NORTH EAST HILLS TABLE TENNIS ASSOCIATION INC.

MATCH RULES

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MATCH RULES

1. GENERAL:

1.1. Authorisation:
The match rules are authorised by Clause 15.1 of the NEHTTA Constitution

1.2. Application:
The match rules apply to the Winter and Summer Seasons

1.3. Additional Rules:
"The Laws of Table Tennis" as determined by the ITTF shall apply to the Winter and Summer Seasons

1.4. Interpretation:
The Management Committee shall interpret the Match Rules when required generally. The President shall Interpret the Match Rules in an emergency except where the President is unavailable the next most senior Officer shall interpret the Match Rules.

1.5. Disciplinary Action:
The Management Committee may take Disciplinary action against a player behaving in an unsporting manner during a match.

1.6. Protests:
Protests regarding Disputed Match Rules shall be made in accordance with Clause 16 of the NEHTTA Constitution.

1.7. Match rule changes
Any changes made to the Match Rules during a competition season shall come into effect for the following season.

2. DEFINITIONS:

2.1. Permit Committee:
The Results Steward plus a minimum of two other Officers.

2.2. Grading Committee:
The Officers.

2.3. Management Committee:
The Officers of the Association and two representatives ("Delegates") from each Club. Life Members may attend Management Meetings but may only vote at Annual and Special General Meetings unless they are an officer or a delegate.

2.4. Minor Round Team List:
The list of teams and players for the minor round (approved by the Management Committee).

2.5. Finals:
The top four teams at the end of the minor round play to determine the premier team in each division/grade.

2.6. Finals Team List:
The list of teams for finals (as issued by the Results Steward).

2.7. Forfeit:
The penalty imposed for not complying with the Match Rules. When a forfeit occurs the forfeiting player's matches shall not be counted for finals qualifying and the opposing player/team shall be deemed as winning the forfeited rubbers and/or match by the maximum possible amount.

2.8. Permit:
Permission to compete for a team - effective immediately on the approval of the Permit Committee.

2.9. Unfinished Match:
A match which is unable to be completed for reasons outside the control of the players. Section 14.2 deals with scoring of unfinished matches.

2.10. New/unknown player:
Is a player who has no directly relevant performance data or one who has previous relevant performance data which is unreliable due to its age (typically more than four seasons old) or other factors.

3. TEAMS:

3.1. Winter and Summer Season Grades:
A maximum of (5) five players per team may be submitted for grading before the start of the season.

3.2. Participating Teams:
Teams participating in the NEHTTA Summer and Winter Competitions may only be teams from a NEHTTA member Club.

3.3. Captain:
A team shall be under the control of a Captain appointed by the team's club.

4. RESTRICTIONS:

4.1. Number of Clubs:
A player shall only compete for one NEHTTA club during a season. A team playing a player that has competed for another NEHTTA club during the season shall forfeit the rubbers the player has played including doubles.

4.2. A player shall compete in only one match per weekly round. If a player plays in more than one team in the same week the player shall forfeit every rubber played in the additional team or teams. In the event of ambiguity as to the player's primary team, that decision will be made by a majority vote of the Grading Committee.

4.3. No new player (known or unknown) will be allowed to play in the last 3 weeks of minor round matches except in a club's team or teams playing in that club's lowest grade/division.

4.4. Top Grade Players

4.4.1. To maintain competitive balance within the Top Division/Grade, top grade teams may:

- Only field one Top Player in singles rubbers per night
- Field a second Top Player who may participate in doubles; however, two Top Players may not partner together in any doubles rubber.

Any rubber played in contravention of these restrictions shall be forfeited.

4.4.2. A player is classified as a "Top Player" if they meet any of these criteria:

- A known player who has achieved a percentage of 80% or over in their most recent NEHTTA Top Grade season.
- A new/unknown player whose most recent TTSA season was in the top grade and within the last 3 years.
- A new/unknown player whose most recent TTSA season was in the second highest grade, within the last 3 years and after completing 5 NEHTTA top grade matches, they have achieved a percentage of 80% or over.
- A new/unknown player with no relevant data within the last 3 years and after completing 5 NEHTTA top grade matches, they have achieved a percentage of 80% or over.

5. GRADING:

5.1. Club Duties: Team Submissions:
A club shall submit teams and a list of players for any grade or division to the Grading Committee before the start of the season (by the date set by the Management Committee).

5.2. Grading of Players:
A club shall grade players for their proposed teams using each player's winning percentage.
from the previous seasons as a guideline.

