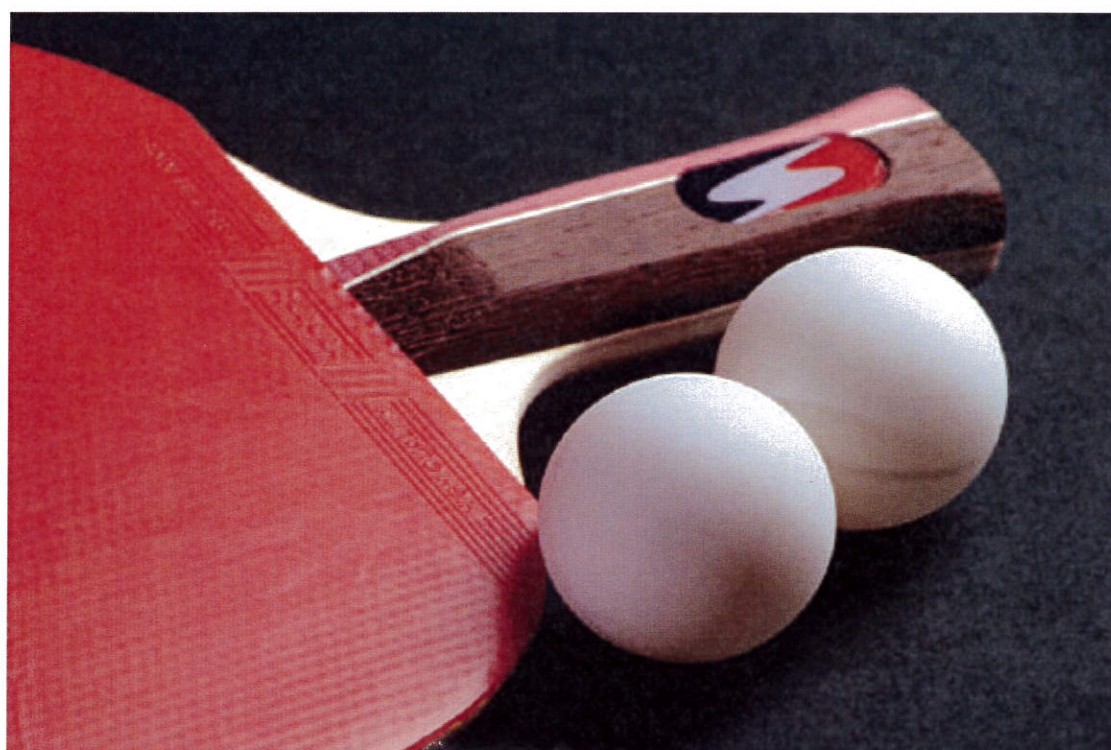


SOUTH ISLAND CLUBS

TABLE TENNIS



LAWS, RULES AND GUIDELINES

September 2014

LAWS OF THE GAME OF TABLE TENNIS PERTAINING TO THE SOUTH ISLAND CLUBS TABLE TENNIS (SICTT)

GENERAL - In general the International Laws of Table Tennis have been adopted for play by the SICTT. The following is a condensed version of the International Laws of Table Tennis and the accepted amendments to those rules by the AGMs and committees of the SICTT. The complete International Laws of Table Tennis can be found by visiting the New Zealand Table Tennis Web Site – www.tabletennis.org.nz

- 1 THE TABLE** - The rules governing the dimensions and playing surface of the table shall be those stated in the ITTF rules of Table Tennis.
- 2 NET ASSEMBLY** - The rules governing the net assembly shall be those stated in the ITTF rules of Table Tennis.
- 3 THE BALL** - The ball is to be spherical, with a diameter of 40mm and shall weigh 2.7 grams
The ball shall be made of celluloid or similar plastics material and shall be white or orange and matt. For the SICTT Tournament the host club must use a (3) star ball, either white or orange as designated and approved by the ITTF for the current year
- 4 RACKET** - The Racket or 'Bat' may be of any size, shape or weight but the blade shall be flat and rigid. At least 85% of the blade by thickness shall be of natural wood; an adhesive layer within the blade may be reinforced with fibrous material such as carbon fibre, *glass fibre* or compressed paper, but shall not be thicker than 7.5% of the total thickness or 0.35mm whichever is the smaller.

