Winnipeg and District Table Tennis League

Rules and Regulations • 2026–2027 Season

The league provides individual competition in divisions arranged by playing level. Players progress through one-up/one-down movement. Earned promotions are preserved during absences, and absence alone does not cause demotion. Season prizes are based on accumulated league points among players who attend at least 70% of league nights held.

1 General format

1.1 Players compete individually. Each letter identifies one group of four players: A is the highest, followed by B, C and onward. There are no additional pools within a letter and no five-player groups. Vacancies are filled according to Section 4; a vacancy does not authorize adding a fifth player to another group.

1.2 The first-place player moves up one group and the last-place player moves down one group. Other players retain their assigned group. The winner of A remains in A; the last-place player in the lowest group remains there. These assignments apply at the player's next attendance, subject to the placement priorities and capacity provisions in Section 4.

1.3 Overall standing is based on total accumulated league points: three points for a win, one point for a played loss, and zero points for a no-show or walkout, defaulted loss. Eligibility for season cash prizes requires at least 70% attendance as defined in Section 6. There is no additional league-average match-count requirement.

1.4 League play is scheduled for October 2026 through June 2027, subject to facility availability and the published MTTA calendar. The final league date and any cancellations will be communicated to participants.

1.5 League results count toward provincial and national ratings and rankings under the applicable reporting requirements. Results also contribute to Manitoba team selection under the applicable selection policies. League results carry a 2× weighting in the Manitoba Tournament Circuit.

2 Registration and membership

2.1 Registrations are accepted in the order that completed, signed registration forms and required membership and league payments are received. The initial registration cap is 48, subject to available tables and facility capacity. MTTA may reserve places for Provincial Team players and League Committee members.

2.2 A reserve list is maintained in order of registration receipt. Reserve players receive a refund of any season league fee and pay the nightly drop-in fee when they participate. The drop-in fee is $5.00.

2.3 All regular, reserve and drop-in players must hold a current MTTA Active membership. Reserve players have first opportunity to fill available drop-in places, subject to Section 5.

3 Match regulations

3.1 Each four-player group plays a round robin, with three scheduled matches per player. If a vacancy cannot be filled, the remaining players play each other once. Additional friendly matches must be identified before play and do not count toward standings or group movement.

3.2 Each match is best three out of five games to 11 points. ITTF rules govern play except for the league warm-up arrangement in Rule 3.5.

3.3 Each group normally uses one table. A four-player round robin requires six matches. A second table may be assigned if available without disrupting another group's scheduled matches. No group may exceed four players.

3.4 Players must follow the order of play and umpiring assignments on the official match slip. The first match starts at 7:00 p.m. Players must be ready by 6:50 p.m. Setup and open practice take place from 6:00 to 6:50 p.m.

3.5 Players receive one two-minute warm-up before their first match only. Players wanting additional practice must arrive during setup and open practice. Timing, order of play and umpiring requirements will be enforced.

3.6 Award three points for a win, one point for a loss in a played match, and zero points for a no-show or defaulted loss. A default win earns three points for an opponent present and ready to play the scheduled match. These points determine nightly placing and are added to season totals without a group-size adjustment.

3.7 A two-player tie is resolved by their head-to-head result. For three or more tied players, compare points earned in matches among those tied, then games won divided by games lost, then points won divided by points lost in those matches. Reapply the procedure to any remaining tied subset. If still inseparable, use a draw conducted by the League Chairperson. A positive numerator with a zero denominator ranks above a finite ratio.

3.8 Only players who actually participate in the group are eligible for promotion. A wholly absent player is not relegated through default points. Where defaults or withdrawals would otherwise determine the relegated player, the Chairperson must distinguish absence from completed competitive results under Section 4.

3.9 Completed results and any defaults must be clearly marked on the match slip. Unplayed defaults are excluded from provincial and national rating submissions.

4 Division placement and movement

4.1 Initial placement is based on the latest available rating and recent playing results. New or unrated players receive a provisional placement from the League Chairperson based on assessed playing level. Ratings guide entry placement; they do not cancel an earned promotion.

4.2 After each league night, the Chairperson records each player's next assigned division: one division higher for first place, one lower for last place, and unchanged for other places, subject to the highest and lowest division exceptions. A group with fewer than two participating players produces no promotion or relegation.

4.3 Earned promotions are preserved until the player participates in the higher group. An absence does not cancel the promotion. A returning player with a pending promotion retains first-priority status under Rule 4.5. If capacity prevents placement, the promotion remains pending; the player is not sent back to their previous group to compete for season points.

4.4 Absence alone does not cause demotion. A returning player retains their recorded next group, including any promotion or results-based relegation already earned. Retaining a group assignment does not guarantee an available seat that night; placement follows Rule 4.5. An unfilled claim remains on record under Rules 4.6–4.8.

4.5 Returning players must confirm attendance by 4:00 p.m. on league day. Groups are prepared after this deadline, with this priority: first, players who earned a place through the previous league night's results, including promotion, retention or results-based relegation, together with any preserved pending promotions; second, players returning after an absence to their recorded groups who do not hold a pending promotion; third, new, reserve and drop-in players, subject to space and the rating guidelines in Rule 5.7. Players may not choose a lower group to gain easier points.

