



## BRISBANE TABLE TENNIS ASSOCIATION INC

### Fixtures Policy

#### 1. INTRODUCTION

- a. All fixtures are played under the ITTF Laws of Table Tennis. The following are local rules and override the ITTF rules where there is a conflict.
- b. The Tournament Committee will undertake the organising of fixtures.
- c. The Tournament Committee can alter from time to time the fixtures to suit the current conditions in any section of the policy.

#### 2. DEFINITIONS:

**Match:** A singles or doubles match consisting of an odd number of games.

**Team Match:** A competition consisting of an odd number of singles and doubles matches.

#### 3. CONDUCT OF PLAYERS AND OFFICIALS

- a. All players and officials will conduct themselves in accordance with the BTTA Code of Conduct.

#### 4. REGISTRATION AND PLAYING FEES

- a. All regular team players must be either
  - i. current ordinary members; or
  - ii. current associate members; or
  - iii. life members of BTTA;
- b. Substitute Players may play up to two matches prior to fulfilling the membership requirements for regular team players.

#### 5. 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 in, this person will not be considered for the following season unless

a valid and accepted reason is provided to the tournament committee.

## **6. UNAVAILABILITY**

A player agrees to contact the chairperson of the tournament committee or other nominated person as soon as possible if they are not available for a particular fixture round to provide sufficient time to find a suitable substitute player.

BTTA does not guarantee that a substitute will be found regardless of the amount of notice provided.

## **7. TIMES / DELAYS:**

- a. Start time: Team matches shall commence at:
  - i. 3 Person teams : 7:00pm
  - ii. 2 Person teams : 7:30pm
- b. Delays must be kept to a minimum for both games and matches.
- c. Hit-ups: Players are entitled to a 2 minute hit up before each match, a one minute break between games, an optional one minute time-out per player per match and a brief interval for towelling after every 6 points and at the change of ends in the last possible game of a match..

## **8. TEAM CONFIGURATIONS**

- a. Grading of Players:
  - i. The Tournament Committee will grade players and teams into competition appropriate for their standard of play.
  - ii. Rating central ratings will be used as a guideline.
- b. Two player team matches shall consist of 4 singles matches and 1 doubles match.
- c. Three player team matches shall consist of:
  - i. 9 singles and 2 doubles matches (best of 3 games for doubles); or
  - ii. 9 singles and no doubles matches; or
  - iii. Any other configurations as determined by the Tournament Committee.

## **9. SCORING & SCORE SHEETS**

- a. Scoring method per team match:
  - i. Winning teams shall score 3 (three) points.
  - ii. Losing teams 1 (one) point.
- b. Score sheets:
  - i. The score sheets must be properly filled in and showing full names in the 1st round of matches that shall be clearly printed so the controller can read them in order to process results and ratings.

- ii. Any sheets not completed properly need to be re-written by the team captains before they leave the centre.
- iii. The night controller shall check the score sheets for proper completion.
- c. Guidelines:
  - i. Team captains should list the order of singles separately and must show the First name and Surname in the first section:
    - 1. ABC or XYZ for 3 person teams
    - 2. AB or XY for 2 person teams.
  - ii. Doubles pairs for 3 person team events can be entered at any time prior to the commencement of each doubles match. NB: The same pair cannot play both doubles matches.
  - iii. The first name only may be used in the other sections, but if two team members have the same first name, the surname initial should be shown.
  - iv. 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.
  - v. POINTS may not be awarded until correctly filled in score sheets are handed in.
- d. All completed results will be entered into the BTTA Results System and Ratings Central as soon as practicable after the night's fixtures, generally within 48 hours.
- e. Example scoresheets can be seen in Appendix A.

## **10. ORDER OF PLAY /SERVICE**

- a. Order of play:
  - i. Matches should be played in the order shown on the score sheet.
  - ii. Should a player, who is filling in for a team from another division, not be available when it is their turn to play, games may be played out of order. Note: It should be remembered that a player's first responsibility is to his own team.
  - iii. Players playing two divisions (one as a substitute) are not to umpire, if possible.
- b. Order of serving: 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.

## **11. FINALS, AVERAGES, PLAY-OFF AND ELIGIBILITY**

- a. Team Placings
  - i. Final placings in the regular season will be determined by the number of points accumulated by each team.
  - ii. Where two or more teams finish on the same number of points at the end of the regular season will be separated by comparing head to head results between the teams involved, firstly on team matches won, then if necessary on individual matches won, then if necessary on games

won, then if necessary on points won and then if necessary by the toss of a coin.

- b. Individual Placings:
  - i. Individual player performance in the regular season will be determined by the number of individual matches won by individuals..
  - ii. If 2 or more Players have tied the number of wins in the season the players will be separated by games won and lost and then by points won and lost. If the tied players cannot be separated then the award and prize is shared.
  
