MTTA Team League Rules

2026–2027 Season

These rules cover team formation, match play, player eligibility, scheduling and playoffs. Teams are formed through a draft by playing strength and compete in doubles and singles, with a deciding showdown at 2–2.

1 Teams and eligibility

Teams must have a minimum of 2 players and a maximum of 5 players.

Team ranking is based on the combined rating of its two highest-rated players.

Players must be on the league roster and have paid the full league fee to be eligible for team membership.

Drop-in players can substitute for absent team members only with approval of League Committee. Member substitutions require League Committee approval. No substitutions are allowed in the playoffs.

Each team may reschedule one team encounter during the season.

2 Team formation and draft

Players are ranked by playing strength. The highest-ranked players form Pool A, with one A player assigned to each team. The next strongest players form Pool B, followed by Pool C and subsequent pools as needed. Teams must remain within the two-to-five-player limit.

The lowest-ranked A player has the first selection or draw. The remaining A players select in ascending order of rating, with the strongest selecting last. Teams select from Pool B first, then Pool C and subsequent pools, using the same selection order in each round.

3 Team match system

The order of play is: (1) doubles; (2) singles; (3) singles; (4) singles; and (5) a one set showdown only if the score is tied 2–2. Each match won earns one point toward the team result. A team wins the encounter upon reaching three match wins.

Teams may choose their doubles pairing and singles lineup order. The highest-ranked player on each team may play a maximum of one regular singles match, one doubles match and the deciding showdown per encounter. Other players may play more than one singles match, allowing two-player teams to complete the encounter.

4 Team match procedure

The team captain, playing or non-playing, must be identified to the umpire or league coordinator before play begins at 7:10 p.m.

Before the encounter starts, captains must submit their doubles pairing and the players assigned to each of the three singles positions to the umpire or league coordinator. Pool A, B and C designations identify draft strength and do not restrict the order of singles play.

At 2–2, each team selects one player for a single-game singles showdown to 11 points. A player may be selected even if they have already played singles or doubles. The showdown winner gives their team a 3–2 victory.

Once a team reaches three match wins, the encounter is decided. If both teams agree, the remaining scheduled match may still be played for rating purposes, subject to applicable rating requirements. Playing that match does not change the winning team.

Scoring details to confirm before play: whether regular singles and doubles are best of five games, and whether the showdown is first to 11 or requires a two-point winning margin.

5 Ratings

Only individual matches are recorded for ratings, subject to applicable rating requirements. This also applies to eligible matches played by mutual agreement after the team result is decided. The single-game showdown must not automatically be treated as a rating-eligible match; eligibility must be confirmed before submission.

6 Schedule and league play

The team league is played on the last Friday of each month, from November 2026 to June 2027, totalling nine months.

With a maximum of 12 teams, the league will be divided into 2 groups of 6 teams each.

The first five months consist of team round robins, with five rounds to be played. The top four teams in each group advance to the playoffs.

7 Playoffs

Quarterfinals are played in month six, semifinals in month seven, and the finals and third-place match in month eight. No player substitutions are allowed in the playoffs.

8 Cost

There is no additional cost to register a team; registration is included in the annual league fee. If paying by drop-in, a $5 fee is required. The eligibility and substitution restrictions in Section 1 still apply.

9 Uniforms

To facilitate team recognition, it is recommended (though not mandatory) to have a team uniform, either sponsored or at your own cost. The following rules apply:

No white clothing is allowed during matches.

All uniforms must be appropriate, ensuring comfort and respect for all players, and should avoid any overly tight or form-fitting clothing.

Indoor shoes are mandatory for all players.

Clothing or accessories with any form of hate speech, smoking or drug-related messages, disrespectful, political, racist, or discriminatory content are strictly prohibited. Uniforms and overall appearance must reflect a respectful environment for all participants.

Violations of these rules may result in penalties, including disqualification from matches.