

Junior Umpire Badge



Good umpiring skills and knowledge are essential requirements for every table tennis player. To assist the early development of good umpiring ability by New Zealand's junior players a new step has been introduced to the process of becoming a qualified umpire. A Junior Umpire Badge will be awarded to players, under the age of 19, who satisfactorily complete the following theory and practical elements.

1. Junior Umpire theory test.
2. Work with a tutor to learn the practical skills of umpiring.
3. Umpire at a good standard at an Open tournament when assessed by an assessor designated by the TTNZ Umpires and Referees Committee.
4. A short oral test by the above assessor at time of practical assessment.

The theory test is an open book exam with no time limit, but it is expected that the candidate will be unassisted while seeking the answers to the questions posed in the paper. The test will involve each section of the Laws of table Tennis and it will be necessary for the candidate to have a copy of the Laws and Regulations. The 2005/06 Laws and Regulations booklet will soon be available to all Associations, but a copy can be downloaded from:

http://www.ittf.com/ITTF_Hand_Book/Regulations_pdf.html

The test paper will be sent to TTNZ, Wellington, where it will be marked and returned to the candidate. Explanations will be attached to explain any answers which were found to be incorrect.

At this point a tutor will be appointed (or approved if the candidate has a suitably qualified person already available) to guide the candidate through the practical aspects of umpiring contained in the information supplied by the ITTF Handbook for Match Officials.

Practical assessments may be done at any Provincial or National event by an assessor approved by the TTNZ Umpires and Referees Committee.

A successful candidate will be awarded the Junior Umpire Badge and his/her name will appear on the Umpires page of the TTNZ website under the Junior Umpire section.

All successful candidates will gain automatic entry to the Junior Umpire competition at the New Zealand National Championships. This competition has a substantial cash prize for the winner of the boys and girls section as well as the award of the Alan and Edna McCallum Cup.

Every junior umpire who actively practises their skills as an umpire will find that the process of qualifying as a Regional Umpire will be considerably easier.

Take this opportunity to download the test paper from the TTNZ website and return the completed test to TTNZ, Box 867, Wellington.

Thank you and good luck with the test, read the questions, and then the rules, carefully before answering.

TABLE TENNIS NEW ZEALAND - Umpires & Referees Committee

Junior Umpire Badge Test Paper

Name.....DOB.....

Association.....email address.....

Postal Address.....

Circle True or False to indicate your answer to the following questions:

1. The umpire, or assistant umpire, is the judge of matters of fact **T / F**
2. The ball shall be spherical with a diameter of 40mm **T / F**
3. The racket may be any size, shape or weight **T / F**
4. A side of the blade used for striking the ball shall be covered with an approved rubber **T / F**
5. One side of the blade shall be bright red and the other black **T / F**
6. The right to serve or receive, or at which end to commence playing, shall be decided by lot **T / F**
7. If a player serves or receives out of turn play shall be interrupted by the umpire as soon as the error is discovered. **T / F**
8. Players will always serve and/or receive for two successive points. **T / F**
9. The umpire shall call the score immediately the ball is out of play at the completion of a rally, or as soon as practicable thereafter. **T / F**
10. An umpire and one or two assistant umpires may be appointed for each match **T / F**
11. Towelling should only be allowed after every six points from the start of each game and at change of ends in the final game **T / F**
12. Players are entitled to a two minute TIME OUT each match. **T / F**
13. An umpire when awarding a penalty point must hold up a red and yellow card. **T / F**
14. Players are allowed to practice on the table before a match for up to 3 minutes. **T / F**
15. If anyone is bleeding in the playing area play must stop immediately. **T / F**
16. The score may be called in any language acceptable to both players and the umpire **T / F**
17. The assistant umpire may act as time keeper. **T / F**
18. The assistant umpire may stand at one end of the table to closely observe the service action of a player who has been warned for doubtful service action. **T / F**
19. A point is won by his/her opponent if, during a rally, anything a player wears or carries touches the net. **T / F**
20. The score, after 10 minutes has elapsed in the third game of a match, is 9 – 7, the umpire must stop the game to introduce the expedite system **T / F**

Circle either X or Y to answer the following questions which arise from the described action in a match between players X and Y

21. X returns the ball with back spin high over the net and the ball lands on Y's half of the table.

The spin carries the ball back over the net before Y can play his stroke. Y then moves around the table to hit the ball.

- a) Y hits the ball hard onto X's court and it rises sharply hitting the overhead lights before X can play a shot. Point to **X** / **Y**
- b) The ball lands on X's court before Y can play a stroke. Point to **X** / **Y**
- c) Y hits the ball into his own court. Point to **X** / **Y**
- d) Y's free hand brushes the net post as he moves around the table. Point to **X** / **Y**
- e) Y trips over the legs of the umpire and is thus prevented from making a stroke. Point to **X** / **Y**

In a match between X and Y the following circumstances occur. Circle X or Y to answer the following:

- 22. Y when serving misses the ball. Point to **X** / **Y**
- 23. In making a very difficult return X moves the table, Y fails to make a good return. Point to **X** / **Y**
- 24. X returns the ball which passes over the lights without hitting them before bouncing on Y's court, Y is distracted and fails to make a good return. Point to **X** / **Y**
- 25. X serves and the ball first hits his knuckles on the racket hand, and then the racket itself, the ball then bounces on his court and then on Y's court, Y fails to make a good return.. Point to **X** / **Y**
- 26. In attempting a drop shot Y accidentally hits the ball on the full while over the table. X anticipating Y's shot has rushed forward to counter it and moves the table after Y has hit the ball Point to **X** / **Y**

In this final section circle **Yes** or **No** to indicate whether you would call "let"

- 27. A player slips and falls on the floor **Yes** **No**
- 28. A player collides with his partner in a doubles match **Yes** **No**
- 29. A spectator, when passing the playing area, trips and knocks over the surrounds **Yes** **No**
- 30. The receiver strikes at the ball in service and fails to make a good return and then claims he was not ready. **Yes** **No**

One point is awarded for each correct answer.

Total.....