



Brisbane Table Tennis Association Inc

Fixtures Policy

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.

Registration and playing fees:

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

Any player not paying Table Tennis Queensland¹ membership fees by the third night of the start of the competition shall be deemed as unregistered. Games won by any substitute whose fees not paid by the third night may not be allowed.

¹ To play fixtures at the Brisbane Table Tennis associated a player must be a current financial member of any TTQ affiliated association.

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 unless a valid and accepted reason is provided to the tournament committee. A player agrees to contact the chairman of the tournament committee as soon as possible if they are not available for particular fixture round to provide sufficient time to find a suitable substitute player.

Exemption:

Tournament committee will consider all written exemptions.

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

Team matches shall commence at.

- 3 Person teams : 7:00pm
- 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. Rating central ratings will be used as a guideline.

Two player team:

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

Three player team:

9 (nine) singles and 2 (two) doubles matches (best of 3 games) 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:

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 Ratings.

Any sheets not completed properly need to be re-written by the Team Captains before they leave the Centre the Controller will check these.

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.

All completed results will be entered into Ratings Central the following night by the Night Controller.

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. In 2 player format if both captains agree, the doubles can be played last.

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. 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 in that division to be eligible for averages prize.
- Averages are calculated as a percentage of wins against matches played.

If 2 or more Players have tied the averages in the season the winner of the averages will be decided on a head to head verdict i.e. Matches - Games- Points to decide the winner.

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. Not all fixture seasons will have a final.

Eligibility:

To be eligible to compete in any finals, a player must have played at least (2) matches with the same team in the ordinary fixture rounds of the season. The player will also be required to be under the Rating of the player missing or within 50 pts above his or her Rating.

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

Forfeits

A player is only to Forfeit a Match if they are Injured or ill or an emergency that they have to leave the Centre for. If an opposition player wants to play, then it must be played unless the above circumstances arise.

It shall be the agreement of both players to null and void a match.

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 approved ball may change from time to time at the determination of the tournament committee.

The supplied ball shall be DHS 40+ 3 star white ball. The BTTA tournament committee can approve a new standard ball at any time.

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.

Guidelines:

A substitute player cannot be more than 100 rating points higher than the original player that are substituting for in both ordinary rounds and finals. If no suitable players are available a higher rated player can play and will count for rating central but results will not count towards the team result.

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.