WINNING PERCENTAGE	PLAYER GRADING
75% - 100%	up one grade/division from previous year
25 % - 74%	same grade/division as previous year
0% - 24%	down one grade/division from the previous year

A minimum of five matches in one grade/division shall be required to obtain a relevant percentage unless the Grading Committee are in a majority agreement that an immediate handicap adjustment is required. (Forfeit matches shall not be used to determine percentages).

5.3. Committee Duties: Grading of Players:
The grading of every player shall be subject to the Grading Committee approval based on relevant data. Approval can be given for a player to compete a maximum of one grade/division below their correct grading.

5.4. Grading of Teams:
The Grading Committee shall form grades/divisions from the teams submitted to produce a competition that is as evenly balanced as possible.

5.5. Handicap Procedure to be used in the assessment of players and the appointment of handicaps.

6. ALL PLAYERS:

6.1. Competing for a Higher Graded Team:
A player may compete for any team in a higher grade/division than the one in which they are listed. This shall include different teams in the same higher grade/division and for as many times as necessary – subject to Rule 6.4.

6.2. Competing for a Lower Graded Team:
When a player competes in a lower grade/division without a permit they shall forfeit all their rubbers for the match except in extenuating circumstances when it is not possible to obtain a permit for varying reasons, the player competing in the next lower grade than the one in which they are listed shall do so with an additional handicap of minus 2. An explanation attached to the match result must be sent to the Score Steward. (Please note rule 5.3)

6.3. Competing for Different Teams in the Same Grade/Division:
Once the Minor Round teams and grade/divisions have been approved by the Management Committee, the movement of players between teams in the same grade/division requires a permit from the Permit Committee. If a player competes without a permit for a different team than the one in which they are listed, they shall forfeit all their rubbers for the match.

Permits will not be granted for temporary exchanges of players between teams in the same grade/division.

6.4. When a player plays more matches in a higher grade/division than originally listed, the player cannot play Finals in a lower grade/division without Permit Committee approval.

7. PERMIT PLAYERS:

7.1. Competing in One Match:
A player may compete in one match for a club without having to obtain a permit. Where it is obvious that this player requires a handicap any one member of the Permit Committee may issue one. If no member of the Permit Committee can be located, an automatic handicap of minus 2 points to play one grade below the players recognised grade. Failure to apply either an approved or automatic handicap shall result in the loss of all matches in which such player played.

7.2. Competing in More Than One Match:
Once a player has played in one match for a team, they will automatically be assessed for Permit approval for the team in which they have played. When a player competes in a second match for a club without a Permit they shall forfeit all their rubbers for the match.
Approved and not approved Permits shall be promulgated in the weekly Match Results but are effective immediately upon approval.

7.3. Permit Holders:
A player who has acquired a Permit to compete in a team is subject to the same rules as a listed player.

7.4. Special Fill in Permit (SFP)
Clubs may apply for a special fill in permit for players with the purpose of filling teams in the clubs lowest graded teams. These players are allowed to switch between teams within that grade for the purpose of replacing unavailable players only. If these fill in players are required for finals, they will need a permit to do so under rule 18.4. This is for unlisted players only.

8. PERMIT APPLICATIONS:

8.1. For Minor Round Matches, permit applications received after 6pm on the match night may not be approved in time for that match. Rule 7.1 permits the first-time use of an unlisted player in a Minor Round Match without a Permit to deal with emergency fill-in requirements.

8.2. Review of Permits may be subject to Management Committee approval by request of club reps as part of the result stewards report.

8.3. Minor Round Permit applications must be submitted to the Results Steward in writing (e.g. email).

8.4. See also Finals Permits Applications - Section 18.5

MATCH RULES

9. MINOR ROUND MATCHES:

9.1. Starting Time:
The starting time for a match shall be 7.30pm. When play has not commenced by 7.45pm, the absent team shall forfeit the first rubber. When a team is not ready to start by 8.00pm they shall forfeit the match. When a player is not ready to start by the second singles round, they shall forfeit all their rubbers for the match except by arrangement with the team captains.

9.2. Practice:
When a match is in progress other tables shall not be used for practice.

9.3. Home Team Duties:
Venue: The home team shall ensure that the venue is set up prior to the starting time.
Tables: The home team shall provide at least one table for each match.
Balls: The home team shall provide one new or near new ball for each table. Each ball shall be NEHTTA approved and acceptable to each captain. When a ball is no longer acceptable for matches it shall be replaced. When a visiting team deliberately breaks a ball, they shall provide an acceptable replacement.

