

## Regulations Part A: COMPETITIVE TABLE TENNIS

Approved by Board:

In effect from:

*The Regulations set out below were made by the Board in accordance with the following Company Article:*

50 *The Laws of Table Tennis*

50.1 *The Laws of Table Tennis in England shall be those laid down by the International Table Tennis Federation, unless otherwise decided by special resolution at a general meeting.*

### REGULATIONS

- 1 General
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## 1 GENERAL

- 1.1 Competitive Table Tennis is table tennis in which a player takes part in a competition authorised by the ITTF, the ETTA, a County Association, a Local League or a Directly Affiliated Club, other than a closed tournament of his own club.
- 1.2 Except with the permission of the Board or as provided in 1.3 or 1.4, all Competitive Table Tennis under ETTA jurisdiction must be played under the Laws of Table Tennis as defined in the Articles, supplemented by certain ITTF Regulations adopted by the ETTA either as 'National By-Laws', as shown in section 2, or as regulations for particular competitions, as specified in 6.1. (see *ITTF website (www.ittf.com) for current ITTF Laws*)
- 1.3 An Affiliated Organisation may adopt as Local By-Laws for competitions solely among its own members additional ITTF Regulations consistent with 1.2.
- 1.4 An Affiliated Organisation may, without specific permission, organise and conduct an individual competition or a team knock-out competition solely among its own members in which there is divergence from the Laws and/or National By-Laws in either or both of the following ways:
  - 1.4.1 a reduction or increase in the number of points required to win a game, either for all players or differentially under a handicap system;
  - 1.4.2 a change to the requirements for equipment, such as a restriction on the type of racket covering.
- 1.5 Except with the permission of the Board or as provided in 1.6, an individual playing Competitive Table Tennis must be affiliated as a Player Member and, for certain competitions as specified in 5.1, must also hold a Player Licence;
- 1.6 An Affiliated Organisation must not, without specific permission, allow unaffiliated individuals to play in a competition under its jurisdiction other than an individual competition which is otherwise solely among its own members.

## 2 NATIONAL BY-LAWS

- 2.1 The ball shall be of a brand and type currently approved by the ITTF.
- 2.2 The covering material on a side of the racket blade used for striking the ball shall be of a brand and type currently authorised by the ITTF.  
*Current lists of ITTF approved and authorised equipment are published on the ITTF website.*
- 2.3 It is the responsibility of the player to ensure that his racket does not contain any harmful volatile compounds. (See *Annex C for racket testing procedure*)
- 2.4 A racket shall not be replaced during an individual match unless it is accidentally damaged so badly that it cannot be used.

## 3 APPLICABILITY OF ITTF REGULATIONS

- 3.1 Matches in British League, County Championships, English Leagues Cup Competitions, National Championships and other national competitions shall be played in accordance with the current ITTF Regulations for International Competitions 3.2 to 3.5 inclusive, covering equipment, playing conditions, jurisdiction of officials, match conduct and discipline, except that

- 3.1.1 playing conditions and equipment (parts of ITTF 3.2.2 and 3.2.3) shall be as specified in Annex A;
- 3.1.2 the appointment of an assistant umpire (ITTF 3.3.2.1) shall be at the discretion of the referee;
- 3.1.3 the point penalty system (ITTF 3.5.2) shall apply only to matches controlled by a qualified match official.
- 3.2 Unless otherwise specified in the regulations of a competition, the ranking order in a group, or "round robin", competition shall be determined in accordance with ITTF Regulation 3.7.5. (see Annex B)

#### **4 AGE LIMITS**

- 4.1 In all competitions run by or approved by an Affiliated Organisation
- 4.1.1 'Cadet' shall mean a person under 15 years of age on 31st December of the current Membership Year;
- 4.1.2 'Junior' shall mean a person under 18 years of age on 31st December of the current Membership Year;
- 4.1.3 'Veteran' shall mean a person 40 years of age or over on 31st December of the current Membership Year.
- 4.2 In all such competitions, unless otherwise stated in the competition's own regulations,
- 4.2.1 an event for players under a certain age shall be restricted to players under that age on 31st December of the current Membership Year;
- 4.2.2 an event for players over a certain age shall be restricted to players of that age or over on 31st December of the current Membership Year.

