

Central Coast Table Tennis Association Competition Rules

Version 13, 8th May 2019

League Competition Format with 1 weeks of finals, 11 weeks, Finals 1 Week

Glossary of Terms

Game: Single game played to 11 points

Rubber: Best of 5 games, rubber awarded to winner

Match: Best of 11 rubbers, all rubbers to count. Winning team is the team that has won the most amount of rubbers at the end of the night's play.

Forfeit: When an individual within a team is unable to play a rubber due to absence or injury a forfeit is awarded.

Walkover: When all individuals in a team forfeit (eg. a team forfeit), a walkover will apply

1) Overview

These playing rules are designed to guide players and officials of the Central Coast Table Tennis Association (CCTTA) in the running of all competitions organised by the committee. All CCTTA matches follow the ITTF rules, which are available on our website.

2) Registration & Membership

a) All players are to be registered and financial members of CCTTA prior to the commencement of each competition, unless alternative financial arrangements have been made with the Treasurer. Late entries may not be accepted, but every effort will be made to accommodate the request.

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 for all A Level players will be Graded (Div 1, Div 2 and Div 3.) and B level players will be ungraded. (Div 4)

c) Players in Graded competitions will be placed into teams by the committee. The position of players within the team will be based on the previous competition statistics or grading results. (refer to 8 Grading and 14 Relegation and Promotion)

4) Competition Format

The format of each Competition will be decided by the committee and will be based on:

- a) The number players available to play,
- b) The number of divisions,
- c) The skill level of the players,
- d) The number of rounds available.

5) Changes to Competition Rules

a) If a decision regarding the competition rules is required, at the time competition is being

played, available committee 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 competition 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 competition rules before the start of the next competition game.

6) Competition Rules

a) Each team shall select a Captain by majority on the first night of the competition, noted and highlighted on the team scoresheet. If a majority decision cannot be reached, please refer to a committee member for adjudication. In ungraded competitions a captain may be allocated by the grading committee.

b) Captains are responsible for upholding all competition rules and communicating player availability to all players in the team, which may include organising substitutes where necessary.

c) Captains of both sides are responsible for signing the scoresheets.

d) The Captain of the winning side is responsible for returning the completed, signed scoresheet directly after completion of the game.

e) The home side is the 1st (a b c) team named on the draw.

f) The home side is responsible for umpiring the 1st Rubber. The 2nd Rubber is to be umpired by the away team.

g) 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.

h) Rubbers are decided by the best of 5 games.

i) 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.

j) Games are played to eleven (11). A game must be won by two (2) points or more.

k) Serve must change when the combined points ends in an even number. I.E. 2,4,6,8,10 etc

l) If a game gets to 10 all, serves alternate between the players/teams until a player/team wins by 2.

m) 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.

n) Teams should complete games on other tables by mutual agreement, only if a table is available.

o) Players cannot play for more than one team during any competition night.

p) A team shall consist of no more than five (5) and not less than three (3) players.

q) 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.

r) 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.

s) Player's names for all games can be placed on the score sheet prior to the match, however the match must start at 7-30 if a player from each team is available.

t) No game is to commence after 10:30 pm. No points will be awarded for unstarted games.

u) Any rules issues, queries or concerns must be made on the day of the match. The captain

of the protesting team may be asked to appear before the committee at the next meeting to state his/her case.

7) Competition Format and Points

The Competition will consist of an 11 week league format, following by a 1 week Grand finals night. Points scoring and allocation as below:

- a) 3 Points will be allocated for each Match won. A team is deemed to have won the match by achieving 6 rubbers or above, or a team with the highest rubbers total at the completion of the nights play if 6 rubbers cannot be completed due to time constraints.
- b) 1 point will be awarded for a losing team which wins 4 or 5 rubbers in a match.
- c) 1 point will be awarded to both teams where a match finishes as a draw (eg 5 rubbers each (5-5) or 4 rubbers each (4-4))
- d) Once a team reaches 6, all following matches will need to be played to their conclusion to confirm the result, lack of time would be the only reason for a match being incomplete.
- e) In the case of a player or a team not wishing to continue once a team has reached 6 rubbers, a forfeit will be awarded against a player not wishing to continue. (this will have an adverse effect on Ratings Central number and grading for future competitions). If an entire team elects not to continue, 3 points will be deducted from that team's points total.
- f) The team that accumulates the highest number of points from matches won in each Division over the Course of the Regular Competition Period will be declared the minor premiers.
- g) Team and Player Eligibility:

In order to be victorious the following criteria need to be met:

- a) Competition Divisions - All players are required to play a minimum of 60% of total matches in the regular competition period, (does not include Finals night). Eg 11 week regular competition period – a minimum of 7 weeks of singles play are required by all team members.