9.4. Venue:
In the absence of mutual agreement between the concerned teams or clubs to do otherwise, home matches are to be played at the respective venues and not at a neutral venue.

10. INSUFFICIENT PLAYERS:

10.1. Minimum Number of Players:
When a team has less than two players, they shall forfeit the match.

10.2. Competing with Less than a Full Team:
If a team competes with less than three players for a third time the club may be asked to withdraw that team from the competition without the team fee being refunded.

10.3. Withdrawal of teams
When a team is withdrawn from the competition without fielding sufficient players in at least 50% of the full season's matches, all completed and future matches for that team shall be considered null and void as if the team had not been entered into the competition. Individual player results for the voided matches will be retained. Where the team has fielded sufficient players in >=50% of the full season's matches, all prior results will be retained and all future matches shall be considered byes.

11. WINTER/SUMMER SEASON:

11.1. Open Grades/Divisions:
A match shall consist of eleven rubbers (nine singles and two doubles)
The options for competition shall be:

Option 1 - (three players)
Each player in a team shall compete in three singles rubbers and at least one doubles rubber against players in the opposing team. Pair 1 and pair 2 may be formed in any order using the three players in the team.

Option 2 - (four/five players)
Three players in a team shall compete in three singles rubbers. The fourth/fifth player/s in the team shall not compete in any singles rubbers. The captain may form the two doubles pairs in any order from the four players in the team. (Except that pair 1 and pair 2 shall be different).
Sequence of play - As per the score sheet subject to variance by agreement of team captains.
A maximum of five players per match per team.

11.2. NEHTTA EXPEDITE RULE
Where there are spare tables available, any Association Officer or home club official present **may** use their discretion to instruct teams to play on more than one table in order to expedite the matches in progress. Consideration to be given to players who have just finished a lengthy game and require a short break, consideration also to be given to the programmed matches to be played in order. Teams failing to comply with instruction shall forfeit that rubber.

11.3. If a match is interrupted for any reason for more than 30 minutes, any person from either team or club official **may** invoke an unfinished match situation which will be dealt with in accordance with the unfinished match rules.

11.4. Super League Format: (when applicable)
A team shall consist of two players who each play a single against the other two players and one doubles. Each rubber is best of 5 advantage games, A match shall consist of 5 rubbers.

11.5. Hot Weather Policy
If the forecast for Adelaide found on the Bureau of Meteorology website predict the temperature to be 38 degrees Celsius or the temperature found within the TTSA Hot weather policy (whichever is lower) for the day of the match then the N.E.H.T.T.A. Officers may cancel that week's matches up to 26 hours prior to commencement of play in order to provide clubs the time to inform their players.

12. SCORE SHEETS

Each team shall complete a score sheet for every match scheduled (This includes forfeited matches).

12.1. Before Matches:
All singles players shall be listed on the scoresheet prior to the start of every match (listing the doubles pairs is optional). Replacements may be made before the end of the first round of singles prior to each player's first match.
Optionally, each doubles pair shall be listed prior to the commencement of each associated doubles match. If both teams use this option, each team shall list its doubles pairs on its scoresheet in private and then exchange details with the opposing team.

12.2. During Match:
The umpire for a rubber shall ensure that the correct score for the rubber is entered on the score sheet of each team.

12.3. After Match:
The Captain shall ensure that the score sheet is completed correctly and then sign it.
The Captain shall then check and sign the opposing team's score sheet.
Score sheets shall be received by the Results Steward by 5pm on the Thursday following the match.
Once both scoresheets are signed and submitted to the Results Steward, the scoresheets are deemed final and no amendment can be made apart from any errors identified by the Results Steward.

13. ENOEST SIMON BEST TEAM MEMBER AWARD

13.1. Scope:

The Para Vista Modbury Table Tennis Club, upon disbanding, donated a perpetual trophy named in honour of Enoest Simon, a former life member. This trophy shall be awarded to the best Team member for the minor round of the winter season.

The criteria shall be good sporting behaviour and appropriate dress. (Match results may be used to decide between equal players).

13.2. Voting:

The captain shall choose the player from the opposing team who best fits the criteria.

The captain shall record the player's name and sign the score sheet in the required section.

(This is a secret vote) When the captain decides that no player from the opposing team fits the criteria. NO VOTE shall be recorded, a reason for not voting may be given and the score sheet will be signed in the required section.

13.3. Winner:

The winner of the award shall be the player who receives the highest average number of votes per match played. To be eligible for the award, a player must play a minimum of 50% of the total matches in the grade in which they are listed. These matches may consist of matches played across multiple grades.

