



Brisbane Table Tennis Association Inc

Fixtures Policy

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Fixtures

All fixtures are played under the ITTF laws of table tennis. The following are local rules and overriding the ITTF rules where there is a conflict. The Tournament committee will undertake the organising fixtures. The Tournament committee can alter from time to time the fixtures to suit the current conditions in any section of the policy.

Definitions:

Season:

Fixture seasons duration, shall be determined by the Tournament Committee

Number of Team players:

A team shall comprise of up to 5 (five) players.

Game:

A game shall be won by the player or pair first 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 (ITTF Rule:2.11.01)

Match:

A match shall consist of the best of any odd number of games. (ITTF Rule:2.12.01)

Number of games to a match:

5 (five) games make up 1 (one) match.

Overall Player Percentage (%):

This is calculated on the attendance and win/loss percentages. More weight is given to the attendance value.

Player's total number of matches played = PTMP

Player's total number of wins = PTW

Total number of matches = TM

sqrt = Square root

Overall Formula: $((PTMP / TM) * \text{sqrt}(PTW / PTMP) * 100)$

Registration and playing fees:

All players must be approved and registered by BTTA committee prior to commencement of matches.

Any player not paying registration fees by second night of the start of their first competition shall be deemed as unregistered. Games won by any player or substitute whose fees have not been paid may not be allowed.

Sign up:

By signing up to the fixtures, the person agrees to play in the division that the Tournament committee places them in. If the person does not play in the division they have been placed, this person will not be considered for the following season play-offs.

Exemption:

Tournament committee will consider all written exemptions.

Times / Delays / Others:**Start time:**

Team matches shall commence at.

- 3 Person teams : 6:50pm
 - 3 Person teams: to be played on 2 tables where possible.
- 2 Person teams : 7:15pm

Delays:

Must be kept to a minimum for both games and matches.

Other times:

You are entitled to a 2 (two) minute hit up before each match.

Team configurations***Grading of Players:***

The Tournament Committee will grade players and teams into competition appropriate for their standard of play.

Two player team:

4 (four) singles matches and 1 (one) doubles match

Three player team:

9 (nine) singles and 2 (two) doubles matches or
9 (nine) singles and no doubles matches.

Scoring***Scoring method per team match:***

Winning teams shall score 3 (three) points.

Losing teams 1 (one) point.

Both teams game points of 0.1 for each possible played game will be added to the score of the winning and the losing team.

Score sheets:

Score sheet must be properly filled-in and showing:

Division, Night, Date and Names of the competing teams as per the draw.

Guidelines:

2 (two) person teams: 4 (four) singles matches then 1 (one) doubles match.

3 (three) person team: 3 (three) singles matches then 1 (one) doubles match

Team captains should list the order of singles separately and must show the First name and Surname in the first section ABC or XYZ. The first name only may be used in the other sections, but if the first names are the same, the surname initial should be shown. All score sheets **MUST** be totalled (games & matches) and be signed by both team captains before being handed in to the night controller by the captain or a member of the winning team. **POINTS** will not be awarded until correctly filled in score sheets are handed in.

Order of Play / Service

Order of play:

Matches should be played in the order shown on the score sheet.

Both doubles pairs must be listed separately at the completion of the first three singles. Should a player, who is filling in for a team from another section, not be available when it is his/her turn to play, games may be played out of order. It should be remembered that a player's first responsibility is to his own team. It is strongly recommended that teams arrange substitutes from a similar section or division on another fixture night if at all possible. Players playing two divisions (one as a substitute) are not to umpire, if possible.

Order of servicing:

Service at the start of each match shall be decided by the toss of a coin, or, by agreement between teams, may be alternated after the first toss.

Finals, Averages, Play-off and Eligibility

Averages:

- Player performance are calculated over the completed season.
- A player must have played in at least 75% of singles matches to be eligible.
 - Highest average award for that division.
 - Play-off position if eligibility as per **Play-off guidelines**
- Averages are calculated as a percentage of wins against matches played.
- Substitute players, must play a minimum of 3 fixture nights to be eligibility for finals.

In the event of a forfeit by the opposing team or a player/s of that team then the matches won on the score sheet shall be calculated as a win in terms of calculating averages. Conversely a forfeit offered by a player will count as a loss.

Finals format:

The format for finals (if any) for each competition will be determined by the Tournament Committee and included in the draw for each competition.

Eligibility:

To be eligible to complete in any finals, a player must have played at least 75% of the fixture season.

Forfeits will count as played rounds provided the player was available to compete and his/her name appears on the score sheet.

Play-off

At the end on each season, a play-off for position.

Play-off Guidelines:

Top 3 in overall percentage of a division , plus other players not yet graded will be part of the play-offs.

Forfeits

In the event of a complete forfeit the winning team shall score (4.1 points for 3 person team) and (3.5 points for 2 person team), provided, that a properly completed score sheet, marked accordingly, and showing the full names of all players who were ACTUALLY AVAILABLE to compete, is submitted to the night controller.

In the event of a team not having 3 (three) players available the team will be allowed to play 2 (two), provided they forfeit 4 (four) matches, or 1 (one) provided that they forfeit 8 (eight) matches.

If no member of a team is available to play by 30 minutes prior to start time, the opposing team shall be entitled to claim a full forfeit. If a team or any member of a team is not available to commence play at the allotted time, the opposing team shall be entitled to claim one match for each 15 minute delay.

Umpiring

Umpiring of each game shall be by the team not having the first serve in that game, or by mutual agreement between teams. Players are reminded that umpiring is a duty and all players should umpire when it is their turn to do so.

Supplied Ball

BALL SUPPLY The first named team ABC as per the draw shall supply the ball for all fixture matches. An approved ball must be used and changes of ball used during a match are not permitted, unless a ball is cracked or lost and a similar colour/brand ball is unavailable.

The Association will supply the ball for grand final matches. (This needs to be changed as per our motion of the free match ball)

Substitutes

Players from a particular division may be permitted to compete in the same division (or higher division) on another night or in a higher division on the same night, subject to the prior approval by the night controller. Players from one team MAY NOT play for another team in the same division on the same night.

All substitutes shall be subject to the prior approval by the night controller, and if any questions arise as to the eligibility of a player, the matter shall be referred to the Tournament Committee and Selectors.

Guidelines:

In a division, a 1st (first) string player can't substitute for a 2nd (second) string player.

Protests

Any protest must be in writing, setting out full details, and must be in the hands of the Secretary within seven (7) days of the match from which the protest arose. All decisions made by the BTTA Tournament Committee on the protests shall be final and binding.