A side of the blade used for striking the ball shall be covered with either ordinary pimples rubber with pimples outwards having a total thickness, including the adhesive of not more than 2.0mm, or sandwich rubber with pimples inwards or outwards, having a total thickness, including the adhesive of not more than 4.0mm.

The blade; any layer within the blade and any layer of covering material or adhesive on a side used for striking the ball shall be continuous and of even thickness.

The covering material shall extend up to but not beyond the limits of the blade, except that the part nearest the handle and gripped by the fingers may be left uncovered with any material. The blade; any layer within the blade and any layer of covering material or adhesive on a side used for striking the ball shall be continuous and of even thickness. The racket covering shall be used without any physical, chemical or other treatment.

The surface of the covering material on a side of the blade, or a side of the blade if it is left uncovered, shall be matt, bright red on one side and black on the other.

At the start of a match and whenever a player changes their racket during a match, a

player shall show their opponent and the umpire the racket that they are about to use and shall allow them to examine it.

Exceptions to this rule may be given at the discretion of the Disputes Committee.

5 A GOOD SERVICE - Service shall start with the ball resting freely on the open palm of the server's stationary free hand.

The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16.0cm after leaving the palm of the free hand and then falls without touching anything before being struck.

As the ball is falling, the server shall strike it so that it touches first his court and then after passing over or around the net assembly, touches directly the receiver's court; in doubles the ball shall touch successively the right half court of server and receiver.

From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his doubles partner or by anything they wear or carry.

If either the umpire or the assistant umpire is doubtful of the legality of a service they may, on the first occasion in a match, interrupt play and warn the server.

Any subsequent service of doubtful legality of that player or his doubled partner will result in a point to the receiver.

Whenever there is a clear failure to comply with the requirements for a correct service, no warning shall be given and the receiver shall score a point.

Exceptionally, the umpire may relax the requirements for a correct service where he or she is satisfied, that the compliance is prevented by physical disability.

6 A GOOD RETURN - The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

7 A LET - The rally shall be a let:-

- If in service the ball, in passing over the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner.
- If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball.
- If failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player
- If play is interrupted by the umpire or assistant umpire.

Play may be interrupted

- To correct an error in the order of serving, receiving or ends.
- To introduce the expedite system
- To warn or penalise a player
- Because the conditions of play are disturbed in a way which could affect the outcome of the rally.

8 A POINT - Unless the rally is a let, a player shall score a point:-

- If his opponent fails to make a correct service
- If his opponent fails to make a correct return
- If, after he has made a service or a return, the ball touches anything other than the net assembly before being struck by his opponent
- If the ball passes beyond his end line without touching his court, after being struck by his opponent
- If an opponent obstructs the ball
- If an opponent strikes the ball twice successively
- If an opponent strikes the ball with a side of the racket blade or a non-complying racket.
- If an opponent in anyway moves the playing surface
- If an opponent in anyway touches the net assembly
- If an opponent's free hand touches the playing surface
- If a doubles opponent strikes the ball out of sequence established by the first server or first receiver

9 A GAME - A game shall be won by the player or pair scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points

10 A MATCH - A match shall consist of the best of 5 games

Play shall be continuous throughout a match except for authorised intervals.

THE CHOICE OF SERVING, RECEIVING AND ENDS - The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.

When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.

After each 2 points have been scored the receiving the receiving player or pair shall become the serving player or pair and so on until the end of the game unless both players or pairs score 10 points when the sequence (also unless the expedite system is in operation) of serving and receiving shall be the same but each player shall serve for only one point.

In each game of a doubles match, the pair having the right to serve first shall choose which of them shall do so and in the first game of a match, the receiving pair shall decide which of them shall receive first. The reverse shall apply in subsequent games of the match.

The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the fifth game of a match the players or pairs shall change ends when the first player or pair scores 5 points.

- 12 OUT OF ORDER OF SERVING, RECEIVING AND ENDS** - If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order or serving chosen by the pair having the right to serve first in the game during which the error is discovered.

