

Playoffs are single-elimination. Playoffs will take 1-3 weeks to complete and will best out of 7 matches.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating. These waivers will also serve as your final roster.

PLAYER ELIGIBILITY:

Any protest made during a game or after a game will NOT be considered a formal protest. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest and only applies to the playoffs. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled.

The above procedure will also apply for any other "logged" protests. All protest need to happen prior to any match/game starting, otherwise the match/game will stand as a legal match. All rulings by CSSC staff are considered final. Substitutes are allowed during the regular season, but only roster players are allowed for the playoffs.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, scheduling conflicts, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games unless absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the voicemail on the weather hotline immediately. CSSC will then email/text all of the captains if possible. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund or schedule matches on days and/or locations other than our regularly scheduled league day/night/location.

PRIZES/ JERSEYS:

Each team will receive one shirt per player that has created an online account and officially added themselves to the online roster. Rosters will be considered final by the second week of the league. The shirts will be handed out at the league sponsor bar during a preseason pick up party approximately a week before the season starts. You will be informed of the details via email ahead of time. Each team will receive a pre-bundled set of colored jerseys with various sizes. Teams are required to wear these shirts during league play. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.