#### **5 PLAYER LICENCE**

- 5.1 Subject to Regulations 5.2 and 5.3, a player must hold a Player Licence
- 5.1.1 to play in any section of the British League;
- 5.1.2 to play in the English National, Junior/Cadet National or Under 10-13 National Championships, a 2, 3 or 4 Star Open Tournament, a Grand Prix Tournament, a Junior or Cadet Masters Tournament or National Regional Squad Championships;
- 5.1.3 to be selected for an ETTA National Squad.
- 5.2 A player affiliated to the Guernsey, Irish, Isle of Man, Jersey, Scottish or Welsh Associations need not hold a Player Licence to play in any competition listed in Regulations 5.1.1 or 5.1.2 for which he is eligible.
- 5.3 Unless his right to play Competitive Table Tennis has been suspended under the provisions of section 6, any other player who does not hold a Player Licence may play in any competition listed in Regulation 5.1.2 for which he is eligible if
- 5.3.1 he buys a Single Competition Licence on each occasion, or
- 5.3.2 he provides proof of being affiliated to another National Association in membership of the ITTF and is not affiliated to the ETTA.
- 5.4 A player need not hold a Player Licence to play in Local League Competitions, English League Cup Competitions, the National Junior or Cadet League, the County Table Tennis Championships or ETTA Approved or 1 Star Open Tournaments.
- 5.5 An application for a Player Licence may be made via the ETTA website or on a form obtainable on request from the ETTA Office; the application must be accompanied by the appropriate fee.
- 5.6 The purchase of a Single Competition Licence shall be made in accordance with the regulations for that competition.
- 5.7 The fees for a Player Licence and a Single Competition Licence shall be set by the Board and published before the end of the preceding Membership Year.
- 5.8 A Player Licence shall be valid from the date of issue until the following 31st July.
- 5.9 Any alterations to these Player Licence Regulations made by the Board shall take effect from the date prescribed by the Board, but shall not apply to existing Licences.

#### **6 SUSPENSION OF RIGHT TO PLAY**

- 6.1 Matches controlled by qualified officials in open tournaments, British League, County Championships, English Leagues Cup Competitions, Grand Prix Tournaments and National Championships shall be subject to the ITTF Point Penalty System for dealing with misbehaviour. See *ITTF 3.5.2.1-3.5.2.4*)
- 6.2 A player who is formally warned or penalised by an umpire for misbehaviour will incur 1 "penalty mark" on each occasion, and disqualification by a referee will incur 2 penalty marks.
- 6.2.1 If he incurs 5 penalty marks within a twelve month period his right to play Competitive Table Tennis, or to be selected to represent the ETTA, will be suspended for a period of one month.
- 6.2.2 If in the twelve months following a first suspension he incurs 3 penalty marks, a further suspension of one month will be imposed.
- 6.2.3 If in the twelve months following a second suspension he incurs 3 penalty marks, a further suspension of one month will be imposed.

- 6.2.4 If in the twelve months following a third suspension he incurs 3 penalty marks, a further suspension of three months will be imposed.
- 6.2.5 If a player who is under suspension takes part in Competitive Tennis an additional suspension of six months will be imposed.
- 6.3 A player's record of penalty marks will be set to zero at the end of a suspension.
- 6.4 A record will be kept of penalty marks incurred and when a player becomes liable to suspension the starting date and the expected end date of the suspension period will be notified to the player, the Organisers and Referees of all competitions listed in 5.1.1 and 5.1.2 that are scheduled during that period, the player's County Association and the Local League or Leagues for which he is registered.

