

file: TCTTL--FAQ for New Members.docx
(updated 2025Mar30--by Joe G)

This FAQ is oriented to new members. The FAQ for Prospective members is [here](#).

WiFi

The school has WiFi: MN.SDA is the network. The password changes periodically, ask other players, if you need it—usually may be found in a prior email on the topic/subject of “WiFi”.

As of 2022Aug18, you have to enter

Network name: CCACS-Church and **pw: CCACS_C1220\$** (case-sensitive).

Playoffs

The top 4 teams make the playoffs. The entire Team is expected to play; but only 4 Team members are the required minimum for each Team. Please check the

League Calendar [\[Link to our TCTTL_1-YearCalendar\]](#) for the 2 PlayOff dates, and enter those 2 Thursdays on your personal calendar

-- so you don't schedule anything else on those 2 Thursdays (usually near end of May or 1st week of June) .

Legal Serve

If you have played at all competitively, then you are probably familiar with the requirements for a legal serve; the main things to be aware of are:

- 1) Set ball in an open palm facing up, **then CALL THE SCORE**, ball remaining clearly visible to your opponent, behind back edge of table (not over the table);
- 2) Keeping your palm open, push the ball STRAIGHT UP, so it moves at least 6 inches into the air (away from your palm) & at no time blocking the view of the ball from your opponent;
- 3) Hit the ball with the paddle, **so the ball:** strikes your side of table; **goes over the net without touching the net**; and finally the ball must hit your opponents' side of table.

That's about it, for more details, see [here](#). Don't worry too much, nobody is too picky, as long as members are basically trying to observe the rules of a legal serve.

Keeping Score

Please strive to be diligent about saying the score--loudly, clearly, and in the right order--after every point, during the following serve.

The Server always says their own score first. This makes life better and simpler for everybody; and is consistent with [Rules of Table Tennis - USATT](#) (web-page link) and [USATT Rules](#) (2024 Jan.;PDF document to open or download).

The League Runs on Email

You need to check your email at least once per day. Official Subs may, as a courtesy, be informed of a Sub-Request; HOWEVER, anyone wanting to Sub, MUST use & periodically check this [Sub-Request link](#).

What else is different than casual/usual play?

The serve is usually the only thing that casual players may not be familiar with. If in doubt, ask. The TCTT League is has an unusual handicapping system that has changed several times over many years; **based on membership voting at the annual end-of-Fall League banquet for all League members & their guests (members \$5; friends/family paying the full banquet fee [averaging about \$12 to \$15] per guest)**

-- in which trophies (won during the most recent Fall League) are also awarded.

History of game-scoring system: The League games began as a 21-point game, with a handicap system that varied over the years from a 40 and 50 max. handicap (before year 1998 and thru year 2021) to a 20 max. handicap (starting in year 2022); and, also in year 2022, went to an 11-point game

-- to move the League in the direction of a more standard U.S. (and world) game format.

We also allow members to **volunteer to be stand-by Umpires – designated [U]** next to their name in the League roster; meaning other players, though very rarely occurs, may ask any [U] member to officiate/referee any of their games.

Clean Up

This is almost never a problem, but keep in mind, we are guests of the school, so we are expected to clean up everything at the end of the night. The designated setup team has enough work to do, so please make sure to clean up any disposables (bottles, food wrappers, etc) you might have left laying around.

Volunteerism

The league is 48 Regular (REG) Team members, plus about 3 to 12 Official Subs (SUB), and **is an all-volunteer organization. Please consider volunteering, or helping, if asked.**

Setup & take-down of Tables **(2 people assist with any table)**

On the night of league play, a team is designated to set-up and take-down. Often, other players who happen to arrive early or stay late will help. It is on the non-League-Match nights where everybody should be prepared to pitch-in; those are tournament nights, and any open/practice nights. Also pitch-in to help w/set-up and take-down every night in the Summer Session (June thru August).

Forfeits

Our League is competitive; not excessively, so sportsmanship comes before competition, but we do take league-play seriously. **If a team is missing a player after 7pm (i.e. a Late-Player), that Late-Player may play their games, but may have to forfeit any “wins” for their (4)**

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singles matches, IF the opposing Team Captain doesn't want to negotiate a 10 to 20 minute wait-time for a late-arrival. If you are scheduled to play, you need to show up, or work with your Captain to arrange a substitute. The good news is, the League has a lot of Official SUBs (and many Team players that can also sub). **Try to give 24 hours notice to your Captain**, if you can't play your scheduled night. *Usually, the only time a sub can't be found is when a scheduled player simply does not show up.* So, if you commit to the league, you do *not* need to feel like you are locked-in to any pre-scheduled play. Life happens. You need to make sure you provide notice to your Captain, as early as possible, if you need someone to sub.

Joining each year

Due to the space constraints of both our location & how we're organized, membership is capped at 8 teams of 6 players; with the option of each Team having 1 to 6 **half-players** (meaning a Team member may split their fee and play-time with another League member; usually only 1 half-player per Team, but currently there is a limit of 6 half-players per Team). Most years we have more demand than open slots. The good news is, in general, the prior years' members have priority; but REG Team members from prior year lose their priority the following year, if they don't play a minimum of 7 League matches in their prior year.

The key to registering is completing the
ONLINE REGISTRATION form

AND sending payment by the deadline date. Look for an **Official REGISTRATION notice, via email**, about mid-August every year. If you want to be on our **REGISTRATION email list**, you may go to that registration form at any time during the year and register as a **visitor** (and may then subsequently manage your own cancellation from that list, if you wish, at this link [TCTTL-notice-to-interested-players](#)).

Warmup

Warmup occurs anytime before 7pm each Thursday, before league play starts. Each team has "rights" to 1 of the 2 tables it is assigned to be playing on. It is fine if other players start warming up on an open table they aren't playing on that night, but they should expect to be "kicked off", when players from the scheduled teams arrive.