4.6 Each letter has only one group with four places. Fill those places in the priority order in Rule 4.5. Do not create extra pools, add a fifth player or remove a higher-priority player to accommodate a lower-priority player. Where claims within the same priority category exceed capacity, give priority to the earliest outstanding earned placement; resolve equal dates by a draw conducted by the Chairperson.

4.7 A player who cannot be accommodated in their recorded group remains on the waiting list for that group. Their assignment or pending promotion is preserved. They may fill a vacancy in that group before play begins. They are not automatically assigned to a lower group, and any friendly play does not count toward season points or group movement.

4.8 The Chairperson must tell a confirmed player before play if their group is full and record any organizer-imposed exclusion. A player excluded solely because of capacity receives no points for unplayed matches, but the night is excluded from their attendance denominator under Rule 6.3. Only one player is promoted and one relegated from each group, subject to the highest and lowest group exceptions. No inter-pool deciding matches are used.

4.9 Once a promoted player competes in the higher division, that night's results determine the next placement. Promotion provides an opportunity to play at the higher level, not permanent protection from relegation. The Chairperson maintains a placement record showing results, pending movements and absences.

5 Absences and reserve players

5.1 Players who will be absent must notify the League Chairperson as soon as possible and no later than 4:00 p.m. on the league day, by telephone or confirmed email. An absence earns zero league points and counts as an absence for the 70% requirement, whether or not notice is provided. Notice allows replacements to be arranged; absence alone does not cause demotion.

5.2 Players not ready by 6:50 p.m. who have not reported anticipated lateness may be replaced by a reserve or drop-in player. If replaced, they cannot reclaim the place that night. Their missed scheduled matches earn zero league points and are not reported as played losses for provincial or national ratings. A wholly absent player's division assignment is preserved.

5.3 A late player who has not been replaced may play their remaining matches in the published order. Missed matches are default losses and cannot be replayed. A player delayed en route must contact the Chairperson, a Committee member, or someone who can relay the notice before play.

5.4 If a player is absent and no replacement is used, opponents present and ready to play receive three points for each scheduled default win. These points count toward nightly placing and season totals. The absent player receives zero. If a replacement plays, only the actual result counts; no additional default win is awarded. Defaults must be identified separately from played results.

5.5 A player who defaults three league evenings without notifying the Chairperson will be removed from the regular league roster. The next reserve player will be invited to take the available registration place.

5.6 For absences reported in advance, reserve players are invited in rotation, starting at the top of the reserve list. For unreported absences discovered at 6:50 p.m., replacements are selected from eligible drop-in players present and ready to play, following the rotation where possible.

5.7 Drop-in and reserve players are placed after protected group winners and established players returning to their assigned groups. Use the latest available rating as a placement guideline, subject to space: 1500 and above — Group A or B; 1000–1499 — Group B or C; 600–999 — Group C or D; below 600 — Group D or E. Within each band, choose the group closest to the player's level. Unrated players are assessed by the Chairperson. Entry cannot cancel an earned promotion or force an absence-based demotion. If neither suggested group has suitable space, the player remains on the reserve list for that evening.

5.8 Neither a reason for absence nor a medical note converts an absence into attendance. The same 70% threshold applies to all players. Players should provide notice to assist scheduling; the Committee does not grant individual attendance waivers for work, travel, illness or other personal absences.

6 Standings and awards

6.1 Season standing is determined by accumulated points: three per win, one per played loss and zero per no-show or defaulted loss. Add points without a multiplier or group-size adjustment. Three wins earn nine points; two wins and one loss earn seven; one win and two losses earn five; and three played losses earn three. Scheduled default wins count under Rule 5.4. Friendly matches are excluded. If a vacancy leaves fewer than four players, only scheduled matches earn points; empty places and byes earn none. Attendance is an eligibility requirement and is not multiplied by points.

6.2 To qualify for season cash prizes, a player must attend at least 70% of the individual league nights actually held during the 2026–2027 season. Required attendance is rounded up to the next whole night: for 30 nights held, at least 21 attendances are required. Attendance is an eligibility threshold separate from accumulated points.

6.3 Cancelled nights and separate team-league events are excluded from the attendance denominator. Late registration does not shorten the season denominator. Regular, reserve and drop-in players must meet the same requirement. Where MTTA prevents a confirmed, eligible player from participating because it cannot provide capacity, that night is excluded from that player's denominator and recorded as an organizer exclusion, not a personal absence.

6.4 Attendance means checking in and participating in the assigned league matches; merely arriving or paying does not count. The Chairperson records participation and any early departure or injury. A player who starts play and is unable to finish because of injury retains attendance credit. A player who does not play any match receives no attendance credit unless all assigned matches are prevented by the organizer or opponents.

6.5 The five highest season point totals among eligible players receive: first $200; second $150; third $75; fourth $50; fifth $25, regardless of division. If players tie across prize positions, combine the cash prizes for those positions and divide equally among the tied players. The league-average match-count requirement does not apply.

6.6 Additional non-cash awards, including an attendance award, may be presented. The League Committee, with the Membership, Statistics and Rankings Committee, will aim to publish standings monthly on MTTA's website and social media. Standings should show accumulated points, wins, losses, defaults, attendance and prize eligibility.

6.7 Match results for provincial and Canadian ratings and rankings must be processed and sent to Table Tennis Canada at least four days before month-end.

7 League management

7.1 MTTA reserves the right to modify, clarify and correct these rules. Changes must be communicated to participants. Placement decisions, organizer exclusions and corrections must be documented so that the rules are applied consistently.

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