## **7 TRANSGENDER PLAYERS**

- 7.1 Transgender players may take part in Competitive Table Tennis in accordance with the provisions of IOC guidelines, which are published on the Company's website.

## Annex A to Competitive Table Tennis Regulations: PLAYING CONDITIONS & EQUIPMENT

The playing conditions shown in the table below apply to the competitions listed but are applicable also to any other competition. The regulations for a competition should specify the appropriate grade and give details of any minor variations. For example: *"The playing conditions will be grade 3 except that for some tables the length of the playing area will be 9.5m."* Entry implies acceptance of such variations.

| GRADE | TYPICAL APPLICATIONS  | PLAYING SPACE         |       |        | LIGHTING  |        | SURROUNDS                          |
|-------|---|-----------------------|-------|--------|-----------|--------|------------------------------------|
|       |   | <i>(lower limits)</i> |       |        |           |        |                                    |
|       |   | Length                | Width | Height | Intensity | Height |                                    |
| 5     | World, Olympic & Open International Championships                           | 14m                   | 7m    | 5m     | 1000 lux  | 5m     | Along all sides of playing area    |
| 4     | 4-star tournaments, National Championships, BL & CC Premier Divisions       | 12m                   | 6m    | 4m     | 500 lux   | 4m     | Along all sides of playing area    |
| 3     | 3 star Tournaments, GP tournaments, BL & CC lower divisions, ELCC finals    | 10m                   | 5m    | 3m     | 500 lux   | 3m     | At least along ends and at corners |
| 2     | 1 & 2 star tournaments. NCL & NJL. ELCC rounds, recommended for League play | 9m                    | 4.5m  | 3m     | 300 lux   | 3m     | At least along ends and at corners |
| 1     | Development tournaments   | 8.5m                  | 4m    | 3m     | 300 lux   | 3m     | Playing area clearly marked        |

BL = British League      CC = County Championships      ELCC = English Leagues Cup Competitions  
 GP = Grand Prix      NCL = National Cadet League      NJL = National Junior League

### PLAYING AREA\*

- 1 Where the specified playing area abuts a wall or other solid obstruction an additional 1m should be allowed between the playing area and the obstruction.
- 2 The lighting intensity specified is that at the level of the playing surface and it should be as uniform as possible over the whole of the playing area. *ITTF 3.2.3.4*
- 3 Where several tables are in use, the lighting level should be the same for all of them, and the level elsewhere in the playing hall should not be higher than the lowest level in the playing area. *ITTF 3.2.3.5*
- 4 The background should be generally dark-coloured and should not contain bright light sources or daylight through uncovered windows or other apertures. *ITTF 3.2.3.7*
- 5 Flooring shall not be light-coloured, brightly reflecting or slippery; it shall be resilient, except in wheelchair events, where it may be rigid. *ITTF 3.2.3.8*

### PLAYING EQUIPMENT & CLOTHING\*

- 6 ITTF approved tables and nets are mandatory for Grades 3-5 and are recommended for grades 1-2. ITTF approved balls and authorised racket coverings are mandatory for all Grades.
- 7 Playing clothing shall normally consist of a short-sleeved or sleeveless shirt, shorts or skirt, socks and playing shoes; other garments, such as part or all of a track suit, may be worn during play only with the permission of the referee. *ITTF 3.2.2.1*
- 8 The main colour of a shirt, skirt or shorts, other than sleeves and collar of a shirt, shall be clearly different from that of the ball in use. *ITTF 3.2.2.2*
- 9 Markings or trimming on the front or side of a playing garment and objects such as jewellery worn by a player shall not be so conspicuous or brightly reflecting as to mislead an opponent. *ITTF 3.2.2.5*

*\*For definitive statements of these requirements see the current referenced ITTF Regulations*

