

# Central Coast Table Tennis Association Playing Rules

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## 1) Overview

- a) These playing rules are designed to guide players and officials of the Central Coast Table Tennis Association in the running of all competitions and events organised by the committee.

## 2) Registration & Membership

- a) All players are to be registered prior to the commencement of the competition. Players joining after the commencement of a competition must register during their first night of competition.
- b) All membership fees must be paid on the night of registration unless alternative financial arrangements have been made with the Treasurer.
- c) Any player who is unregistered, or deemed unfinancial, will forfeit any games played.

## 3) Competition Types

- a) The type of competition, timing, number of teams and the number of players per team will be determined by the committee prior to the start of each competition.
- b) Competitions will be either Graded or Handicapped.
- c) Players in Graded competitions will be placed into teams by the committee. The position of players within the team will be based on prior statistics or grading results.
- d) Players in Handicapped competitions may select their own team members.

## 4) Player Qualifications

- a) There are no minimum games for Line 1 and Line 2 players in Graded competitions to qualify to play for a Final Series. All other players must have played Singles matches in more than 50% of the games allocated to their team. For example, a team has been allocated ten (10) games before the Finals Series. To qualify the player must play Singles on six (6) nights out of the ten (10).
- b) Players commencing after the start of a competition need to qualify by playing more than 50% of the remaining games.
- c) For qualification purposes games are not counted when substituting for another team.
- d) All qualifying games must be single matches only. The committee may allow doubles matches to qualify in extreme cases. This will need to be requested prior to the start of the competition.

## 5) Changes to Playing Rules

- a) If a decision regarding the playing rules is required, at the time competition is being played, available executive members can adjudicate immediately. The decision made cannot be overturned. At the next committee meeting the decision must be tabled for the purpose of possible rule changes.
- b) Changes to the playing rules can only be made by a majority vote of the Central Coast Table Tennis Association committee.
- c) Players will be advised of any change to playing rules before the start of the next competition game.
- d) Players have one week in which to lodge a complaint of any rule changes. This must be in writing and in the hands of the Secretary by the next calendar week.
- e) All protests must be made on the day of the match. The captain of the protesting team is to appear before the committee at the next meeting to state his/her case; otherwise the protest will be dismissed.

## 6) Competition Rules

- a) Each team shall select a Captain.
- b) A draw will be provided to each team before the start of each competition.
- c) Captains are responsible for collecting their teams nightly fees.
- d) Captains of both sides are responsible for signing the scoresheets.
- e) The Captain of the winning side is responsible for returning the completed, signed scoresheet directly after completion of the game.
- f) 1 Point will be allocated for each Rubber won. A Rubber is the best of five (5) games.
- g) If a point, or points, have been played out of service sequence the point(s) played will stand. Once found the correct sequence is to be reinstated upon direction from the umpire.
- h) The home side is the 1st (a b c) team named on the draw.
- i) The home side Captain is responsible for obtaining and returning the ball.
- j) The home side is responsible for umpiring the 1st Rubber. The 2nd Rubber is to be umpired by the away team.
- k) The team who has the umpire has the option of serving first. This may be passed to the opposition if desired. The serve must alternate every game in the rubber.
- l) Rubbers are decided by the best of 5 games.
- m) If a Rubber goes to a 5th set the first player, or doubles team, to reach five (5) causes a change in ends. In doubles, the receiving team must change over receivers.
- n) Games are played to eleven (11). A game must be won by two (2) points or more.
- o) Serve must change when the combined points ends in an even number. I.E. 2,4,6,8,10 etc
- p) If a game gets to 10 all, serves alternate between the players/teams until a player/team wins by 2.
- q) Teams may complete games on other tables by mutual agreement only.
- r) Players cannot play for more than one team during any competition night.

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- s) A team shall consist of no more than five (5) and not less than three (3) players.
- t) Three (3) players only can play the singles rubbers. The first doubles rubber can be played by any combination of the team but the same two (2) players cannot play together in the second doubles rubber.
- u) Writing of match forms. Once the player's names are down on the score sheet they can only be altered with the permission of the opposing captain.
- v) Player's names for the first three (3) singles must be decided and placed on the score sheet before the commencement of play. Player's for doubles can be entered in the score sheet just prior to the match.
- w) No game is to commence after 10:30 pm. The points for any game that has not been started will be halved.