- c. Finals format:
  - i. The format for finals (if any) for each competition will be determined by the Tournament Committee and included in the draw for each competition.
  - ii. Not all fixture seasons will have a final.
  
- d. Eligibility:
  - i. To be eligible to compete in any finals, a player must have played at least 1 match with the same team in the ordinary fixture rounds of the season.
  - ii. Where possible, eligible substitutes should not have a rating more than 100 rating points higher than that of the player they are replacing. The substitute player organiser has discretion to find players regardless of rating in the regular season.
  - iii. Forfeits will count as played rounds provided the player was available to compete and their name appears on the score sheet.

## **12. FORFEITS**

- a. A player is only to forfeit a match if they are injured, or ill, or a genuine emergency occurs where they have to leave the centre. If an opposition player wants to play, then it must be played unless the above circumstances arise.
- b. Both players may agree to a double forfeit under any circumstances to null and void a match.
- c. In the event of a complete forfeit of the Team Match, the winning team shall score:
  - i. 3 points and 11-0 individual match win for a 3 person team
  - ii. 3 points and 5-0 individual match win for a 2 person team,
  - iii. 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.
- d. In a two person Team Match, a team may play with only one player. In this case the team forfeits 2 singles matches and the doubles match.
- e. In a three person Team Match, a team may play with only one or two players. In this case the team forfeits:
  - i. with 2 Players available, four singles matches and one doubles match;  
or
  - ii. with 1 player available, six singles matches and two doubles matches.
- f. If no member of a team is available to play by 45 minutes after the official start time, the opposing team shall be entitled to claim a full forfeit.
- g. If at least one member of the team is present, but one or more team members are absent 45 minutes after the official start time, the first singles match of each absent team member will be forfeit. Thereafter, subsequent singles and doubles matches will be forfeit if a player is not available to play as that match is reached in the order of play. Matches may be played out of order in this instance.

## **13. UMPIRING**

- a. Umpiring of each match shall be by mutual agreement between teams.
- b. In general, in two person team contests each team shall umpire 2 singles matches and the doubles will be umpired either by the players themselves or by a helpful bystander.
- c. In general, in three person team contests one team shall umpire 4 singles matches and 1 doubles match and the other team shall umpire 5 singles matches and 1 doubles match.

- d. Players are reminded that umpiring is a duty and all players should umpire when it is their turn to do so.
- e. When sitting in the umpire's chair, the umpire may not give playing advice to members of either team. However, the player acting as umpire may give playing advice to members of either team:
  - i. before the match starts,
  - ii. during the breaks between games, and
  - iii. during any timeouts during the match.
- f. The umpire may not initiate a timeout.

#### **14. BALLS**

- a. The first named team ABC (3 person teams) or AB (2 person teams) as per the draw shall supply the ball for all fixture matches.
- b. 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.
- c. The supplied ball shall be any ITTF Approved 3 star ball.

#### **15. RACKET**

- a. Rackets should be covered by ITTF Approved racket coverings.
- b. Players are not permitted to change their bat during a singles or doubles match unless it is accidentally damaged. If a player changes bat between singles or doubles matches, the player should make their opponent aware of this change in equipment prior to the start of that match.

#### **16. SUBSTITUTES**

- a. 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.
- b. Players from one team may not play for another team in the same division on the same night.
- c. 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.
- d. Guidelines:
  - i. A substitute player cannot be more than 100 rating points higher than the original player that they are substituting for in both ordinary rounds and finals.
  - ii. If no suitable players are available a higher rated player can play and will count for Ratings Central but results will not count towards the team result.

#### **17. PROTESTS**

- a. Any protest must be in writing, setting out full details, and must be in the

hands of the Secretary within 7 days of the match from which the protest arose.

- b. All decisions made by the BTTA Tournament Committee regarding the protest shall be final and binding.
- c. If the BTTA Tournament Committee considers the matter serious, it may refer the matter to the full BTTA Council.

#### **18. CLOTHING**

- a. Playing Clothing shall consist of a sleeved or sleeveless shirt or singlet, shorts or skirt or leggings or tracksuit bottoms, socks and appropriate clean, enclosed sports type shoes.
- b. Playing clothing (excluding footwear) may be of any colour, except the main colour of these items shall not be the same as the ball.
- c. Clothing may not have inappropriate slogans or images.
- d. Footwear shall be worn at all times and shall be non-marking enclosed sports shoes. Bare feet, thongs, sandals, Crocs, dress shoes, or boots are not permitted.

#### **19. ADDITIONAL RULES**

- a. The Session Controller or another authorised person will act as Tournament Referee for all Fixtures Matches.
- b. Noise should not be disruptive to other players during matches.
- c. Players should not leave the court, except to retrieve balls.