

2024 HITTA LEAGUES



2024 HITTA Leagues will be organized as follows;

1. HITTA League 2

- Friday starts 7:00pm. Check in by 6:30pm. Late arriving players must notify the League Director before start of league matches.
- Max capacity 60 players. League director can increase this limit.
- For players with USATT league rating below 1500 (see note 3 below).
- The Beginners Youth groups will be part of this league.

2. HITTA League 1

- Saturday starts 6:15pm. Check in by 5:45pm. Late arriving players must notify the League Director before start of league matches.
- Max capacity 60 players. League director can increase this limit.
- For players with USATT league rating above 800 (see note 3 below).

3. The League Director retains the right to

- a. adjust the cut off rating between League 1 and League 2.
- b. move League 1 and/or League 2 to different days with advanced notice.

League Registration and Fees

- Players **MUST** register for each league **24 hours before League Day**. Once the max limit is reached, no more players will be accepted. Same day registration is only accepted if the league has not reached max limit.
- The league fee shall be **\$5** per night for HITTA members and **\$8** for non-HITTA members. A **\$2** late fees will be imposed for entries after the registration deadline. Payments must be made via online payment methods accepted by HITTA.
- Players who signed up and not show up without notifying the League Director in advance (at least 1 hour before league starts) will be barred from enrolling in the following week's league. Registration fees paid can be refunded if withdrawal is made (by contacting League Director) before Friday 6:30pm.

Point System and End of League Awards

- Awards will be awarded at the end of the league season.
- A bonus point system will be used to determine award winners. The following procedure will be used to award bonus points each week and determine end of league award winners.
 1. All players that turn up will be awarded bonus points each week.

2. Bonus points are awarded based on the number of players in the group. i.e. if there are 5 players, top finisher gets 5 points, 2nd finisher gets 4 points, ..., and the last place player gets 1 point.
3. A group multiplier will be used to multiply the bonus points awarded in step 2 above for all groups except the lowest group. i.e. If there are N groups that week, Group 1 (the top group) will have a (N-1) multiplier, Group 2 will have a (N-2) multiplier, etc. The lowest group will have a group multiplier of 1.
4. Total points awarded each week after computations are done in step 2 and 3 will be accumulated for all players turn out each week until the end of league season.
5. At the end of the league season, players will be placed in divisions based on the following league rating (after the last league ratings are processed) criteria;
 - a. Division A – 2000 and above
 - b. Division B – 1750 to 1999
 - c. Division C – 1350 to 1749
 - d. Division D – 1349 and below
 - e. Beginners Youth Division – all beginners youth players not moved to other division at the end of league season.

HITTA league director reserved the rights to change each division's cutoff ratings.

6. End of League Season Bonus Points Awards will then be given to top bonus points finishers in each Division.
7. The following tie breaking rules (in descending order) will be applied if players end the league with the same total bonus points.
 - a. # of 1st place finishes
 - b. # of 2nd place finishes
 - c. # of 3rd place finishes
 - d. Head-to-head win/loss during current league season
8. Interim Bonus Points Leaders for each Division will be published each week for reference only. Players may or may not be in the same division at the end of league season.

League Rules

- League members must be active USATT members. Cost for basic membership is \$25 per year. Players will not be enrolled in the league if
 - he/she cannot maintain an active USATT membership for the week he/she is playing the league
 - he/she allows his/her USATT membership to lapse that results in USATT not able to process his/her league results
- Rating Rules:
 - USATT league rating will be used to place each player into their playing group.

- If a player has no league rating, his/her tournament rating will be used to place him/her in an appropriate group.
- **Adjusting league rating to tournament rating:** League director reserves the right to adjust a player's league rating to his/her tournament rating based on the following rules;
 - Player's tournament rating is above 1899 - If a player has newer tournament rating at least 50 points higher than his/her league rating, at the sole discretion of the League Director, his/her league rating can be adjusted to his/her most current tournament rating.
 - Player's tournament rating is at or below 1899 - If a player has newer tournament rating at least 100 points higher than his/her league rating, at the sole discretion of the League Director, his/her league rating can be adjusted to his/her most current tournament rating.
- Matches will be best of 5 to 11 points. All USATT rules apply. Any contentions will be resolved by the League Director.
- Players **MUST** play all their matches.
- **Default Rules:** HITTA League has the following rules pertaining to defaulting matches.
 - **Default Situation 1** - Without an acceptable reasons, the person defaulting a match (ie did not play by leaving early or chose not to play a certain match) will be deemed to have lost that match he/she defaulted and rating adjustments will be done as though he/she has lost the match.
 - **Default Situation 2** - person defaulting a match with acceptable reasons (see list of acceptable reasons below) will be deemed to have lost that match he/she defaulted but no rating adjustments will be processed.
 - List of acceptable reasons:
 1. Noticeable injury has developed during the course of the league that is detrimental to the player's health if he/she continues to play.
 2. Unnoticeable injury was claimed by a player that prevents him/her from continuing. A history of such claims will given league director grounds to reject such claim.
 3. An emergency has arose that required the player to leave the league early without completing his/her matches.
 4. League has gone over 3 hours and players had to leave and could not complete their matches due to delays not under their control.
 - The player intending to default **MUST** notify the league director of his/her intention to default and the underlying reason. The league director will determine if the default falls under situation 1. or 2.
- Matches **MUST** be played according to the order indicated in the draw sheets unless there are players not present when league starts.
- Score sheets must be updated to show match results and points scored for each game clearly and accurately. Circles the winner. Set winner has the responsibility to record the set he/she wins. Both players must check and verify scores are recorded correctly.

- All defaults are scored as loses.
- The intention is to place each player into a group of 5-7 players (nominally 6) and limit rating spread within a group to no more than 250. This will provide more competitive matches for each player. However, the League Director may choose to use different format if the need arises.
- Grouping Method: the following method is used to place players into Groups.
 1. Order all playing players based on their individual rating (see rating rules above)
 2. Groups the ordered list of players into groups of 5-8 players. 6 will be the nominal number of players per group.
 3. Group 1 will be the group with the top rated players.

Promotion Rules

- To provide development opportunities for players, top finishers of each group will be given the opportunity to be promoted to the next higher level group the following week. *Players can opt not to be promoted by notifying the League Director before 3pm on League Day.*
- Promotion Rules:
 - Top finisher of each group (except Group 1 where there is no promotion) will be promoted to one higher group the following week. Only players who won Group 2 can be promoted into Group 1.
 - Method to determine group to promote players into.
 - The first pass list of grouping will be done based on “Grouping Method” as described above.
 - If a player to be promoted is in Group N after the first pass grouping, he/she will be moved into Group N-1. E.g. Player A is grouped in Group 3 after the first pass grouping, he/she will be moved into Group 2 instead.
 - Promotions are only good for the following league play.
 - No promotion in the first league of a League Season.
 - Promotions do not carry over from the previous League Season.
- After all promotions are completed, the groups will be rebalanced to maintain the number of players in each group as in the first pass grouping. That means players at the lower portion of each group could be moved down a group or players at the upper portion of each group could be moved up a group.

The league director will publish results and rating update per the following schedule each week;

1. Match results updated at sportfist.com - One day after league day.
2. USATT league ratings updated at USATT - One day after league day.
3. Bonus Points Leaders updated - Two days after league day.
4. Promotion list updated - Two days after league day.

(League director can decide alternates to all of these directives)