

RULES & REGULATIONS

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PREMIERSHIP COMPETITION (WINTER COMPETITION)

1. Responsibilities

1.1 Match Recorder

- 1.1.1 Responsibility for the conduct of any competition lies with the Match Recorder who is a member of the Committee of GSTTA Inc.
- 1.1.2 The match recorder is responsible for the collating and publishing of match results in the local paper.
- 1.1.3 The match recorder will record players' results to assist in determining player playing position within teams.
- 1.1.4 The match recorder shall have the right to interpret all match playing rules and regulations.
- 1.1.5 Appeals against any decision or action of the Match Recorder will be heard by the Match Committee who will decide by majority vote. In the event of an equality of votes then the status quo remains. While the Match Recorder is the chair of all Match Play Meetings he/she will not have a vote if he/she is involved in the appeal.
- 1.1.6 In all other cases the Match Recorder is entitled to one vote and shall not have a second casting vote.

1.2 Match Committee

- 1.2.1 The Match Committee will consist of the match recorder plus one representative from each participating team and will be responsible for the match play program, grading of all players and teams.
- 1.2.2 The Match Committee will also act as an Appeals/Disputes Committee when necessary.
- 1.2.3 The Match Recorder will chair all meetings of the Match Committee.

1.3 Team Captains

Team captains shall be responsible for: -

- 1.3.1 Ensuring that matches start on time.
- 1.3.2 Ensure that their players play according to these rules.
- 1.3.3 Ensure that the score sheets are properly and correctly filled out or the match and individual results may not be recorded.
- 1.3.4 The captain of the winning team must ensure that the score sheets have been signed by both team captains, is correct and is returned to Match Recorder after the completion of the match.
- 1.3.5 **Incomplete match results will not be recorded or updated at a later date.**

2. TEAMS

2.1 Team Nominations

- 2.1.1 Nomination of Competition Teams must be on the supplied nomination form and returned by post/email to the Match Committee by the advised closing date.
- 2.1.2 The form must include the following information about each player in each nominated team;
 - 2.1.2.1 The players' names.
 - 2.1.2.2 The players' last year of play and position played.
 - 2.1.2.3 The players' last year of performance: - percentage and rating.
 - 2.1.2.4 If the player has not played in GSTTA winter competition before or for several years the team must provide an assessment of the player's ability.
 - 2.1.2.5 Details of any competition that the player may have competed in that have been used in grading the player.
 - 2.1.2.6 The position in the team which the player is being nominated for.
 - 2.1.2.7 The name of the nominated Team.
 - 2.1.2.8 When team nominations have been received, the Match Committee shall collate all team nominations into their relevant positions, highlighting any disputed nominations for discussion at the match committee meeting.
 - 2.1.2.9 Each team participating in the competition is entitled to have one delegate as their representative on the Match Committee

3. THE PLAYERS

3.1 Player Registration

- 3.1.1 All players must be financial members of GSTTA Inc.
- 3.1.2 Each team must supply the names of players for each team with the team nominations prior to the commencement of competition.
- 3.1.3 The Match Committee will meet prior to the start of the competition to check lists and ensure players are listed in their appropriate position. Players may be graded into appropriate grades, if necessary to ensure an even competition.
- 3.1.4 A team may register a new player by completing the Membership Form, which shall be given, with the appropriate fee(s) to the Treasurer. A note will be recorded on the relevant Match Scoresheet of the new player.
- 3.1.5 The team must ensure that the player becomes financial and the fee(s) paid within seven (7) days or the un-financial player results for that match become null and void.
- 3.1.6 All teams must complete the "Membership Form" and forward to the Treasurer prior to the commencement of the competition.
- 3.1.7 No player may be registered in the final three weeks of the Minor Round without Match Committee approval.
- 3.1.8 Any team failing to comply with the Association's requirements for registration of players shall be liable to the forfeiture of any match in which an unregistered player competed.
- 3.1.9.1 **First Offence:** opposing team will be awarded a win for each of the rubbers played by the offending player.
- 3.1.9.2 **Second Offence:** Opposing team will be awarded a win for ALL matches played on that night.

