

Ultimate Table Tennis

1 Competition Format

1.1 General Format of play

- 1.1.1 Each Team shall play 9 Matches in a Tie with each Match comprising 3 Games. Consequently, each Tie shall comprise 27 Games.
- 1.1.2 Each Game shall have Players competing with each other to score 11 points first, meaning in the event that scores are level at 10-all then the 11th point will be a Golden Point and shall decide the winner. Whichever individual/pair scores 11 points and is termed as the winner of each Game shall receive one point towards the Team's total for each such Game that is won.
- 1.1.3 The winning Team in a Tie shall be decided by the number of total Games won i.e. total points won in the relevant Tie, meaning a Team that wins 14 or more Games out of the 27 Games shall be termed as the Winner of that respective Tie with variations for League Ties and Play-Off Ties as provided in Rule 1.2.3 and Rule 1.3.4.
- 1.1.4 The tentative order of play for each Tie is listed in the table below, however, this is subject to change by ESPL at its discretion based on broadcast requirement or other factors, if required. The order of play for a Tie may particularly be changed for the Play-Off Ties.

Format for a Tie

Match No.	Match	Team A		Team B
1	Men's Singles	Foreign Player	vs	Indian Player
2	Women's Singles	Indian Player	vs	Foreign Player
3	Men's Singles	Foreign Player	vs	Foreign Player
4	Women's Singles	Foreign Player	vs	Foreign Player
5	Mixed Doubles	Foreign - Indian Player	vs	Foreign - Indian Player
6	Men's Singles	Indian Player	vs	Foreign Player
7	Women's Singles	Foreign Player	vs	Indian Player
8	Women's Singles	Foreign Player	vs	Foreign Player
9	Men's Singles	Foreign Player	vs	Foreign Player

- 1.1.5 No Player can play more than 2 Matches in a Tie, including the mixed doubles.

- 1.1.6 The Player fielded by a Team in Match No. 4 cannot be fielded by the Team in Match No. 8. Similarly, the Player fielded by a Team in Match No. 3 cannot be fielded by the Team in Match No. 9.
- 1.1.7 Each Team shall submit its Team Sheet listing the names of its Players competing in each individual Match, according to the order of Play, at least 90 minutes before the scheduled start of the Tie on a match day in accordance with Rule 4.6.

1.2 Competition format – League Ties

- 1.2.1 Unless otherwise determined by ESPL, the League Ties shall have all Teams competing with each other once during the Season.
- 1.2.2 The Team that wins 14 or more Games out of the 27 Games shall be the Winner of that respective Tie.
- 1.2.3 Teams shall play all the 9 Matches and 27 Games in a Tie even if one Team has secured the winning 14 points in a League Tie as the points won in each Game by a Team will be added to their overall tally and Teams' rankings in the League Table will be decided on the total points won in all League Ties as the primary criteria.
- 1.2.4 The results of the League Ties shall be recorded in a table used to help determine who may advance to the Play-Off Ties (the "**League Table**")
- 1.2.5 The position of Teams in the League Table while the League Ties are in progress shall be determined by (in this order):
 - (a) most number of points obtained in all League Ties;
 - (b) most number of Ties won in all League Ties;
 - (c) most number of Matches won in all League Ties;
- 1.2.6 However, the final position of the Team in the League Table (when all Teams have played all their League Ties) shall be determined by (in this order):
 - (a) most number of points obtained in all League Ties;
 - If two or more Teams are equal on the basis of the above criterion, their place shall be determined as follows:**
 - (b) most number of points obtained in the League Ties between the Teams concerned;
 - (c) most number of Matches won in the League Ties between the Teams concerned;
 - (d) most number of Ties won in all League Ties;

- (e) most number of Matches won in all League Ties;
- (f) draw of lots by ESPL.

1.3 Competition Format - Play-Off Ties

- 1.3.1 After the completion of all the scheduled League Ties there will be Play-Off Ties concluding in the Final, to determine the eventual winner of UTT in that Season. The top four Teams from the League Table in the relevant Season will qualify for the Play-Off Ties.
- 1.3.2 The Play-Off Ties will comprise two semi-finals with the first placed Team in the League Table playing the fourth placed Team and the second and third placed Teams playing each other.
- 1.3.3 The victorious Team from each of the semi-finals shall compete in the Final to determine the UTT champions for that Season.
- 1.3.4 In the Play-Off Ties, the Team that wins 14 Games out of the 27 Games first shall be declared the winner of that respective Tie such that Teams will not be required to play all 9 Matches and 27 Games in a Tie unless it is necessary to do so to have a winner.
- 1.3.5 Subject to Rule 3.8, if any of the semi-final Play-Off Ties are cancelled /abandoned and cannot be played for some reason, the Team that finished higher in the League Table (having taken into account Rule 3.2) shall proceed to the Final.
- 1.3.6 Subject to Rule 3.8, if the Final is cancelled / abandoned and cannot be rescheduled and played for some reason, both finalists shall be declared as joint-winners and there shall be no runner-up. The prize money shall be determined in accordance with rule 3.9.4 (b).