



TTW INTERCLUB RULES – ALL GRADES

Administration

All Table Tennis Wellington (TTW) interclub will be administered by the TTW interclub sub-committee.

Venues

The venues for interclub shall be the Empire Stadium Petone, or such venue as the interclub sub-committee may decide.

Starting Time

The starting time for interclub contests is 7.00pm. Teams must use spare tables when directed to by the duty officer. If a player is late and has not arrived by the time at which he/she is required to play in accordance with the schedule on the score sheet, such match shall be lost by default. Opposing captains have discretionary power to play matches out of order to give a player longer in exceptional circumstances.

Playing of Matches as Scheduled

To ensure maximum media publicity and 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 sub-committee.

Fees

Team entry fees will be invoiced to clubs. Table fees are payable by each team prior to the commencement of matches on each night of play. Team captains need to pay the team's night fees and provide the playing order to the duty official before 7:00pm. The score sheet will then be given out.

A key objective for interclub is to finish contests at a reasonable time and we will monitor 'on-time' starts and payments. If there are persistent issues with teams failing to comply in these areas, after the first **four** weeks, the following actions may be introduced:

- Any team that has not paid their night fees by 7:15pm will default the first match.
- Any team that has not paid their night fees by 7:45pm will default all matches.

In extraordinary circumstances, these penalties may be waived. Notification to the duty official, of an issue that prevents prompt payment of fees, will be looked upon favourably.

Score Sheets

An official TTW score sheet will be provided for each contest, once both opposing teams have paid their table fees. This sheet must be completed fully and returned to the duty official at the end of the evening.

Bats & 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.

For each contest it is recommended that both team captains must have available two 3 star 40mm balls of the make adopted by TTNZ, currently the Stag 3 star white. TTW will have stocks of this ball at all interclub nights.

Players

Eligibility

Entries shall be accepted from clubs affiliated to TTW. All players must be a bona fide member of the club they represent. A player resident outside the TTW area must be a financial member of the club they represent before the current year's interclub competition commences. 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 sub-committee. The interclub sub-committee also reserves the right to re-grade a team if they consider its strength is inappropriate to the grade entered.

If the interclub sub-committee 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 sub-committee 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 three interclub contests to be eligible to play in a final. Any request for dispensation must be forwarded to the interclub sub-committee prior to the contest.

Reserves

Any team using a player not listed on the entry form, must obtain permission from the interclub subcommittee unless that player is a team member from a lower grade. Any player from a lower grade may play a total of 6 reserve singles matches in a higher grade. If they play more they will be deemed to be a member of the higher team and must seek a re-grading from the interclub sub-committee to play again in their original grade. If the reserve 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 sub-committee.

The interclub sub-committee 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.

Grading

Players nominated by their club as members of a team must obtain a re-grading from the interclub sub-committee before they can play in a lower grade. Once a player has played three rounds 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 sub-committee will constitute a re-grading of a previously higher graded player.

Team Captain

Each team shall have a captain appointed who shall be responsible for correctly recording and verifying details on the score sheet and handing it to the duty official as soon as play is completed. Team captains must ensure all conditions of play are observed by his/her team.

Competition Details

Definitions

In these rules the terms used are:

Game: Play up to 11 points with advantage

Match: Best of 5 games of singles or doubles played between members of opposing teams

Contests: The overall event between two teams

Grades

The first three grades shall be known as Premier One, Premier Two and Premier Three. Further grades will be known as B Grade, C Grade and so on. Ideally the Premier One grade shall comprise the top eight teams, the Premier Two the next best eight teams and so on. However, the interclub sub-committee will decide on the composition of the grades to obtain the most even standard possible and if in doubt, may require play-offs.

Format

Teams shall comprise three players and the competitions shall be as follows:

A round robin, followed by promotion relegation round, another round robin and a straight final between the top two teams in each grade.

Promotion relegation matches will be played between the bottom team in a given grade and the top team of the grade directly below i.e. Premier 1 and Premier 2, Premier 2 and Premier 3 and so on. The team from the lower grade can choose not to contest the promotion relegation match if they choose. If this is the case, then the second placed team in the grade may challenge instead. Promotion relegation contests need only be played until a result is reached.

Each contest shall comprise 9 singles and 2 doubles matches. The doubles pairs are to be decided by the team captain and may include registered team members who are not playing the singles, however, the same pair cannot play in both doubles. Matches and umpiring order are set out on the score sheet. The interclub sub-committee may vary the number of matches for grades below premier grades.

Umpiring

All matches in Premier 1 and Premier 2 are to be umpired. In other grades all attempts must be made to find an umpire.

Rules of Play

All matches shall be played under the rules of the New Zealand Table Tennis Association. 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 or if that officer is not an Executive member, from a member of the Executive.

Defaults

Defaults will not be tolerated in Premier Grades. A club should be careful not to enter a team or teams in a grade that it may not adequately service. Clubs who have teams defaulting will be charged for the loss of table fees from both teams scheduled to play. Table fees will also be charged for players absent from teams on the night.

Points System

The points system is as follows:

5-6 loss	1 point
win	2 points
10-1 or 11-0 win	1 bonus point

All points return to zero for the second round, regardless of whether or not a promotion/relegation contest is played. If, at the completion of the round, two teams have the same number of points, then matches won will be counted. The interclub sub-committee reserves the right to vary the points system from time to time.

Conduct

Please refer to the TTW Code of Conduct for more detailed information. It will be enforced in all interclub matches.

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.

Misconduct

Misconduct by any teams or players will be dealt with by TTW under its rules as well as under the Code of Conduct.

Protests

Any protest by a club relating to any other team must be lodged in writing with the convenor of the interclub sub-committee 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 sub-committee whose decision shall be final.

THESE RULES APPLY FROM THE COMMENCEMENT OF THE 2010 SEASON.