In any circumstances, all points scored before the discovery of an error shall remain.

- 13 THE EXPEDITE SYSTEM** - Except where both players or pairs have scored at least *9 points*, the expedite system shall come into operation if a game is unfinished after *10 minutes* play or at an earlier time at the request of both players or pairs:-

- If the ball is in play when the time limit is reached, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted.
- If the ball is not in play when the time limit is reached, play shall resume with service by the player who received in the immediately preceding rally.

Thereafter, each player shall serve for one point in turn and if the receiving player or pair makes thirteen good returns the receiver shall score a point.

If the expedite system is introduced, or if a game lasts longer than 15 minutes, all subsequent games of the individual match shall be played under the expedite system.

TEAM ENTRIES GUIDELINES FOR ALL SICTT TOURNAMENTS

- 1** To be eligible to play in the SICTT Tournament a player must be a member of a South Island Club affiliated to Clubs New Zealand and where appropriate a member of that Clubs Table Tennis Section. (If one exists)

- 2** **If any Club, or Table Tennis section of a club, wishes to enter a player in a team who shall be playing in a lower grade than they played in the previous year, a letter requesting dispensation for that player must be forwarded to the SICTT committee for consideration with the SICTT tournament entry forms.**
All new players and returning players will be judged on the merits of a team's overall capability and any other historical reference to the player's performance, the suitability of any teams entered in a particular grade.
If a letter requesting dispensation is not forwarded to the SICTT Committee for consideration that team will be graded to the grade the player played in the previous SICTT Tournament.

- 4** It is the responsibility of the Secretary of the SICTT to forward with the SICTT entry forms the previous year's player's percentages.

- 5** The Secretary of the SICTT shall circulate to all SICTT members' clubs, at least 4 weeks prior the meeting of the SICTT committee, the official entry forms. These shall state the general conditions of the event, the date of the event, the closing date for entries and any fees and levies that are payable.

- 6** All late entries shall be dealt with at the discretion of the SICTT committee.

- 7** **There will be no refunds if any team pulls out after the close of entries.**
(If extenuating circumstances such as the Canterbury earthquake occur the alternatives maybe applied for to the Committee. Their decision will be final.)

- 8** **The grades shall be, A Grade, B Grade, C Grade, D Grade and E Grade.**

CONDITIONS OF PLAY OF THE SOUTH ISLAND CLUBS TABLE TENNIS (SICTT)

1 GENERAL

- 1.1 Play shall commence at the times set in the programme. It is the player's responsibility to ensure that the matches commence on time.
- 1.2 Players shall present themselves at their allocated tables at the time stated in the programme.
- 1.3 Any team that fails to allow a contest to commence within **FOUR (4)** minutes of the published start time, and the opposition is in fact prepared to start, shall forfeit the contest between the two teams to the opposing team at the discretion of the disputes committee.
- 1.4 No events disputes committee member shall be penalised, nor shall the team of any disputes committee member be penalised, for any delay in play, while the events disputes member is on the business of the event disputes.
- 1.5 The order of play as shown on the official playing sheet must be followed unless by mutual agreement.
- 1.6 The only exception to the rule 1.4 is that if a doubles match holds up the following singles match, then the next available singles match shall be played. The order of play shall then resume once the doubles match has been completed.
- 1.7 Play must be continuous.
- 1.8 All matches must be best of five (5) sets.
- 1.9 A 15 minute break shall be allocated between each 'team versus team' competition.
- 1.10 No match shall commence within **TEN (10) MINUTES** of the completion of each 'team versus team' period of play. **If a match is called to be played before the ten minute time limit is called, this match will be played to completion.**
- 1.11 'Knocking up' must not exceed **TWO (2) MINUTES**.
- 1.12 It is the responsibility of Team Captains to collect and return the playing sheets to the official control table.
- 1.13 The winner of each event shall be decided on the following formula:
 - a) The majority of matches won.
 - b) If the number of matches won at the end of a period of play is equal, then the winner shall be decided on the majority of individual games won for that period of play.
 - c) At the completion of section play, the qualifying team to proceed to the next round shall be determined by the greatest number of points gained during that section of play. In the event of two teams gaining equal number of points during section play, the winner of that section shall be determined by the team that won the encounter

when the two teams played each other during section play. If more than two teams gain the same number of points during section play, the winner of that section shall be determined by the greatest number of matches won, by the teams concerned, during that section of play.

d) Individual game points shall not be counted to determine a winner, unless:-

1. After counting all matches and games there is a tie for first place by more than two teams within a section at the completion of section play.