3.2 Fill in Players

- 3.2.1 A player may play in a position higher than their normal position.
- 3.2.2 If a player competes in a position lower than their normal position in a match, the team in which such player competes shall automatically forfeit all rubbers played by that player.
- 3.2.3 A Team may only demote players after their fifth (5th) minor round matches, with the approval of the Match Recorder.
- 3.2.4 Where a player wishes to change permanently to another team, approval must be given by the Match Recorder.
- 3.2.4.1 **First Offence:** opposing team will be awarded a win for each of the rubbers played by the offending player.
- 3.2.4.2 **Second Offence:** Opposing team will be awarded a win for ALL matches played on that night.

3.3 Finals Eligibility

- 3.3.1 A player must compete in at least 25% of the minor round matches for their nominated team to qualify to play major round matches.
- 3.3.2 A player will not be permitted to play for more than one (1) team in a major round.
- 3.3.3 A player can move to a higher position but cannot move to a lower position.
- 3.3.4 Players registered prior to the season for the Winter Season shall be eligible to play in the finals subject to the Match Committee approval.

4. Matches

4.1 Conduct of Matches

- 4.1.1 All matches shall be played in accordance with the Laws of Table Tennis as adopted by "Table Tennis South Australia".
- 4.1.2.1 The Association shall pay hall hire charges and supply good quality 3 star balls for all matches, the colour and brand of the balls shall be decided at the Annual General Meeting.
- 4.1.2.2 Competition costs shall be recovered from Clubs and players in a manner to be determined by the Committee.
- 4.1.3 Each captain shall, prior to the commencement of the match furnish the captain of the opposing team a score sheet with players listed showing singles in order of merit and doubles in playing combinations. Both score sheets shall become the official score sheets for the match.
- 4.1.4.1 If a team is short of a full complement of players for a particular match, the missing players' rubbers will be forfeited, with all other positions played according.
- 4.1.4.2 Once a player has played and for any reason forfeits - the forfeit takes place as per match sheet submitted

at the start of the match.

4.1.5 Matches shall start at 7.30pm sharp.

4.1.6 If no member of one team is ready to commence by 7.40 pm the first rubber shall be claimed as a forfeit. The second rubber shall then commence no later than 7.50 pm, if no member of one team is ready to commence by 7.50 pm the second rubber shall be claimed as a forfeit. After the second forfeit the entire match shall be claimed as a forfeit. It is the responsibility of the home team captain to ensure the match commences on time.

4.1.7 A player who has arrived at a match and is not ready to play a particular rubber within five minutes of being called to play shall forfeit that rubber unless agreed upon mutually by opposing captains.

4.1.8 Service for each rubber shall be decided by a flip of a coin or roll of the ball.

4.1.9 Matches Rubbers are to commence after a maximum warm up period of two minutes.

Failure to comply will result in the match being awarded to the opposition player.

4.1.10 Maximum break for change of ends during rubbers will be two minutes.

4.1.11 Match play order to have the No. 1 players meeting at the end of the singles round and the top (1st) doubles would finish out the doubles round.

4.1.12 Completed games:

4.1.12.1 In a completed game, the winning team and losing team will receive points as per 18.1

4.1.12.2 In a drawn game; points will be awarded equally as per 18.1

4.1.13 Incomplete games due to a power failure:

4.1.13.1 Minor Round. If power has not been restored after 30 minutes the game will be declared as completed.

4.13.1.1 If a result has not been reached, the scores shall be annulled and both teams will receive equal points, as per Table 1: and the rubbers will be divided equally between both teams.

4.13.1.2 If a result has been reached the winning team will receive points for winning as per 18.1, the losing team to receive points, as per 18.1 and the rubbers not played will be divided equally between the teams.

4.1.13.2 Finals. If a result has not been reached and power has not been restored after 30 minutes the game will be replayed. The Match Committee will arrange time and location of the rematch unless the opposing teams can arrange another night that is mutually agreed to by all players of both teams.

4.1.14 The captain of each team shall be responsible for forwarding the official match score sheets, to the Match Recorder, in accordance with arrangements made from time to time. Failure to forward a match sheet as directed within seven days of the date of a match shall render a club liable to the forfeiture of match points.

4.2 Injury Time

4.2.1 A maximum injury time out period of ten (10) minutes may be claimed in the event of an injury sustained during any match.