## 7) Grading

- a) Grading is the arrangement of players in a grade for a competition.
- b) All players must be graded prior to play.
- c) The primary purpose of grading players is to distribute playing strengths evenly among teams.
- d) The means by which players are graded will be determined by the committee using past players records where available.
- e) Players will be placed in a Line of a grade.
- f) Each team will comprise of a Line 1, 2 and 3 players as a minimum. Typically teams will be comprised of 4 Lines.
- g) Table 1 below is to be used to assemble teams in Graded competitions.

	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8
Line 1	1	2	3	4	5	6	7	8
Line 2	16	15	14	13	12	11	10	9
Line 3	24	23	22	21	20	19	18	17
Line 4	Players 25 to 32 randomly placed in teams.							

**Table 1 – 8 Team \ 4 Player Team Graded Player Distribution.**

## 8) Player Handicapping

- a) Players in any competition may be handicapped.
- b) The committee has the power to change handicaps any time during the competition rounds.
- c) Players are to start on the handicap awarded to them. Examples:
  - i) If one player has been allocated a +4 handicap the player starts with 4 points.
  - ii) If one player has a -2 handicap and the other has a +2 handicap the score starts at -2 / +2.
- d) For doubles matches handicaps for both players are to be added and then divided in half. Examples:
  - i) One player has a +2 handicap while the other has a +4. The resultant handicap is +3.  $(2+4)/2$
  - ii) One player has a 0 handicap whilst the other has a +2. The resultant handicap is +1.  $(0+2)/2$
- e) The starting score for all games involving a handicap will start as close to zero (0) as possible. Examples:
  - i) If both players have a +2 handicap the games starts at nil all.
  - ii) If one player has a +4 handicap and the other a +2 handicap then the game starts at two nil.

## 9) Forfeits

- a) A team must have 1 player at the venue by 7:45pm to stop the other side from claiming a forfeit, unless prior arrangements have been made between the captains.
- b) If subsequent players do not arrive by the completion of the match those rubbers will be forfeited unless prior arrangements have been made between the captains.
- c) Players who arrive after the start of play may play the remaining unplayed games that have not been forfeited.
- d) If a team has only 2 players at the start of the match, then those two players can be placed in any of abc/xyz boxes in the scorebook dependent on which team is home or away.
- e) A team will receive 6 points if they receive a team forfeit. I.e. none of the opposition players turn up.
- f) To claim a forfeit the team must fill in a signed scoresheet and submit it on the night to gain the 6 points. They must also have 2 players at the venue to get maximum points. (1 player available 3 points).
- g) A team forfeit cannot be used to qualify a player for the Final Series. One round will be omitted from the total required for the purpose of qualification.

## 10) Substitutes

- a) A substitute player may be used, without opposition objection.
- b) A substitute player must be a registered and financial member of the C.C.T.T.A.
- c) Players can only substitute for another team if their team has three available players.
- d) A substitute player will not be permitted during the competition Final Series.
- e) All rubbers, games and points involving a substitute player will be counted.
- f) Where both opposing teams do not have a full compliment of it's regular, registered players, e.g. two (2) players only in each team, the substitute players results will not be counted.
- g) In a Graded competition a substitute cannot come from a higher line or a higher grade.
- h) In a Handicapped competition a substitute cannot come from a higher grade.

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## 11) Finals Series Rules

- a) The structure of the Final Series will be determined by the committee and placed on the draw.
- b) The teams with the highest points, at the end of the competition rounds, will play off in the Final Series.
- c) The team coming highest on the table is the home team for any Final's game.
- d) For all Graded competitions, in the case of a 4 player team, each player must play a minimum of two games in any Finals played. I.e. the player who does not play in the singles rubbers must play in both of the doubles rubbers.
- e) If teams finish on equal points at the end of the competition then the final positioning of sides will be decided by:
  - i) Most Rubbers won.
  - ii) Highest percentage of games won.
  - iii) Highest percentage of points won.

