

## CHAPTER 8 – TEAM COMPETITION

1. **General.** This chapter covers special considerations applicable to the conduct of team tournaments and to team competition as a part of a tournament including other events.

- 2 **Definitions.**

Team match sheet – A form on which the results of a team match are recorded. The team match sheet lists matches in the prescribed order and has room to show the results of each individual match as well as the result of the team match.

3. **U.S. Open Team Championships (USOTC) or the North American Teams Open Championships.** These tournaments are conducted in accordance with this chapter while meeting specific requirements as outlined in Chapter 12, Major Tournaments.

4. **Team Size.** The tournament sponsor can designate any number of players for the teams. The sponsor should consider the objectives of the competition, the time and tables available, and the number of players expected to enter.

- 4.a. Team size must specify the number of players to play in each team match as well as the total members permitted on a team. A team competition is normally referred to by the minimum players required; e.g. a two player team may have two or more players.

- 4.b. The USATT officially recognizes and provides rules for the conduct of events for 2 player and 3 player teams, including 4 formats for 3 player teams. Formats:

- 4.b.1. 2 Player Team – Best of 5 matches (4 singles and 1 doubles). This format is very popular at US tournaments and is similar to the format for Davis Cup in tennis.

- 4.b.2. 3 Player Team – Best of 5 matches (5 singles). The team match consists of individual matches played in a prescribed sequence. On each team 2 players play 2 singles matches and the other player plays 1 singles match. This format is used for both Men's & Women's team competition (Swaythling Cup and Corbillon Cup, respectively) at the World Championships.

- 4.b.3. 3 Player Team – Best of 5 matches (4 singles and 1 doubles matches). Each player plays 2 matches and no players compete against each other more than once. On each team, one player plays two singles matches and the other players each play one singles and one doubles matches This format will be used in the Olympics beginning in 2008 (In the Olympics only 3 players are permitted).

- 4.b.4. 3 Player Team – Best of 7 matches (6 singles and 1 doubles). Each team consists of 3 singles players and a doubles pair. Each singles player plays 2 singles matches. The doubles pair may be singles players or separate players.

- 4.b.5. 3 Player Team – Best of 9 matches (9 singles). Each player on one team

plays each of the players on the opposing team in a prescribed sequence.

- 4.c. A tournament can use another team size provided it announces all details in the entry blank.
- 4.d. The number of players permitted on a team should be based on the number required to play each team match and:
  - 4.d.1. The number of team matches to be played. For round robin events a team should be authorized at least one alternate so that each player need not play every team match.
  - 4.d.2. The effect the size of the team may have on the number of teams entered. **Example:** for a 2 player team, allowing 4 players on a team may result in fewer teams entering. That could be good or bad but it should be considered.
- 5. **Competition Format.** Round robin is the preferred format for team tournaments. The World Team Championships, the USOTC and most other U.S. team tournaments use a round robin with teams advancing based on their results in preliminary rounds. A tournament including a team event along with individual events may use a round robin or elimination format depending on the objectives of the competition and how the team event(s) fit(s) into the overall tournament.
- 6. **Sample Team Formats.** The following examples consider various numbers of teams entered and how teams advance to later stages from preliminary round robin groups (the # advance column lists the order of finish in the preliminary group).

# Teams	Preliminaries		# Advance	to Event	2nd Stage		
	Groups	Teams			Groups	of Teams	Then
20	4	5	1 & 2	Champ	2	4	Final
			3 & 4	Class A	2	4	Final
			5	Class B	Full RR of 4 teams		
24	4	6	1 & 2	Champ	2	4	Final
			3 & 4	Class A	2	4	Final
			5 & 6	Class B	2	4	Final
27	3	7	1	Champ	Full RR of 4 teams		
		1	6	2 & 3	Class A	2	4
	1	6	4 & 5	Class B	2	4	Final
			6 & 7	Class C	2	4/3	Final

# Teams	Preliminaries		# Advance	to Event	2nd Stage		
	Groups	Teams			Groups	of Teams	Then
27 (alt)	3	7	1 & 2	Champ	2	4	Final
	1	6	3 & 4	Class A	2	4	Final
			5 & 6	Class B	2	4	Final
			7	Class C	Full RR of 3 teams		

7. **Revisions to a Planned and Announced Format.** Some teams may not show up or may withdraw after preliminary rounds. Request captains to notify you as soon as they decide not to continue. Withdrawals should not be encouraged, but timely notice may permit you to make the best of the situation. It may be desirable to adjust the way teams are placed in later rounds so that the amount of play is equalized. If it is necessary to change the way teams advance to later rounds, the change should be made in consultation with the referee to determine a system that is the fairest possible.

