



# Nation Pong League



## General Information

<b>Location 1</b>	Doral Legacy Park
<b>Location 1 Address</b>	11400 NW 82nd ST. Doral, FL 33178
<b>Location 2</b>	Westwind Lakes Park
<b>Location 2 Address</b>	6805 SW 152 Ave. Miami, FL 33186
<b>Location 3</b>	Champions Padel Club
<b>Location 2 Address</b>	1360 NW 88th Ave. Doral, FL 33172
<b>Regular Season Dates</b>	1) April 4 <sup>th</sup> 2026 – Location 3
	2) April 18 <sup>th</sup> 2026 – Location 2
	3) May 2 <sup>nd</sup> 2026 – Location 1
<b>Playoffs</b>	May 16 <sup>th</sup> 2026 – Location TBD
<b>Start times</b>	9:00 a.m.; 11:30 a.m.; 2:00 p.m.
<b>League Committee</b>	Guillermo Vadell, Ramses Gonzalez & Henry Mujica
<b>League Directors</b>	Ramses Gonzalez & Guillermo Vadell
<b>League Referees</b>	Ramses Gonzalez & Guillermo Vadell
<b>Eligibility</b>	Open to ANY table tennis player. However, a USATT rating or an estimation of this rating by League Directors will be required to participate in the league. If the player has not played at least two (2) USATT sanctioned tournaments, and one of those tournaments in the last six calendar months, the league will have the authority to adjust the player's rating at any moment prior to the playoffs.
<b>Policies</b>	Events may be modified at the discretion of the League Directors. Also, any rules that are not clear or unidentified and require interpretation or implementation, will be clarified and implemented at the discretion of the League Directors.
<b>Equipment</b>	USATT Approved. Cornilleau 740 ITTF Competition Tables.
<b>Uniforms</b>	All team players must wear the official team shirt obtained through the league; players WILL NOT be allowed to play with any other shirt.

## Registration

<b>Event Registration</b>	Registration and payment collection will be done with League Directors.
<b>Team Registration</b>	Each team will consist of a minimum of 5 players and a maximum of 7 players. The average USATT rating of all players registered by the team cannot exceed 2,000.
<b>Cost</b>	\$700 per team
<b>Event Entry Deadline</b>	February 20 <sup>th</sup> 2026
<b>USATT Rating Cutoff Date</b>	April 1 <sup>st</sup> 2026

## League Rules & Format

<b>Individual and Doubles Game Rules</b>	The laws of Table Tennis as published by the ITTF and all USATT regulations apply for all individual and doubles games (Except where the league has made explicit modifications). Games will be 11 points
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	<p>each with the winner NOT requiring a 2-point advantage to win the game. A handicap formula will be used for ALL games (explained below); in the case of a doubles game, a USATT rating average of both players participating in the match for one team will be used as reference for calculations. In the case of singles and doubles games, no game will start with more than 6 positive points for any player or team; any compensation necessary to implement the required handicap will be made by adding negative points to the higher rated player or team. The four (4) players playing individual matches and the two (2) players playing doubles cannot exceed in average a USATT rating of 2,000 (Each calculated separately).</p>
<p><b>Ultimate Game Rules</b></p>	<p>One 21-point game will be played where the winner does NOT require a 2-point advantage to win the game. Five individual players &amp; a doubles team play and alternate every 4 points until one team scores 21. A handicap formula will also be used for this game (explained below), and the USATT rating average of all players participating in the match for one team will be used as reference for calculations. The resulting handicap will be multiplied by 2 since the game is played to 21 points. No game will start with more than 12 positive points for any team; any compensation necessary to implement the required handicap will be made by adding negative points to the higher rated team. The 5 individual players and the doubles players participating in the Ultimate Game cannot exceed in average a USATT rating of 2,000 (Each calculated separately). As a reference, here is an example of the format of the ultimate game:</p> <ul style="list-style-type: none"> <li>• Player 1: First four points of the match.</li> <li>• Player 2: Following four points of the match.</li> <li>• Player 3: Following four points of the match.</li> <li>• Player 4: Following four points of the match.</li> <li>• Player 5: Following four points of the match.</li> <li>• Doubles team: Following four points of the match.</li> <li>• If needed, we reinitiate the sequence starting with Player 1.</li> </ul> <p>In the example above, the average USATT rating of Players 1 through 5 cannot exceed 2,000, as well as the average of the doubles team cannot exceed 2,000.</p>
<p><b>League Match Format</b></p>	<p>During the regular season, three groups (A, B, and C) of up to four teams each will be formed based on average USATT ratings, using a snake draft method. Teams within each group will compete against one another in both home and away matches. If a group has fewer than four teams, additional matches will be scheduled to ensure all teams play the same total number of games as those in larger groups. When forming groups of unequal size, adjustments will be made to maintain competitive balance—specifically, groups with higher-seeded teams will be compensated by receiving lower-seeded teams in the final allocation. As a reference, here is an example of a distribution of 11 teams into three groups:</p> <ul style="list-style-type: none"> <li>• Group A: 4 Teams (Seeds 1, 6, 7, 11)</li> <li>• Group B: 4 Teams (Seeds 2, 5, 8, 10)</li> </ul>