2. After counting all matches and games there is a tie between two teams at the completion of a quarter- final match.

3. After counting all matches and games there is a tie between two teams at the completion of a semi- final match.

4. After counting all matches and games there is a tie between two teams, it will be decided in favour of the team which won when the drawn team's encountered. If the event was a draw or if more than two teams were level, it will be determined by the highest number of matches, and if equal games, and if equal points.

e) If the individual game points are to be counted to determine the winner for any of the above reasons, then these points are to be counted by both the Tournament Controller and a member of the Disputes Committee.

f) If after careful scrutineering by the Tournament Controller and Disputes Committee a winner cannot be declared by any of the above criteria or methods, then the winner will be determined by Lot between the two team captains. This is with the exception of a finals match when all matches, and games and points are equal, the trophy or prize shall be shared between the two teams.

1.14 Any disputes during competition play shall be ruled on by the Tournament Controller in the first instance. If an amicable decision is not reached, for whatever reason, a Disputes Committee meeting shall be called for by the Tournament Controller. The matter or matters concerned shall be discussed at that meeting and any decisions or rulings made during that meeting shall be final and no further correspondence shall be entered into.

1.15 Tables for all quarter finals, semi- finals and finals matches shall be allocated by the Tournament Controller.

1.16 Where practical, quarter finals, semi- finals and finals matches shall be played at the same location at the same time.

1.17 Neutral umpires must officiate at all quarter finals, semi- finals and finals matches.

1.18 White rubber synthetic or natural rubber soled shoes must be worn for all tournament play.

1.19 The above conditions of play shall appear in the official programme book for each tournament in a summarised form.

1.20 **HEALTH & SAFETY:** - By entering and competing in any South Island Table Tennis Tournament, all players do so at their own risk. They are fully responsible for their own safety while travelling to and from the tournament venue and while playing or competing in the tournament venue itself. All socialising is also undertaken at the participants own risk.

2 RULES REGARDING 4 PERSON 'A' RESERVE GRADE TEAMS

2.1 If a 4 person 'B' grade team is re-graded by the SICTT Committee to play in the 'A' Reserve grade, i.e. 3 person team competition, the following rule shall apply:-

a) The 4th person nominated in the 4 person team will be regarded as not being a member of that team for that year's tournament. If he or she still wishes to participate in that year's tournament, they will be a nominated "pool Player" and placed in the pool system.

3 REPLACEMENT OF PLAYERS

3.1 A designated player of a team may be replaced, at the discretion of the Disputes Committee, in the case of sickness or injury.

3.2 If a team already has an approved nominated reserve player, that player must play in the position or playing order of the player that he or she is replacing.

3.3 If a team doesn't have an approved nominated reserve player and one of its playing members falls sick or is injured, the Disputes Committee must be informed. The Tournament Controller shall immediately call a meeting of all Team Captains playing in that section or grade concerned. If a spare player is available it shall be explained to the players by the Tournament Controller that they are to vote to decide if that spare player is allowed to replace the sick or injured player. The votes are to be counted by the Tournament Controller. The decision must be by a majority vote. The decision shall be final and no correspondence shall be entered into. If the vote to have the player accepted is 'carried' then that player must play in the position of the player that he or she is replacing. If the vote is 'lost' the team concerned shall carry on playing less the sick or injured player.

3.4 **Retirement through injury of illness:** The sick or injured player shall take no further part in any further matches the team is to play or the competition as a whole.

Exceptions to this rule may be given at the discretion of the Disputes Committee.