7.a. You may not alter the method of advancing to the highest final event unless the captains of all affected teams concur.

7.b. Revisions should normally be made at the lowest events possible.

8. **Seeding.** Seed teams based on the minimum number of players required; e.g. for a 2 player team seed based on the rating of the highest 2 players on each team.

<b>Example</b>	Team A	Team B	For a 2 player team, Team A would be higher
Ratings	2250	2200	
	2180	2150	For a 3 player team, Team B would be higher
	1800	2100	
	1700	1800	

9. **Draw.** The draw for a team competition is conducted following the procedures for round robin or elimination as outlined in Chapters 6 and 7.

10. **Teams Meeting More Than Once.** When the format provides for different stages with more than one team advancing from each group, it may be possible for two teams from one group to be scheduled to play each other in a later stage.

10.a. It is permissible (but not required) to carry over the results from the first meeting and have the results of that team match count in the later round robin stage. If each team has the same number of carry-over team matches such a procedure would reduce the number of rounds in the later stage by the number of team matches carried over for each team.

10.b. Results should not be carried over to an elimination stage. To do so could reduce the incentive to get to that stage of the competition; e.g., the finals.

10.c. In any case where there is a possibility of two teams meeting more than once, the procedure must be clearly explained to all captains before play begins.

11. **Time and Tables Required.** As in many other areas, the time and tables available will dictate how you organize and run the team event(s).

- 11.a. Consider the playing ability and stamina of players expected to enter. Teams should not be required to play more than 6 team matches in one day or more than 5 team matches for a 3 player team (singles only).
  - 11.b. For a team match with a maximum of 5 individual matches you should provide at least one table per two teams. This will permit all teams to play at the same time. Allow 1:45 (1 hour, 45 minutes) to complete the team match.
  - 11.c. For a team match with a maximum of 7 individual matches you should provide at least one table per two teams; preferably 3 tables per 4 teams. Allow 2 hours to complete a team match.
  - 11.c. For a team match with a maximum of 9 individual matches you should provide at least one table per two teams; preferably 3 tables per 4 teams. Allow 2:00 – 2:30 to complete a team match.
  - 11.d. For other size teams, refer to the chart on page 7–13 to estimate the time required. If a player must play two or more matches in a row, allow more time than shown on that chart.
- 12. Schedule.** Provide each team captain a schedule of play. If individual copies cannot be provided, the schedule should be clearly posted where captains can check it.
- 13. Balls.** Issue each captain enough balls to last for the entire event. A tube of 3 balls is provided at the USOTC; 2 balls are usually enough for smaller team tournaments. You will need extra balls but make sure that the desk crew and team captains understand your policy of providing additional balls.
- 14. Entry Blank.** The entry blank should include details on the composition of teams and the method of play. Any deviation from procedures covered in this chapter must be specified in the entry blank.
- 15. Defaults.** If a team is not present to play at the scheduled starting time, matches will be defaulted as follows: After 5 minutes the first match; after each additional 15 minutes (total 20 minutes), the another match until the required number of matches to decide the team match, If 2 tables are available after 5 minutes matches 1 & 2; after an additional 15 minutes (total 20 minutes), matches 3 & 4. The team that is present will choose the team designation, e.g. AB, XY or ABC,XYZ.
- 16. Tie breaks.** If at the end of any stage two or more teams in a group have won the same number of match points their relative positions shall be determined using the tie breaking procedures in Chapter 7.
- 17. Pre-match Procedures.**
- 17.b. Captains report to the control desk and, by coin toss, determine the AB–XY or ABC–XYZ designations.
  - 17.c. Each captain will then choose the players from his/her team to play the singles matches of that team match and assign each a letter designation. For a 3 player team, the 3 players to compete in that team match must be assigned letter designations.

- 17.d. The captains will each place these names on the team match sheet without showing them to the opposing captains. After both line-ups have been completed they will be shown to the opposing captains and no further changes may be made. If a player is unable to play because of illness, injury, or absence, his/her matches will be defaulted when they are due to be played.
- 18. Successive Matches.** If a player is required to play successive matches, an interval of 5 minutes is authorized if requested by that player or team captain.
- 19. Unnecessary Matches.** Unnecessary matches. Once a team has won the number of individual matches necessary to win a team match, other matches should not normally be played, since there is little incentive to win. If the team consists of more than the minimum number of players, it permits the captain to select players for a team match to balance play, consider the strength of the opposing team, and rest for his players. There may also be the desire of the players to play as many matches as possible. The tournament committee should determine what they want and select from the following options.
- 19.a. Once a team has won 3 (4)(5) matches the team match is finished. If there is time and a table available, the remaining matches may be played if both captains agree. The results will be reported and will count for ratings. The results of any unnecessary matches will not be considered in determining team standing in this tournament.
- 19.b. All team matches will be played to the completion of all 5 (7)(9) matches. The reported team match score will reflect all matches played and will be used for tie breaking procedures.
- 20. Format.** The format of play and method of advancing should be included in the entry blank.