14. PREMIERSHIP TABLE

14.1. Match Winner:

The team that wins the majority of rubbers shall be the match winner. When both teams win the same number of rubbers the team that wins the majority of games shall be the winner.

14.2. Drawn Match:

When both teams win the same number of rubbers and the same number of games the match shall be a draw. An unfinished match shall be a draw except when one team has won more than half the total number of rubbers in the match – in which case the actual rubbers and games won by each team will be recorded. In an unfinished match where there is no clear winner, each team will be awarded 1 match point, 6 rubbers 18 games.

14.3. Premiership Table:

A premiership table shall be issued to all clubs (by the Results Steward) at regular intervals during a season. A team's place shall be determined by the number of matches won followed by rubbers and games.

15. FINALS – GENERAL:

15.1. Program:

The dates and venues for every match shall be listed in the program.

15.2. Starting Time:

The starting time for a match to start shall be 7.30pm. When a team is not ready to start by 7.45pm they shall forfeit the match.

15.3. Home/Visiting Team:

The home team in finals shall be the team listed first in the finals program.

15.4. Balls:

The home team shall provide one new ball for each table, each ball shall be NEHTTA approved. When a ball is no longer acceptable for matches it shall be replaced.

15.5. Practice:
When a match is in progress other tables shall not be used for practice.

16. COMPOSITION OF FINALS:

16.1. Semi Finals:
These finals shall be played between the first and second placed teams and the third and fourth placed teams (at the end of the minor round) in each grade/division.

16.2. Preliminary Final:
This final shall be played between the loser of the semi-final between the first and second placed teams and the winner of the semi-final between the third and fourth placed teams in each grade/division.

16.3. Grand Final:
This final shall be played between the winner of the semi-final between the first and second placed teams and the winner of the preliminary final in each grade/division.

17. QUALIFICATION OF PLAYERS – FINALS:

17.1. Number of Matches:
All players shall compete in a minimum of five minor round matches to qualify for finals matches. A player who has qualified in the minor round by playing less than five matches as a singles player, shall need a permit (and if necessary, a handicap) to play singles in finals.

17.2. Finals Team List:
A Finals program listing the finals teams will be issued to all clubs by the Results Steward.
It is the responsibility of each Club to ensure that the players in its finals teams are qualified to participate in the Finals matches. An unqualified player will forfeit all their rubbers in the match.

18. TEAM OPTIONS – FINALS:

18.1. Players listed in a Team:
A team may compete with any of these players.

18.2. Players from a Lower Grade/Division:
In all grades/divisions, a team must apply for a permit to compete with a qualified player from a lower grade/division when they cannot fill the team from their listed players. A permit will only be granted where the player is of equal or lesser standard than the player requiring the substitution.
If a club has more than one team in its lowest grade, qualified players from these teams may be treated as lower grade/division players provided these teams are no longer participating in the Finals.

18.3. Players from a Higher Grade/Division:
A team shall only compete with qualified players from their grade/division or a lower grade/division.
When a team competes with a player from a higher grade/division they shall forfeit the players rubbers except when rule 6.4 conditions are met.

18.4. Players who are Unqualified:

A team shall only compete with players who have qualified for finals (except a club's lowest grade team which can apply for a limit of one permit for unqualified players per team. Permits will only be granted if it can be established that the replacement player(s) are of equal or lower standard than the players being replaced.
When a team competes with a player who is unqualified or not approved under this rule then they shall forfeit the players rubbers.

18.5. Finals Permit Applications:

Wherever possible, player permit applications should be made as soon as the need arises and in writing (email) to give the Permit Committee adequate time to process the application and to give the applicant time to pursue alternatives if the permit application is rejected.
In recognition of the importance that players and clubs attribute to Finals matches, and to accommodate emergency situations, permits can be verbally requested and approved by the Permit Committee up to the starting time of the match provided the equal or lesser standard criteria (Ref 18.2) can be met.

19. ORDER OF FINALS:

19.1. The order of play shall be as listed on the score sheet.

20. MATCH RESULTS – FINALS

20.1. Match Conclusion:

When a match winner has been determined, any unplayed rubbers shall not be started and any rubber in progress shall stop. The results shall be taken in order of the scoresheet.

20.2. Drawn Match:

(First /Second semi-finals, Preliminary finals) When a match is drawn, the match shall be replayed on the following Friday and if required on the following Monday.
When a Grand Final match is drawn, the match shall be replayed on the following Wednesday, and if required, on the following Friday.