3.5 If a designated and approved player of a team, that has entered the SICTT Tournament, is unable to attend the tournament for any reason and a replacement player is found prior to the commencement of the tournament a letter informing of the proposed change must be forwarded to the SICTT Secretary 24 hours prior to the

commencement of the tournament, An emergency meeting shall be held, by any means possible, between available members of the SICTT Committee to decide on the eligibility of the proposed replacement player. If approval is given by the committee, the replacement player shall play in the position as decided by the committee. The committee's decision shall be final.

3.6 If a designated and approved player of a team that has entered the SICTT tournament is unable to attend the tournament for any reason within 24 hours of the commencement of the tournament, the Secretary of Chairman of the SICTT should be notified as early as possible to discuss the predicament. This situation shall be treated on a case by case basis.

4 **'POOL' PLAYERS - 4.1:** The purpose of the 'Pool' players is to ensure that as many players as possible are able to participate in SICTT tournaments.

4.2 When team entries have been received by the Secretary of the SICTT, the Secretary shall place the names of the 'Pool' players, submitted by their clubs, on a separate form and shall present it at the SICTT committee meeting.

4.3 The SICTT Committee shall assign 'Pool' players to incomplete teams that have been entered to play in the SICTT tournament. In general, a 'Pool' player, that is assigned to an incomplete team, shall be a player, that in the opinion of the SICTT committee, shall have approximately equal playing ability as the other members or players in that team.

4.4 The SICTT committee has the right to create or make up a team or teams out of the 'Pool' players submitted. The 'made up' team or teams shall be placed in the grade that the SICTT committee regards as the appropriate grade for that team or teams to play in.

4.5 All 'Pool' players must be a financial member of a club and, if appropriate, a financial member of a table tennis section of that club.

THE SOUTH ISLAND CLUBS TABLE TENNIS (SICTT) COMMITTEE

- 1 GENERAL - 1.1** The (SICTT) Committee shall be made up of the following personnel: Chairman, Vice Chairman, Secretary/Treasurer, and up to 8 Committee Members.
- 1.2** The above Offices and Committee Members shall be elected at the Annual General Meeting (AGM).
- 1.3** The AGM shall be held each year at end of a SICTT Tournament. This meeting shall be held at 9-00am on the Sunday of the tournament weekend at the Host Clubs Rooms or another suitable venue.
- 1.4** In addition to the election of Offices and Committee Members, the AGM shall also elect the Trustees and Table Co-ordinator for the following year.
- 1.5** Future tournament venues shall also be selected at the AGM.
- 1.6** All clubs associated with the SICTT should be represented at the SICTT AGM by two Delegates. These delegates should not include any SICTT Officers or Committee Members. Other members of clubs who are associated with the SICTT tournament are also encouraged to attend the AGM's. That each Committee Member or Delegate be entitled to two votes per club.
- 1.7** **All remits that are to be presented to and discussed at the AGM, must be received in writing by the Secretary by the 31st August prior to the AGM.**
- 2 RESPONSIBILITIES, RIGHTS AND DUTIES OF THE SICTT COMMITTEE**
 - 2.1** To ensure that the venue and or club selected to host a SICCT tournament is suitable and capable to carry out such an event.
 - 2.2** To ensure that the Officers and Committee Members carry out their duties as decided and agreed upon at the AGM.
 - 2.3** To ensure that a committee meeting is held at least once a year. At the committee meeting that is held prior to a SICTT tournament the following items shall be voted on:-
 - a) The vetting of teams submitted by clubs for the following SICCT tournament.
 - b) The selection of the Disputes Committee for the following SICCT tournament. This shall be made up of 3 members at each venue.
 - 2.4** When vetting the teams submitted by the clubs, the SICTT committee has the right to regrade any team to another grade other than the grade that the team has been entered into.
 - 2.5** The criteria that the SICTT committee shall use when vetting teams shall be, but not limited to:-
 - a) The judgement on the merits of a team's overall capability and any other historical reference to player performance, the suitability of any team entered in a particular grade.
 - b) By simple majority, the committee shall relegate / promote the entirety of a team at it sees fit to do so.
 - c) The Secretary shall forward the complete list to the host within seven (7) days of the SICTT committee grading meeting.

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