4.3 Forfeits

4.3.1 In the case of a forfeit the winning Team Captain shall complete and sign the official scoresheet indicating that a walkover has been claimed.

4.3.2 The team claiming the forfeit shall complete the score sheet and include the names of their players.

4.3.3 A team receiving a forfeit shall be credited with the maximum rubbers, games and points for that match. The forfeiting team will not receive any premiership points.

4.3.4 Any team forfeiting a major round match shall forfeit remaining major round matches.

4.3.5 Any player giving a forfeit who does not actually participate in a match or part thereof shall not be credited with having played in the match and shall not be credited with the match for the purpose of qualifying them for the finals.

4.3.6 Any player receiving a forfeit shall be credited with the rubber for the purpose of qualifying them for the final.

4.3.7 Any player forfeiting a match can only be credited with having played in the match if injury sustained in the course of the match caused the player to forfeit.

4.3.8 If a team pulls out of the competition then a bye will replace that position for the remainder of the season.

5. General

5.1 Balls

- 5.1.1 GSTTA will supply 3 star balls for all matches and only these balls may be used for matches.
- 5.1.2 Teams playing on a second table can use a previously used ball, but it must be of the same brand.

5.2 Program Variations

- 5.1 Matches must be played at the venues listed in the program. The Match Committee shall have the right to vary the program for specific purposes.

5.3 Scoresheet

- 5.1 Team captains must ensure that results are filled out correctly or a NIL result will be recorded for the match and results will not be changed if corrected results are sent at a later date. Results are to be forwarded to the Match Recorder of the GSTTA.
- 5.2 Teams will be allocated premiership points as follows;
 - Four match points shall be scored by a team for winning, two points for each team if a draw and one point for losing match played. **(Refer to 18.1)**

6. Scoring

- 6.1.1 The team scoring the greater number of rubbers in a match shall be the winner.
 - If rubbers are equal, sets shall count, if rubbers and sets are equal, the match shall be a draw.
- 6.1.2 At any finals if rubbers and sets are equal an extra doubles shall be played with a combination not previously played that night.
- 6.2 In the event of a team forfeiting a match, the team receiving the forfeit shall receive maximum points and shall be credited with maximum rubbers and sets. If a match sheet is not forwarded for a forfeit, no points shall be awarded.
- 6.3 The match sheet shall show the names of players for registration and qualification purposes.
- 6.4 If a team withdraws from a competition during the season, all points related to that team's matches will be withdrawn.

7. Umpiring

- 7.1 All matches shall be umpired in accordance with the Laws of Table Tennis as adopted by "Table Tennis South Australia".
- 7.2 Teams will share umpiring duties each match.
- 7.3 A player has the right to ask the home captain to arrange for a different umpire for any particular game.

8. Finals

- 8.1.1 In the event of any of the teams holding second, third, fourth, fifth or sixth positions, having an equal number of match points, rubbers and sets, at the close of the match programme for the minor round, those teams shall play each other in order to determine their relative positions.
- 8.1.2.1 All teams shall supply a list of their teams for the finals, to the Match Recorder whether their teams make the finals or not. The list shall show their players, in order of merit for singles and combinations of doubles. **[Refer to 16.3.1]**
- 8.1.2.2 Reserves can be listed for any team. A reserve that has played for one team in the finals cannot play for the other team(s).
- 8.1.2.3 Finals Team lists to be received by the Match Recorder prior to the third (3rd) last minor round. This list must be retained for all final matches. No team shall be entitled to participate in any finals matches unless this list is supplied. No departure from this list shall be allowed except with the permission of the Match Committee.
- 8.2 All final matches shall be played on tables and in halls decided upon by the Match Committee.

9. Time Out

- 9.1 A player or pair may claim one time-out period of up to 1 minute during a match.
- 9.2 The request for a time-out may be made by the player or pair or by the team captain.
- 9.3 The request for a time-out, which may be made only when the ball is out of play, shall be indicated by making a "T" sign with the hands.

10. Clothing and Colours

10.1 All players must wear GSTTA approved sports attire only.

10.2 No shirts/shorts/skirts/trousers to be white or orange (other than allowable pattern).

Failure will result in forfeiture of individual results.

11. Alcohol Policy

11.1 When GSTTA hires a non-licensed Club venue for Competition matches there will be no alcohol consumed on the premises while there is any GSTTA matches still in progress.

