



2013 WINTER INTERCLUB RULES – ALL GRADES

Administration

All Table Tennis Wellington (TTW) interclub will be administered by the TTW Interclub Subcommittee.

Venue

Empire Stadium, Marine Parade, Petone.

Starting Time

7.00pm. Doors open at about 6:30pm

Fees

The team registration fee will remain the same as last year, \$12.00 per team.

All grades

Waged	\$8.00 per night
Unwaged	\$7.00 per night
Students	\$6.00 per night

Playing of Matches as Scheduled

To ensure up to date recording of results, it is essential that all matches are played on the scheduled night. A change of date or venue will only be approved if more than one player in a team is away on an official table tennis engagement or in any other exceptional circumstances. Any change to scheduled matches is at the discretion of the interclub subcommittee.

Eligibility

Entries shall be accepted from clubs affiliated to TTW. All players must be a bona fide member of the club they represent. No player may play for two clubs in one season unless exceptional circumstances occur, in which case prior permission must first be obtained from the interclub subcommittee.

If the interclub subcommittee is satisfied that the club or team captain knowingly permitted an ineligible player to represent the club the match shall be recorded as an 11-0 win to the opposition. If however, the subcommittee is satisfied there was a reasonable degree of doubt regarding eligibility then only those matches involving players concerned shall be awarded to the opposition.

Players in teams playing interclub finals must have played in a minimum of two interclub contests to be eligible to play in a final. Any request for dispensation must be forwarded to the interclub subcommittee prior to the contest.

Format

Each contest shall comprise 9 singles and 2 doubles matches. All matches are the best of 5 advantage sets to 11. The competitions will run as follows:

Premier

Three five contest round robins followed by a straight final between the two top ranked teams. Play area will be limited to 5 tables with barricades. No play will be allowed within this area until it is setup for play.

Divisions 1, 2 & 3

These grades will play two separate competitions – Series I & II. Series I will be a straight seven week round robin with no playoffs, followed by the grade championships the following week. New entries will be called for Series II which will be played as a round robin, starting 6/7 August, and finishing with a finals playoff.

A combined finals night will be held for all grades.

Matches and umpiring order are set out on the score sheet.

Grading

Players nominated by their club as members of a team must obtain a re-grading from the interclub subcommittee before they can play in a lower grade. Once a player has played two contests (six singles) in a higher grade, that player must obtain a re-grading before returning to the lower grade. When teams are entered into a grade and contain players graded higher previously, the Club must request a re-grading. Acceptance of the team and players by the interclub subcommittee will constitute a re-grading of a previously higher graded player.

Points

Premier

1 point for a win, no points for a loss and no bonus points

Divisions 1, 2 & 3

11-0 & 10-1 Winner 5 pts / Loser 0 pts

9-2, 8-3, 7-4 Winner 4 pts / Loser 1 pt

6-5 Winner 3pts / Loser 2 pts

NB: If a team wins all seven of their contests (six with a bye), and hasn't had points taken off for disciplinary reasons, they will win the grade even if another team has accrued more points overall.

If, at the completion of a series/competition, two teams have the same number of points, then matches won will be counted to decide placings if necessary.

Teams

Teams consist of three or more players of a similar ability. While only three players from a team can play singles in a contest a fourth player can be introduced to play in the doubles matches only, regardless of the score in the contest in place of one of the singles players however, the same pair cannot play in both doubles. The doubles pairs are to be decided by the team captain.

Combined club teams may be allowed; therefore clubs can enter individuals or pairs of players. All teams are subject to the approval of the interclub subcommittee.

A new player can be added to a team at any time. (subject to grading and eligibility)

Any team adding a new player to the interclub completion and/or one not listed on the entry form must obtain permission from the interclub subcommittee unless that player is a team member from a lower grade. If the player does not meet the stated requirements then all the matches they compete in will be awarded to the opposition.

Once a player has played for a team in any grade he/she may not play for another team in that grade without approval from the interclub subcommittee.

The interclub subcommittee may approve a permanent transfer between teams at any stage of the season in special circumstances, such as the loss of a regular team member.

All changes are subject to approval from the interclub subcommittee.

Bats and Balls

Only approved brands of bats and rubbers will be permitted. Rubbers must be red on one side and black on the other. Gluing of bats is not permitted in interclub venues. TTW will provide 3 star white balls for all contests.

Glue

All glues containing Volatile Organic Compounds (VOCs) are banned. Any player has the right to request an opposing player's bat to be tested. This will be done via the ENEZ testing machine. All tests must be first performed with standard bat (negative) to ensure the machine's effectiveness.

1st positive result = 0 – 3 loss for offending player.

2nd positive result = player ban from current competition.

Dress and Behaviour

The requirements under the Code of Conduct will be enforced and clubs are responsible for ensuring that their team members are fully aware of the requirements. **Club shirts must be worn.** However, where shirts are not available from a club or a player is only filling in, a shirt of similar design and colour is acceptable. Players participating in Premier must wear shorts/skirts during matches. Jeans, caps and street shoes are not permitted in any grade.

Defaults

Defaults will not be tolerated in the Premier and Division 1 grades. Clubs should be careful not to enter a team or teams in any grade that it may not be adequately able to service with replacement players as required. Clubs who have teams defaulting will be charged for the loss of table fees from both teams scheduled to play. If any player defaults any game they will be fined \$5 per game defaulted (unless with due cause as agreed by the duty official on the night). The defaulted match shall show as a loss in the statistics of the player that defaulted.

Rules

- All matches shall be played under the rules of Table Tennis New Zealand. Any questions relating to the rules of play shall be referred firstly to both team captains. If they cannot agree a ruling must be sought from the Duty Officer.
- The TTW Code of Conduct must be adhered to during all interclub matches.
- TTW interclub subcommittee may take points off any teams/player that persistently ignore the requirements of the Code of Conduct.
- The service rule must be adhered to at all times.
- Points lost due to a 'wet' ball will be replayed subject of proof shown to both the opposition and Umpire and with the agreement of the Umpire.
- If a player catches the ball off the serve/during a rally they will be deemed to have lost the point and the umpire shall award the point to the other player/s.
- No excessive noise, intimidation, abuse or bad language.
- Further action may be taken against individual players involved in breaches of the Code of Conduct.

Code of Conduct

The TTW Code of Conduct will be enforced in all interclub matches. The entering of teams by clubs is their agreement that the Code of Conduct applies and that the entering of players in those teams is similarly the agreement of the players that the Code of Conduct applies to them.

Score Sheets

An official TTW score sheet will be provided for each contest. This sheet must be completed fully, signed by both captains and returned to the duty official at the end of the evening.

Protests

Any protest by a club relating to any other team must be lodged in writing with the convenor of the interclub subcommittee within seven days of the incident it relates to.

General

Any matters not covered by these rules or the Code of Conduct shall be decided by the interclub subcommittee whose decision shall be final.

THESE RULES APPLY FROM THE COMMENCEMENT OF THE 2013 WINTER SEASON