

## **Central Coast Table Tennis Association Competition Rules Version 15, May 2023**

### *Glossary of Terms*

Game: Single game played to 11 points.

Match: Best of 5 games, match awarded to winner.

Team Match: Best of 11 matches, unless different formats apply.

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

Walkover: When all individuals in a team forfeit (e.g. 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 team matches follow the ITTF rules, which are available on our website.

### **2) Registration & Membership**

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 may be Graded or Ungraded.

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, grading results & Ratings Central ranking (refer to 6 Grading).

### **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.

e) Examples of formats previously used are included in Appendix 1.

### **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) 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 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) Any player with a winning singles matches average below 25% from the previous competition may be relegated to the grade below.
- h) Players with a winning singles matches 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.
- i) The committee may at its discretion promote players who are taking positive steps to improve their playing capability.
- j) Ratings Central Numbers to be reviewed and included within the Grading process.
- k) The committee reserves the right to promote and relegate a player as they deem fit.
- l) See Appendix 2 for example of Line Grading process.

## **7) Match Playing 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 match. The 2nd match 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 match.
- h) Matches are decided by the best of 5 games.
- i) If a match 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 are encouraged to play matches on other available tables to enable all matches to be played within the time 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 matches. The first doubles match can be played by any combination of the team but the same two (2) players cannot play together in the second doubles match.
- r) The Line 1 player cannot play in both doubles matches if playing in the singles matches.
- s) Writing of team match forms. Once the players' names are down on the score sheet they can only be altered with the permission of the opposing captain.
- t) Players' names for all matches can be placed on the score sheet prior to the team match, however the match must start at 7-30 if a player from each team is available.
- u) No match is to commence after 10:30 pm. No points will be awarded for unstarted matches.
- v) Any rules issues, queries or concerns must be made on the day of the team match. The captain of the protesting team may be asked to appear before the committee at the next meeting to state his/her case.

## **8) 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 3 available players.
- d) A substitute player will not be permitted during the competition Final Series.
- e) All matches, games and points involving a substitute player will be counted in overall team match score, except when a substitute plays against their own team (see 8i).
- 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 prior to attending the venue, the team match will remain 2 players v 2 players. If it can be proved that a substitute was pre-arranged by a team, the team match can be played 3 players v 2 players.
- g) A substitute cannot come from a higher line or 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 substitute in opposition to their own team in graded competitions if there are no other substitutes available. The matches played by the substitute will be awarded as forfeits to the team that lends their player. In case of confusion or disagreement, please refer to a committee member for adjudication.
- (j) All substitutes matches will be entered into Ratings Central regardless whether their results count towards team statistics (see 8i).

## **9) Forfeits**

- a) All team matches 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 match. If a team has no players at the table, ready to play by 8pm, a walkover will be awarded.
- b) All matches should commence according to the order of play as per the team-sheet filled out at the start of the team match. If a player is unable to play a match in accordance with the order of play, the match in question will be deferred until all other matches are completed. Should time permit at the end of the night and the match can be commenced before 10.30pm that match will be played. Should time not permit, the match will be awarded to the player and the team (in the form of a forfeit) who was ready and available to play when the match was initially due to be played.
- c) If a team has only 2 players at the start of the team match, then those 2 players must be placed in any of abc/xyz boxes in the scorebook dependent on which team is home or away.
- d) 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.
- e) If a walkover has been arranged in advanced by the 2 captains, then they both must communicate this to the committee prior to the team match.
- f) 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).
- g) A team walkover cannot be used to qualify a player for the Final Series and will not be considered for any stats purposes.
- h) If a person chooses not to play a match 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.
- i) 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 team match being incomplete.
- j) In the case of a player or a team not wishing to continue once a team has reached 6 matches, a forfeit

will be awarded against a player not wishing to continue. If an entire team elects not to continue, 3 points will be deducted from that team's points total.

**k)** If a team match in a 3 player competition format is played as 2 players v 2 in accordance with (8f) 2 forfeits per team will be awarded for matches not played against players present, making 9 matches available to be won.