11.2 At licensed venues alcohol can only be sold to players whose team has completed all of their matches. Those players can only consume their purchases away from the playing area.

11.3 Any non-playing spectators may purchase alcohol at any time, but must be consumed away from the playing area.

12. Noise Disturbance

12.1 Players competing on the table shall not make excessive noise during their own match and create a disturbance to other matches and/or players competing at the same venue.

12.2 Spectator barracking should always be at a reasonable noise level and not cause a disturbance to other matches and/or players at the same venue.

12.3 Any serious breaches of the Noise Disturbance Policies will be dealt with by the GSTTA Match Committee and may result in loss of match points.

13. Umpiring Matches

13.1 When players are umpiring matches they must not advise their players on tactics between games.

13.2 Failure to adhere to this rule will result in the match be awarded to the opponent.

13.3 All matches are to be played in accordance with the GSTTA rules and regulations. The laws of Table Tennis are fully listed in the I.T.T.F. handbook, available from GSTTA.

14. Appeals/Disputes

14.1 The Match Committee will act as the Appeals/Disputes Committee.

14.1.1 The Match Committee will consist of the match recorder plus one representative from each participating team, with the Match Recorder as the Chairperson.

14.1.2 All appeals must be lodged with the Match Recorder who will call a meeting of the Match Committee.

14.1.3 Any player or participant team may appeal against any decision of the Match Recorder to the Committee.

14.1.4 Any appeal will be heard by the Match Committee within seven (7) days of receipt of the Appeal.

14.1.5 All appeals will be decided by a majority vote. The Match Recorder will not have a vote in the case of an appeal against a decision made by him/her. In the case of an equality of votes then the appeal is considered lost.

14.1.6 Any party to the appeal may request an appearance before the Committee.

14.1.7 The Committee will give its decision on the matter within twenty four (24) hours and the Match Recorder will notify the parties concerned.

15. Trophies

15.1 The Match Committee can award trophies for any organised competition or tournament. **(Refer to 18.2)**

16. Grading of Players

16.1 Players shall be allotted to teams with proper regard first and foremost to their relative ability. This requirement shall also apply to the movement of players between positions at all stages of a season.

16.2 Where a club has more than one team, every endeavour will be made to achieve equality of strength between those teams according to the adjudged ability of players. There shall not be an exchange of players between teams after the completion of the fifth minor round match. A reserve player may play for either team (within club) during the season's minor rounds.

16.3.1 Captains shall play all players in their order of merit in singles.

16.3.2 After four (4) matches the Match Recorder will assume that this is the singles order of merit for the season and no player is to move more than one relative place per match after this 4th game.

16.3.3 When a captain plays a reserve player, their ability shall be equal or lesser than the player they are replacing.

16.3.4 The Match Committee shall have the power to direct a member team(s) to reposition any player deemed

to be playing out of order of merit, within a team.

- 16.4 The composition of the team and the order of playing singles and doubles in all teams not to alter three (3) matches from the end of the minor round and there be no variation without Match Committee approval (this will be your finals team).
- 16.5 If in the opinion of the Match Recorder, a team or a captain has failed in a particular respect to comply with the foregoing requirements, the matter shall be drawn to the attention of the Captain of the team concerned for consideration, attention and explanation to the Match Committee.
- 16.6 If the Match Committee is not satisfied with an explanation given under the provisions of Rule 16.5, it shall have the authority to require the forfeiture of the results of any match and/or to take such other action as it deems appropriate if it concludes that an infringement of the requirements of the rules has occurred.

17. Composition of Teams

17.1 TWO PLAYER TEAMS

- 17.1.1 A Club or representative team's match shall consist of two (2) players and a maximum of four (4) players for each team that will be controlled by a duly appointed captain.
- 17.1.2 The maximum number of players to participate in singles shall be (2) per team. If there are not two (2) players competing in a team, the match will be declared a forfeit.
- 17.1.3 One doubles pair shall be formed in each team.
- 17.1.4 A teams match shall consist of five (5) rubbers, four (4) of which will be singles (playing the best of seven (7) advantage games), and one doubles (playing the best of seven (7) advantage games).
- 17.1.5 When filling in the scoresheet, the first named team shall be A, B or 1, 2 and provide the umpire for the first two (2) matches.
- 17.1.6 If a player is absent or unable to play when it is their turn to play, that player's captain may replace that player by another player who has not until then been named in the team, provided that a player who has competed shall not be so replaced.
- 17.1.7 When a singles or doubles rubber is due to be played, if a player is not ready to participate, the opposing team shall, after the expiration of three (3) minutes, be deemed to have won the rubber by three (3) or four (4) games to nil.
- 17.1.8 The winning team captain shall ensure that the score sheets are signed by both captains and forwarded to the Match Recorder.