	<ul style="list-style-type: none"> <li>Group C: 3 Teams (Seeds 3, 4, 9)</li> </ul> <p>Each head-to-head match will be worth 21 points, with every point contributing to the overall team standings. Regular season seeding will be determined by the total number of points earned by each team.</p>
<b>Team vs. team Matchup Format</b>	4 individual matches (3 games, each worth one point); 1 doubles match (3 games, each worth one point); 1 ultimate game match (worth 6 points). Total points at stake on team vs. team match are 21.
<b>Home Team vs. Away Team</b>	When a team is playing in a “Away” capacity, they will have to turn in their roster for their upcoming match PRIOR to the “Home” team. The “Home” team, will be able to review the roster turned in by the “Away” team and turn in their roster to complete all game match ups.
<b>Team Match Roster</b>	<p>The Visiting Team Captain must submit to the League Directors the list of players participating in all first-round matches (the first four singles matches and the doubles match) by 6:00 PM on the Thursday prior to the Saturday match day. The Visiting Team roster will be shared with the Home Team Captain later that same Thursday evening. The Home Team Captain must submit their roster to the League Directors by 6:00 PM on Friday.</p> <p>Teams are permitted to compete with a minimum of four players, provided the combined USATT average rating of those four players does not exceed 2,000. However, teams playing with only four players will automatically forfeit 4 points each time the missing fifth player’s position arises in the Ultimate Game. If a team has fewer than four players present, the match will be considered an automatic forfeit, and the final score will be recorded as 15–6 in favor of the non-forfeiting team. If a team begins a match but forfeits before completion, all remaining points will be awarded to the opposing team.</p>
<b>Team Player Substitution Deadline and Cost</b>	A player can be substituted or added to a team roster at any moment but no later than April 15 <sup>th</sup> 2025. The substitution/addition cost is \$150 per player.
<b>Handicap Calculation</b>	<p>The handicap will be determined by subtracting the lower-rated player’s USATT rating from the higher-rated player’s rating. If the difference is less than 100 points, no handicap is applied to start the first game of the match. After the initial 100-point threshold, for every 100 points of difference, the lower-rated player will receive one handicap point. The rating gap will always be rounded up to the nearest 100. The maximum handicap awarded at the start of a match to the lower-rated player will six (6) points. Therefore, if the rating difference between two players exceeds 649 points, the higher-rated player will begin with negative handicap points. After the first game of a singles or doubles match, the winner(s) will have their handicap reduced by one (1) point for the start of the next game in that match. Here are examples that cover different scenarios:</p> <ul style="list-style-type: none"> <li>Player A: 1750 rating vs. Player B: 1840 rating (90-point difference). The resulting Handicap would be: Player A: 0 vs. Player B: 0.</li> </ul>

	<ul style="list-style-type: none"> <li>• Player A: 1900 rating vs. Player B: 1700 rating (200-point difference). The resulting Handicap would be: Player A: 0 vs. Player B: 2.</li> <li>• Player A: 1950 rating vs. Player B: 1700 rating (250-point difference). The resulting Handicap would be: Player A: 0 vs. Player B: 3.</li> <li>• Player A: 1949 rating vs. Player B: 1700 rating (249-point difference). The resulting Handicap would be: Player A: 0 vs. Player B: 2.</li> <li>• Player A: 2100 rating vs. Player B: 1100 rating (1000-point difference). The resulting Handicap would be: Player A: -4 vs. Player B: 6.</li> </ul>
<b>League Playoffs</b>	The first- and second-place teams from each group will advance to the playoffs, along with the two best third-place teams. The playoffs will begin with single-elimination quarterfinal matches, followed by the semifinals and final. Home and away designation will be determined based on regular-season seeding.
<b>League Prizes</b>	
<b>League Final Winner</b>	USD \$3,000 and rings for the league champion. USD \$1,200 and medals for the league final runner up team.