

# Central Coast Table Tennis Association Competition Rules

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## **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 will win at least 6 rubbers.

**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 a minimum of 7 days 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 (A, A1 & A2 etc.) and B level players will be ungraded. (B, B1, B2)

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)

d) Players in ungraded competitions may nominate their preferred team mates in writing, 7 days prior to the commencement of each competition.

## **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 grades,

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 collecting their team's nightly fees, 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 Points

- a) 1 Point will be allocated for each Rubber won.
- b) In case of a Walkover, points will be allocated 6-0

### 8) 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	31	30	29	28	27	26	25

### 9) Player Handicapping –Ungraded Competitions Only

a) In special circumstances the committee may deem it necessary to give and change handicaps any time during the competition rounds. There will be no handicaps in final series.

b) Players are to start the match on the handicap awarded to them. Examples:

1. i) If one player has been allocated a +4 handicap the player starts with 4 points.
2. ii) If one player has a -2 handicap and the other has a +2 handicap the score starts at -2 / +2.

c) 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.  
 $(0+2)/2$

d) 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.

## 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 6 points if they receive a team walkover- I.e. none of the opposition players turn up and are ready to play by 8pm.

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) (1 player available 3 points).

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

## 11) Substitutes

- a) A substitute player may be used, without opposition objection. 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) 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 with the exception of qualification. (See Rule 12d)
- f)-In the event of 2 opposing teams not having a full team and 2 substitutes are not available and haven't been pre-arranged, 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.
- g) In a Graded competition a substitute cannot come from a higher line or a higher grade.
- h) In an ungraded competition a substitute cannot come from a higher grade.
- (i) If any of the substitute rules are deemed by the committee to have been breached, scoring adjustments may apply.
- (j) 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. A player may not substitute in opposition to their team in the finals series in any grade.

## 12) Final Series Player Qualifications

To play in a Finals series match the followings qualifications need to be met:

- a) **Graded Competitions** - There are no minimum games for Line 1 and Line 2 players to qualify to play for a Final Series. All other players must have played Singles matches in more than 50% of their played matches allocated to their team. If a player does not qualify for the Final Series, then the team does not qualify for the Final Series.
- b) **Ungraded Competitions** – All players must have played Singles matches in more than 50% of their played matches allocated to their team.
- c) Players commencing after the start of a competition need to qualify by playing more than 50% of the remaining games.
- d) For qualification purposes games are not counted when substituting for another team.
- e) All qualifying games must be single matches only.
- f) In the case of a player having a valid reason why they could not qualify, the committee must be contacted so that a determination on qualifications can be made. Valid reasons may be player injury, changed work or personal commitments. Notifications need to be provided to the committee immediately as known or no later than 8pm on the last round of qualifying series. Late notifications will not be accepted.

### **13) Finals Series Rules**

- a) The Final Series will be comprised by the top 4 teams in each grade. The highest placed teams will play the 4<sup>th</sup> placed team, the 3<sup>rd</sup> placed team will play the 2<sup>nd</sup> placed team with the winners moving forward to the Grand Final
- b) The team coming highest on the table is the home team for any Final's game.
- c) 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.
- d) Graded Competitions

The Line 4 player must play a minimum of 2 games in any finals match. That means they can play 3 singles and/or both doubles. In the event of a Line 4 player not being available to play, the opposition team must still play the line 4 in a minimum of 1 rubber, but the Line 1 player can play both doubles. In all other instances, Line 1 players can only play 1 doubles.

### **14) 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 will 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) The committee reserves the right to promote and relegate a player as they deem fit.