## Annex B to Competitive Table Tennis Regulations: GROUP COMPETITIONS

- 1 In a group, or "round robin", competition, all members of the group shall compete against each other and shall score 2 match points for a win, 1 for a loss in a played match and 0 for a loss in an unplayed or unfinished match; a player who is disqualified after the completion of a match for any reason shall be deemed to have lost the match and shall score no match points.
- 2 The ranking order in the group shall be determined primarily by the number of match points scored; if two or more members of the group have scored the same number of match points their relative positions shall be determined only by the results of the matches between them, by considering successively the numbers of match points, the ratios of wins to losses first in individual matches (for a team event), then in games and in points, as far as is necessary to resolve the order.
- 3 If at any step in the calculations the positions of one or more members of the group have been determined while the others are still equal, the results of matches in which those members took part shall be excluded from any further calculations needed to resolve the equalities.
- 4 If it is not possible to resolve equalities by means of the foregoing procedure the relative positions shall be decided by lot.

Worked example:

|  | A   | B   | C   | D   | MP  | R  |
|--|-----|-----|-----|-----|-----|----|
| A  | X   | 2-3 | 0-3 | 1-3 | 3   | 4  |
| B  | 3-2 | X   | 3-2 | 2-3 | 5   | 1= |
| C  | 3-0 | 2-3 | X   | 3-1 | 5   | 1= |
| D  | 3-1 | 3-2 | 1-3 | X   | 5   | 1= |
| A is clearly 4th so the results of his matches can be eliminated                                   |     |     |     |     |     |    |
|  | A   | B   | C   | D   | MP  | R  |
| A  |     |     |     |     |     | 4  |
| B  |     | X   | 3-2 | 2-3 | 3   | 1= |
| C  |     | 2-3 | X   | 3-1 | 3   | 1= |
| D  |     | 3-2 | 1-3 | X   | 3   | 1= |
| B, C and D are equal in match points so the final ranking is determined by the W/L ratios in games |     |     |     |     |     |    |
|  | A   | B   | C   | D   | W/L | R  |
| A  |     |     |     |     |     | 4  |
| B  |     | X   | 3-2 | 2-3 | 5/5 | 2  |
| C  |     | 2-3 | X   | 3-1 | 5/4 | 1  |
| D  |     | 3-2 | 1-3 | X   | 4/5 | 3  |

## **Annex C to Competitive Table Tennis Regulations: RACKET TESTING PROCEDURE**

- 1 At any event under ETTA jurisdiction rackets may be tested for conformity with Laws and Regulations in accordance with the procedure set out below.
- 2 The Referee is responsible for racket testing but may delegate authority to perform the test to a designated official.
- 3 The Referee and Deputy Referee will select matches where both players or pairs will have their rackets tested; it is recommended that, in each event (eg MS, WD) of an Open Tournament, 4 matches be selected for testing in the group stage and 2 matches in each knock-out round.
- 4 Players whose rackets have been selected for testing will be informed by the Referee that their rackets must be taken to the racket control area.
- 5 A racket which passes the test will be taken to the Referee by the tester and will then be passed to the match umpire, who will retain it until the players come to the playing area ready to start the match.
- 6 The test shall be carried out after the match if the player does not submit the racket for a pre-match test. If a racket does not pass a racket control test after the match, the offending player will be liable to penalties, including forfeiture of the match.
- 7 If a racket fails a pre-match test the player may replace it with another racket which must also be tested.
- 8 If a player changes a damaged racket during a match, the umpire must collect the racket immediately the match finishes and take it to the racket control area, where it will be tested;
- 9 If in the circumstances described in paragraphs 6 or 7 the second racket fails the test, the matter must be reported immediately to the Referee, who has power to disqualify the player from the match, the event or the whole competition.
- 10 At the conclusion of the Tournament the Referee will complete the Testing Summary (OT98) and return this, together with the individual Testing Records, to the ETTA General Secretary.
- 11 Details of rackets that fail the test and that belong to members of another National Association will be reported to that National Association by the ETTA General Secretary.