**Example:**

“**Format:** Play will be divided into a preliminary and an event stage. All teams will play in both stages. Specific details will be provided to team captains when they register.

– Preliminaries: round robin groups of 5 or 6 (or more) teams.

– Events: Teams will be placed in Championship, Class A, or Class B round robin events based on their records in the preliminary stage.

– Teams to meet only once: Teams meeting in both stages will play only once. The results of the team match between the teams in the preliminary stage will be posted to the draw sheet for the event stage and will be counted in the results of that event. This does not apply if there is a play-off between winners of separate round robin groups to determine the event winner.”

- 21. Method of Play – 2 Player Team – Best of 5 matches (4 singles and 1 doubles).** A team match consists 4 singles and 1 doubles matches played in the prescribed sequence. Matches will be played in the following order:

A vs X (A captain need not name the doubles team until after completion  
 B vs Y of the first two singles matches. The captain may then name  
 Doubles any two of his/her players to play the doubles match.)  
 A vs Y  
 B vs X

**22. Method of Play – 3 Player Team – Best of 5 matches (5 singles).** A team match consists of 5 singles matches played in the prescribed sequence. Two players from each team will each play 2 singles matches (players A & B and X & Y); the other players will each play 1 singles match (C and Z). Matches will be played in the following order:

A vs X  
 B vs Y  
 C vs Z  
 A vs Y  
 B vs X

**23. Method of Play – 3 Player Team – Best of 5 matches (4 singles and 1 doubles)(Olympic Format).** A team match consists 4 singles and 1 doubles matches played in the prescribed sequence. Matches will be played in the following order:

A vs X (A captain need not name the doubles team until after  
 B vs Y completion of the first two singles matches.)  
 C & A or B vs Z & X or Y  
 A or B vs Z (A or B that didn't play singles vs Z)  
 C vs X or Y (C vs X or Y that didn't play singles)

**24. Method of Play – 3 Player Team – Best of 7 matches (6 singles and 1 doubles).** A team match consists of seven singles matches played in the prescribed sequence. Matches will be played in the following order:

A vs Y  
 B vs X (A captain need not name the doubles team until after completion  
 C vs Z of the first 3 singles matches. The captain may then name  
 Doubles any two of his/her players to play the doubles match.)  
 A vs X  
 C vs Y  
 B vs Z

**25. Method of Play – 3 Player Team – Best of 9 matches (9 singles).** A team match consists of nine singles matches played in the prescribed sequence. Matches will be played in the following order:

1. A vs X	4. B vs X	7. B vs Z
2. B vs Y	5. A vs Z.	8. C vs X
3. C vs Z	6. C vs Y	9. A vs Y

**26. Matches and Ratings.** If a match is being played that could decide the team match, and a table is open, the next match should be started. If, while the next match is being played, the previous match is completed, giving one team the victory, it is advisable to stop the match that can no longer decide the team match.

- 26.a. However, if both captains agree, the match can be completed and the results will count for ratings but not for the team score. Once the match continues, it will count for ratings. If a player refuses to continue that player will be defaulted with the resultant loss of rating points.
- 26.b. If a match is inadvertently started out of sequence, the match should be stopped when the error is discovered. The score and server should be noted on the scorecard. If this match becomes necessary, it must be resumed at the point of interruption (with the same score, server and side). If the match is completed it will be used for ratings but not for the team score unless necessary.

## **27. Frequently asked questions.**

- 27.1 Q In a team match (9 matches) Team "A" leads Team "B" 4 matches to 1 and the 6<sup>th</sup> match has begun and a table is open. What should occur?
- A The next (7<sup>th</sup>) match should begin.
- 27.2 Q In the above team match, Team "A" wins match 6 and therefor the team match with a score of 5-1. What happens to the 7<sup>th</sup> match being played.
- A The 7<sup>th</sup> match may be stopped. If both captains agree the match may continue and will be used for ratings only. It will not count in the team score. It must be recorded on the team match card.
- 27.3 Q Same situation: if the 7<sup>th</sup> match ends before the 6<sup>th</sup> ?
- A The 6<sup>th</sup> match must be completed and will count for the team score and be reported for ratings. The 7<sup>th</sup> match must be recorded on the team match card and will be used for ratings. It will be used for the team score only if Team "B" won the 6<sup>th</sup> match.
- 27.4 Q In a team match (9 matches) the team score is 1-1. Match 8 is inadvertently started. What happens?
- A If the 8<sup>th</sup> match is completed out of order, it is counted for the team score only if the team match hasn't been decided before the 8<sup>th</sup> match is scheduled to be played. In any case it is counted for ratings. If not completed, the 8<sup>th</sup> match should be stopped and the server and score recorded. If the match is needed for the team result. It will resume where it was suspended.
- 27.5 Q A team selects a player to play in a team match and the player becomes ill before his/match is scheduled. Can the captain substitute another player?
- A Once rosters for a team match have been shown to the opposing captains, no changes may be made. The player would default those matches. If the opposing captain and the referee approve, a player may be substituted for an injured player if s/he hasn't played in that team match. The opposing captain and referee are under no obligation to accept a substitution.
- 27.6 Q In a team match (9 matches) a team has only 2 players who are able to play. What happens?