If a team does not meet these criteria, the team will be demoted 2 places on the competition ladder for the purpose of the finals.

The team with the most number of Competition points as detailed within Section 7 above will be the Minor Premiers.

In the event of a tied number of Competition points between teams, the criteria to determine a winner will be as follows with 1 being the first deciding factor and 3 being the last deciding factor in the event of all other criteria being tied:

1. Total number of rubbers won
2. Total Number of games won
3. Total Number of points won.

The following rules will also be applied in relation to eligibility:

- For eligibility purposes matches played by a substitute are not counted when substituting for another team (eg to be eligible to win, each player must play the minimum number of required matches for their own team).

- In the case of a player having a valid reason why they could not meet the eligibility criteria, the committee must be contacted in writing so that a determination on eligibility can be made. Valid reasons may be player injury, changed work or personal commitments, etc. Notifications need to be provided to the committee immediately as known. Other than the most exceptional of circumstances, eligibility requests may not be considered in the last 2 weeks of any competition.

8) Finals

a) The final week (after the regular competition period) Finals will be held where:

1 v 2

3 v 4

5 v 6

7 v 8

The winner of 1 v 2 will be declared Premiers of their Division.

9) Grading – Graded Competitions Only

a) Grading is the ranking of players within 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) The Line 1 player cannot play in both doubles matches if playing in the singles matches.

h) 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	17	18	19	20	21	22	23	24
Line 4	32 25	31	30	29	28	27	26	

10) Forfeits

a) All games are to start by 7.30pm or before. A team must have 1 player at the venue by 7:45pm to stop the other side from claiming a forfeit of the first rubber. If a team has no players at the table, ready to play by 8pm, a walkover will be awarded.

b) All rubbers should commence according to the order of play as per the team-sheet filled out at the start of the match. If a player is unable to play a rubber in accordance with the order of play, the rubber in question will be deferred until all other rubbers are completed. Should time permit at the end of the night and the rubber can be commenced before 10.30pm, that rubber will be played. Should time not permit, the rubber will be awarded to the player and the team (in the form of a forfeit) who was ready and available to play when the rubber was initially due to be played.

c) If a team has only 2 players at the start of the match, then those two players must be placed in any of abc/xyz boxes in the scorebook dependent on which team is home or away.

e) A team will receive 3 points if they receive a team walkover- I.e. none of the opposition players turn up and are ready to play by 7.45pm.

f) If a walkover has been arranged in advanced by the 2 captains, then they both must communicate this to the committee prior to the match.

g) To claim a walkover the team must fill in a signed scoresheet and submit it on the night to gain the points. They must also have at least 2 players at the venue to get maximum points unless a prior arrangement has been made (see F).

h) A team walkover cannot be used to qualify a player for the Final Series and will not be considered for any stats purposes

i) If a person chooses not to play a rubber other than through injury or unforeseen circumstances their opponent will be awarded the match 11-0 11-0 11-0 which will in turn affect ratings central rankings and club ranking. This rule is to encourage ALL members to complete ALL rubbers.

11) Substitutes

- a) A substitute player may be used, without opposition objection, so long as they comply with all other qualification rules. If agreement cannot be reached the captains should seek committee members for clarification immediately.
- b) A substitute player must be a registered and financial member of the CCTTA.
- c) Players can only substitute for another team if their team has three available players.
- d) All rubbers, games and points involving a substitute player will be counted in overall match score.
- e)-In the event of 2 opposing teams not having a full team and 2 substitutes are not available and haven't been pre-arranged prior to attending the venue, the match will remain 2 players v 2 players. If it can be proved that a substitute was pre-arranged by a team, the match can be played 3 players v 2 players.
- f) In a Graded competition a substitute cannot come from a higher line or a higher grade.
- g) In an ungraded competition a substitute cannot come from a higher grade.
- (h) If any of the substitute rules are deemed by the committee to have been breached, scoring adjustments may apply.
- (i) A Substitute player may not substitute in opposition to their own team in graded competitions. In ungraded competitions a player may substitute in opposition to their own team, subject to agreement of both team captains. In case of confusion or disagreement, please refer to a committee member for adjudication.

12) Relegation/Promotion Rule

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:

- a) Any player with a winning singles Rubbers average below 25% from the previous competition may be relegated to the grade below
- b) Players with a winning singles Rubber average of more than 90% from the previous competition may be moved into the grade above unless the player makes a reasonable request to stay in their grade prior to competition draws been released. Where possible CCTTA will promote junior talented and keen players.
- c) Ratings Central Numbers to be reviewed and included within the Grading process.

d) The committee reserves the right to promote and relegate a player as they deem fit.