AGTTA League Process

The AGTTA League runs every Tuesday night. A league is a series of 10 sessions over a roughly 10 week period (may vary due to unavailability of the gym, holidays, or inter-league break).   A new league starts following the completion of the previous league. League awards are based upon the outcome of the 10 week league.

A session opens at 7:30 P.M. for pre-league open play. Check the web site for announcements of league cancellations, these cancellations may be full club closure or only the league may be cancelled and the club may be available for open play.

When arriving for league play sign in at the league desk and pay the $3.00 rating fee. Failure to sign in and pay the fee results in your ineligibility for league play that night.

At approximately 7:45 P.M. the last call for league sign-in occurs. You must be signed in to participate in that league session.

Once the league draw is completed the League Manager will call the players to the league desk for their group assignments. Please cease play immediately and come to the desk at this time so that league play can begin promptly.   The *League Manager* will make any club/league announcements and hand out the group match sheets and game balls so that play can begin.

League play follows the match order as listed on the group match sheet. *If junior players are participating in the group the junior player(s) may ask to play some or all matches out of order so that he/she may go home at a reasonable time. Any player in the group may choose not to expedite his/her match with the junior player. Cooperating with a junior player's request is recommended but voluntary.*

As each *game* completes mark the group match sheet with the score of the game and the winner.

As each *match* completes mark the group match sheet with the winner of the match. Check to ensure that the marked winner has three game wins recorded.

When the last match completes the winner of the match records the outcome and takes the completed group match sheet and game ball back to the league desk.

The *League Manager* will compile the results of the league session and publish these to the AGTTA website.