A With the referee's permission, the team match can be played and individual matches awarded when the 3<sup>rd</sup> player is scheduled to play. Players entering a team tournament should be prepared to stay until the tournament is finished.

## **28. Recording Results.**

- 28.a. Draw sheets are posted with team results in the same manner as for individual events except that only the team match score is posted. If you want to post results of individual matches you can by preparing a large round robin draw sheet with the players listed with the teams in order. X-out the squares where teammates would play each other. Record matches as shown in Chapter 7.
- 28.b. Team match sheets. The team match sheet is the critical form for recording the results of the event and is used to determine standings and for ratings. It is completed by team captains. To ensure the accuracy of this vital form you must carefully orient the captains and stress the need for neatness. Sample team match sheets are shown on the next page. See Chapter 13, Reports for the proper way to complete the team match sheets.
- 28.c. Reporting results for ratings. See Chapter 13. The Ratings Chairman will accept results on either completed team match sheets or large round robin draw sheets. If the team match sheets are sent in, the player number must be shown the first time a player is listed on the team match sheet.
  - 28.c.1. A member of the tournament committee must check each team match sheet when it comes in to verify it is complete and that all information is legible.
  - 28.c.2. If you send in the team match sheets for ratings, you need to complete them in 2 copies or make photo-copies before sending them in.



# Team Match, 3 Player Teams

## 5 Matches

USATT Team Match

Tournament \_\_\_\_\_

Date(s) \_\_\_\_\_



ATTENTION: Please record all scores accurately. It is important for tie-breaking and may be needed for rating purposes.

AB \_\_\_\_\_ Team name \_\_\_\_\_ Team name \_\_\_\_\_ XY

		Scores					
A							X
B							Y
C							Z
A							Y
B							X
		Matches					

Event

Captain's Signatures

Round - Match

Umpire's Signature

CIRCLE EACH MATCH WINNER'S NAME(S)

\* These columns are used for recording serve

USATT Form T 133W Match Sheet 3 Player Team (World Team Format)

# Team Match, 3 Players

## USATT Team Match Olympic Format



ATTENTION: Please record all scores accurately. It is important for tie-breaking and may be needed for rating purposes.

ABC \_\_\_\_\_ Team name \_\_\_\_\_ Team name \_\_\_\_\_ XYZ

		Scores					
A							X
B							Y
A or B C							X or Y Z
B or A							Z
C							Y or X

Matches

Captain's Signatures

Event  
Georgia Cup

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Round - Match

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Umpire's Signature

CIRCLE EACH MATCH WINNER'S NAME(S)

\* These columns are used for recording serve

## Team Match, 3 Players 7 Matches

**USATT Team Match**



Tournament \_\_\_\_\_

Date(s) \_\_\_\_\_

ATTENTION: Please record all scores accurately. It is important for tie-breaking and may be needed for rating purposes.

AB \_\_\_\_\_ Team name \_\_\_\_\_ Team name \_\_\_\_\_ XY

	Team name		*	Scores	*	Team name	
A							Y
B							X
C							Z
D B L							D B L
A							X
C							Y
B							Z

Matches \* for indicating server/result

\_\_\_\_\_  
Captain's Signatures \_\_\_\_\_

\_\_\_\_\_  
Umpire's Signature \_\_\_\_\_

## Team Match, 3 Player Teams 9 Matches

USATT Team Match



Tournament \_\_\_\_\_

Date(s) \_\_\_\_\_

ATTENTION: Please record all scores accurately. It is important for tie-breaking and may be needed for rating purposes.

AB \_\_\_\_\_ Team name \* Scores \* Team name XY

A	Team name	*	Scores	*	Team name	XY
A						X
B						Y
C						Z
B						X
A						Z
C						Y
B						Z
C						X
A						Y

Matches \* for indicating server/result

\_\_\_\_\_  
 Captain's Signatures

\_\_\_\_\_  
 Umpire's Signature