## **Annex D to Competitive Table Tennis Regulations: TEAM COMPETITIONS**

### **1 REGULATIONS**

- 1.1 Team competitions are subject to regulations in addition to those of Competitive Table Tennis.
- 1.2 The regulations for a Local League are included in its Constitution and Rules or are set by the responsible League Committee; the regulations for any other team competition are set by the organiser and should specify (as appropriate):
  - 1.2.1 whether the competition is for groups of individuals or for organisations and, if for organisations, the categories of organisations eligible to enter, how eligibility to represent an organisation is defined and any evidence which must be supplied to establish this;
  - 1.2.2 whether an organisation may enter more than one team;
  - 1.2.3 the circumstances (if any) in which a player may represent more than one team in the same competition;
  - 1.2.4 when and how the squad of players and reserves for each team must be registered;
  - 1.2.5 the number of players for each team match and when the players for a particular team match must be nominated;
  - 1.2.6 the playing system - that is, individual matches which constitute a team match, how the players for each individual match are determined and the order of the individual matches; (*any system may be used; for information only, Section 3 below shows some that are used in international competitions*)
  - 1.2.7 whether the competition is to be played as a group or a knock-out;
  - 1.2.8 which (if any) of the ITTF Regulations for Team Competitions shown in Section 2 below will apply to the match;
  - 1.2.9 the circumstances (if any) in which two or more individual matches from the same team match may be played on two or more tables simultaneously;
  - 1.2.10 where matches are played on a home and away basis, the arrangements the home team is required to make for the away team to practise before the match;
  - 1.2.11 where a team is required to rank its players in order of merit, how this order is to be determined

### **2 ITTF TEAM MATCH PROCEDURE (optional)**

- 2.1 All players shall be selected from those nominated for the event. (*ITTF 3.7.7.1*)
- 2.2 The name of the team captain, playing or non-playing, shall be designated beforehand to the umpire. (*ITTF 3.7.7.2*)
- 2.3 Before a team match the right to choose A, B, C or X, Y, Z shall be decided by lot and the captains shall name their teams to the referee or his or her representative, assigning a letter to each singles player. (*ITTF 3.7.7.3*)
- 2.4 The pairs for a doubles match need not be nominated until the end of the immediately preceding singles match. (*ITTF 3.7.7.4*)
- 2.5 A team match shall end when one team has won a majority of the possible individual matches (*ITTF 3.7.7.5*).
- 2.6 There shall be no intervals between successive individual matches of a team match except that a player who is required to play in successive matches may claim an interval of up to 5 minutes between those matches (*ITTF 3.4.4.3*);

### **3 ITTF TEAM MATCH PLAYING SYSTEMS**

- 3.1 Best of 5 matches - Swaythling Cup system - 5 singles (*ITTF 3.7.6.1*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, C v Z, A v Y, B v X
- 3.2 Best of 5 matches - Corbillon Cup system - 4 singles and 1 doubles (*ITTF 3.7.6.2*)  
A team shall consist of 2, 3 or 4 players.  
Order of play: A v X, B v Y, Doubles, A v Y, B v X  
In the doubles, any pair of A, B, C plays any pair of X, Y, Z
- 3.3 Best of 5 matches - Olympic system - 4 singles and 1 doubles (*ITTF 3.7.6.3*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, doubles, B or A v Z, C v Y or X  
In the doubles, C with A or B plays Z with X or Y; no player may take part in more than 2 individual matches.
- 3.4 Best of 7 matches - 6 singles and 1 doubles (*ITTF 3.7.6.4*)  
A team shall consist of 3, 4 or 5 players.  
Order of play: A v Y, B v X, C v Z, Doubles, A v X, C v Y, B v Z  
In the doubles, any pair of A, B, C plays any pair of X, Y, Z
- 3.5 Best of 9 matches - former Swaythling Cup system - 9 singles (*ITTF 3.7.6.5*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, C v Z, B v X, A v Z, C v Y, B v Z, C v X, A v Y