17.2 THREE PLAYER TEAMS

- 17.2.1 A team shall consist of a minimum of three (3) players and a maximum of five (5) players for each team which will be controlled by a duly appointed captain.
- 17.2.2 The maximum number of players to participate in singles shall be three (3) per team. If there are not two (2) players competing in a team the match shall be declared a forfeit.
- 17.2.3 A team's match shall consist of nine (9) singles and two (2) doubles (each best of five (5) advantage games).
- 17.2.4 Two (2) doubles pairs shall be formed in each team. No one distinct pair shall be included more than once in each match.
- 17.2.5) When filling in the scoresheet, the first named team is the home team and shall be A, B, C or 1, 2, 3 and provide the umpire for the first match.
- 17.2.6 If a player is absent or unable to play when it is their turn to play, that player's captain may replace that player by another player who has not until then been named in the team, provided that a player who has competed shall not be so replaced.
- 17.2.7 When a singles or doubles rubber is due to be played, if a player is not ready to participate, the opposing team shall, after the expiration of three (3) minutes, be deemed to have won the rubber by three (3) or four (4) games to nil.
- 17.2.8 The winning team captain shall ensure that the score sheets are signed by both captains and forwarded to the Match Recorder.

17.3 FOUR PLAYER TEAMS

- 17.3.1 When filling in the scoresheet, the first named team is the home team and shall be A, B, C, D or 1, 2, 3, 4
- 17.3.2 Teams will consist of four players which will be controlled by a duly appointed captain
Players must play in order of merit of their ranking from the previous winter competition.
- 17.3.3 Matches shall consist of twelve (12) rubbers, of which shall be eight (8) singles and four (4) doubles,

singles and doubles being best of five (5) advantage games.

17.3.4 Should the order of play oblige any player to play two (2) or more rubbers in succession, their captain may require for that player not more than five (5) minutes rest between such rubbers.

17.3.5) When a singles or doubles rubber is due to be played, if a player is not ready to participate, the opposing team shall, after the expiration of three (3) minutes, be deemed to have won the rubber by three (3) games to nil.

17.3.6 The winning team captain shall ensure that the score sheets are signed by both captains and forwarded to the Match Recorder.

17.4 EIGHT PLAYER TEAMS

17.4.1 In doubles the No. 1 player to play in the top (1st) ranked doubles in each round. The No. 1 Player can have either the No. 2, No. 3, or No. 4 player as doubles partner. The other two players to combine as the 2nd ranked doubles.

17.4.2 In doubles the No. 5 player to play in the 3rd ranked doubles in the first round. The No. 5 Player can have either the No. 6, No. 7, or No. 8 player as doubles partner. The other two players to combine as the 4th ranked doubles.

17.4.3 In the second round of doubles, the No. 1 player to play in the top (1st) ranked doubles and with a different partner (from the 1st round), either the No. 2, No. 3, or No. 4 player. The other two players to combine as the 2nd ranked doubles.

17.4.4 In the second round of doubles, the No. 5 player to play in the 3rd ranked doubles and with a different partner (from the 1st round), either the No. 6, No. 7, or No. 8 player. The other two players to combine as the 4th ranked doubles.

18. APPENDIX

18.1 Points awarded for Winter Competition

RESULT	POINTS
WIN	4
DRAW	2
LOSE	1

18.2 Trophies to be awarded

Premiership Winning Team members	Most Improved	Highest Percentage "A" Grade (or team top half)
Premiership Runner-Up Team members	Line Winners	Highest Percentage "B" Grade (or team bottom half)
Mystery Doubles Winners	Winner Doubles "A" Grade (or team top half)	Winner Doubles "B" Grade (or team bottom half)