## 12) Relegation/Promotion Rule

- a) In order to move players between grades, according to their ability, the following rules are to be applied at the beginning of any new competition:
- b) Any player with a winning Rubbers average below 16% from the previous competition is to be relegated to the grade below and replaced by the highest ranked player of the lower grade.
- c) Players with a 16% or higher winning Rubber average may be relegated if a "new" player has been graded above them by the committee.
- d) Players who do not want to be promoted may request to stay in their grade.
- e) The committee reserves the right to promote a player into a higher grade when

## 13) Championship Series Rules

- a) The championship is restricted to registered and financial member of the C.C.T.T.A.
- b) To qualify for the closed championship a player must have qualified in one of the two preceding competitions
- c) There are no player handicaps in the Closed Championships.
- d) All Championship competitions will be knockout unless otherwise determined by the committee.
- e) Players must enter and pay using the form provided by the date set by the committee.
- f) Late entries may be accepted upon a reasonable explanation from the applicant.
- g) All matches, with exception of the Open Singles and Doubles, will be the best of five (5) rubbers.
- h) The A Grade Open Singles and Doubles will be the best of seven (7) rubbers.
- i) The executive has the right to seed players.
  - i) The seeds will be based on statistics of the players from the previous competitions.
  - ii) The number of seeded players in a competition will be dependant on the size of the competition and will be decided by the committee when the draws are put together.
- j) A player who played "A" grade in the preceding competition can only play with a lower grade player in the "Mixed Double" competition.
- k) Any player not at the venue when their game is due to be played will forfeit that game.
- l) The committee will determine the qualification of players after the entry close off date. If a player does not qualify then their entry money will be fully refunded and an explanation given to them why they are not qualified.
- m) A player may only play in a competition they qualify for and one grade above that. For example if a player is qualified as a B grade player they may enter the B Grade Singles and Doubles plus the A2 Singles and doubles but not the Open Singles and Doubles.
- n) All competitions will be restricted to thirty two (32) entries. The highest ranked players will given preference if numbers warrant a cut off.
- o) The following is a list of Championships competitions and there restrictions.
  - i) Open Singles: A and A2 players.
  - ii) Open Doubles: A and A2 players.
  - iii) A2 Grade Singles: A2 Grade and B Grade players.
  - iv) A2 Grade Doubles: A2 Grade and B Grade players.
  - v) B Grade Singles: B Grade and B2 Grade players.
  - vi) B Grade Doubles: B Grade and B2 Grade players.
  - vii) B2 Grade Singles: B2 Grade players.
  - viii) B2 Grade Doubles: B2 Grade players.
  - ix) Ladies Singles: Open to all female players.
  - x) Junior Singles: Open to all players aged 18 years and under at time of the competition.
  - xi) Mixed Doubles: Open to all players, no two A Grade player together.
  - xii) Over 50 Singles: Open to all players aged 50 years and over at time of the competition.

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<b>Date</b>	<b>Amendment</b>
21 Jul 2003	Sections 5. Seeding and 10. Championships Series Rules expanded.
4 <sup>th</sup> Feb 2004	Section 8. Substitutes modified.
3 <sup>rd</sup> Aug 2004	Section 6. Grading added, Section 9. Substitution Rule modified to include points and Grading.
27 <sup>th</sup> Jun 2005	Section 6 and Section 9. Reference to the 'Graded Player Rules'
10 <sup>th</sup> Jan 2006	Clarify 1.3 and 2.1 regarding player finances. Changed 1.3 3 week rule to 'prior'.
26 <sup>th</sup> Jun 2007	Section 2.3. Qualifications changed from 30% to 50% of games.
30 <sup>th</sup> Dec 2008	Major re-write incorporating the "Graded Playing Rules", 6 point forfeit, 4 <sup>th</sup> player in finals, re-instatement of handicaps for doubles, Seeding deleted, Finals qualification > 50% singles.