### **10) Competition Points & Player Eligibility Requirements**

a) 3 Points will be allocated for each Team Match won. A team is deemed to have won the team match by achieving 6 matches or above.

b) 1 point will be awarded for a team which wins 4 or 5 matches in a team match.

c) Team and Player Eligibility:

In order for a team to win a First Past The Post competition or qualify for a Final Series without penalty all players within the team are required to play a minimum of 60% of total team matches in the regular competition period, (does not include Finals Series nights) e.g. 11 week regular competition period – a minimum of 7 weeks of singles play are required by all team members.

If a team fails to meet this standard;

(i) In a First Past the Post Competition it will be ineligible to win and the winners will be the next highest placed team which meets the standard.

(ii) In a Competition with a 1 week Final Series it will be demoted 2 places on the competition ladder for the purpose of the finals. In a 2 week Final Series the demotion will be increased to 4 places.

- For eligibility purposes team matches played when substituting for another team are not counted. Each player must play the minimum number of required team 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.

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. Highest percentage of matches won
2. Highest percentage of games won
3. Highest percentage of points won.

### **11) Finals Series Rules**

a) The team coming highest on the table is the home team for any Finals team match.

b) In the competition finals each team is to field a team comprising all 4 of their players.

c) For the finals the team match will be 12 matches consisting of the normal 11 matches and 1 "special" singles match. The 12th match will be between the two fourth players.

d) Three players on each team will each play 3 singles matches, and may play 1 doubles match. The fourth player will play 2 doubles matches and the "special" singles match.

e) Each team will make their own decision who will play as the fourth player. It does not have to be their line 4.

f) If a team (team A) does not field 4 players then they shall forfeit the 12th "special" singles match. If they also do not field their Line 4 player the other team (team B) may nominate whoever they wish from team A to play both doubles matches, but may not nominate the same pair to play both matches."

g) If the score is tied 6-6 at the end of the team match, then a tiebreaker system will apply:-

- the first tiebreaker is the number of games won.
- if the scores are still level the second tiebreaker is the number of points won.

## APPENDIX 1 – Specific Competition Formats

**A) 10 week regular round structure with 2 weeks Finals Series when Division has 8 teams** Weeks (rounds) 8-10 will have the following structure where a team's ranking from weeks 1-7 will not change through weeks 8-10 so teams will not play the same team twice in this period. But a team's position on the Club Competition Ladder will change with the team's win/loss in each round so to give a ranking 1-8 for finals purposes:

Round 8 - Team Rank 1 vs Team Rank 7, Team Rank 2 vs Team Rank 8,  
Team Rank 3 vs Team Rank 5, Team Rank 4 vs Team Rank 6.

Round 9 - Team Rank 1 vs Team Rank 3, Team Rank 2 vs Team Rank 4,  
- Team Rank 5 vs Team Rank 7, Team Rank 6 vs Team Rank 8.

Round 10 - Team Rank 1 vs Team Rank 5, Team Rank 2 vs Team Rank 6,  
- Team Rank 3 vs Team Rank 7, Team Rank 4 vs Team Rank 8.

Semi Finals:

Team Match A -Team Rank 1 vs Team Rank 4, Team Match B - Team Rank 2 vs Team Rank 3

Team Match C -Team Rank 5 vs Team Rank 8, Team Match D - Team Rank 6 vs Team Rank 7

b) Finals:

Championship Match: Winner of Team Match A vs Winner of Team Match B,

3rd Position: Runner Up of Team Match A vs Runner Up of Team Match B

5th Position: Winner of Team Match C vs Winner of Team Match D

7th Position: Runner Up of Team Match C vs Runner Up of Team Match D

### **B) First Past The Post Competition**

The team that accumulates the highest number of Competition points from team matches won in each Division over the Course of the 12 week Competition will be declared the winning team.

### **C) League Competition for 11 weeks, Finals 1 Week**

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.

### **D) League Competition for 11 weeks, with or without Finals, 2 Players per Team**

a) 3 Players allocated to each team in Lines 1-3 using Line Grading Process.

b) 5 matches per team match, 2 team matches per team each evening.

c) 3 Competition Points awarded for teams winning 3 or more matches per team match, 1 Point for winning 2 matches.

### **E) 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:

(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.

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 match starts at 0-0.

(ii) If one player has a +4 handicap and the other a +2 handicap then the match starts at 2-0.

## APPENDIX 2 – Detailed Line Grading Process

Table 1 below is an example of how teams may be assembled in an 8 team Graded competition;

	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