

The St. George and Sutherland Shire TABLE TENNIS ASSOCIATION



Competition By-Laws Team Pennant

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1 Definitions

Term	Definition
StGSSTTA / SSTT	St George and Sutherland Shire Table Tennis Association
TTNSW	Table Tennis New South Wales
ITTF	International Table Tennis Federation
In writing	Is a communication in the English language via Electronic Mail, Ordinary Mail or hand delivered to the Secretary or President
Grade Draw	Is a document that shows which teams are to play each other on a specific date This document is available for all players on the “Teams Pennant” page of the Association’s website.
Scheduled Night of Play	A scheduled night of play is a date that is shown on the Grade Draw for a particular team.
Casual Night	Is the night(s) shown on the Association’s Website as being for Casual Play.

Table 1 - List of Definitions

2 Contacts








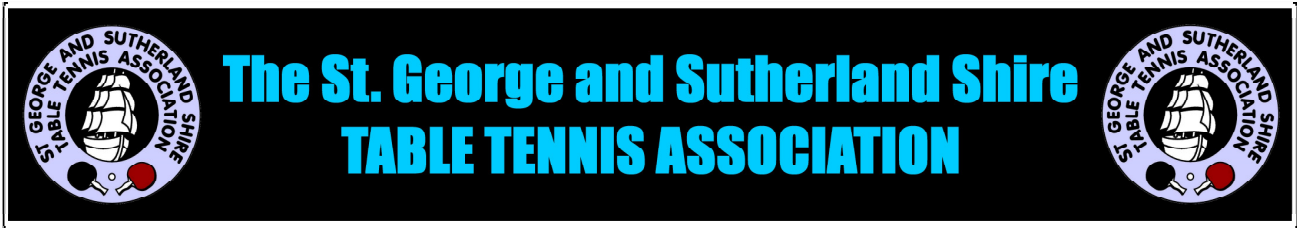
Who	Method	Detail
Pennant Co-ordinator		Info@sstt.org.au
President		Info@sstt.org.au
Secretary		Info@sstt.org.au
Secretary		59 Bailey Parade Peakhurst 2210
Executive		Info@sstt.org.au
Committee		Committee@ SSTT.ORG.AU
Other Contacts		See Committee Contacts on website

Table 2 - List of Contact Details



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3 Eligibility

3.1 TTNSW Registration

All players playing in any competition run by the St George and Sutherland Shire Table Tennis Association (StGSSTTA) must be registered players with Table Tennis NSW Inc. (TTNSW)¹ before his/her membership will be accepted²

TTNSW Registration proof can be done by:

- Completing the TTNSW Registration Form and providing it and the registration fee to the StGSSTTA Treasurer.
- Providing your current TTNSW registration number.

3.2 StGSSTTA (SSTT) Registration

All players playing in any competition (except the St George and Sutherland Shire Open Tournament) run by the St George and Sutherland Shire Table Tennis Association (StGSSTTA)³ must be a registered member of the StGSSTTA. **An annual registration fee**, as set from time to time by the Committee, is payable before membership can be accepted.

3.3 Competition Fees

Each team shall pay a competition fee, as set from time to time by the Committee, subject to any overriding conditions in the constitution. This fee should be paid by the third week of the competition. If teams are unable to do this, they should make arrangements with the Treasurer. Teams who have not paid in full will not be permitted to play in the Final Series.

4 Rules of Play

4.1 General

- The committee of the StGSSTTA shall have sole management of competitions and reserves the right to alter or amend any rule as and when it sees fit.
- Competitions will be played under the rules and the regulations of the ITTF, TTNSW and StGSSTTA.
- NO TIME-OUTS are allowed.
- Report all concerns, errors etc with the “Teams List” and the “Grade Draw” to the StGSSTTA Pennant Co-ordinator immediately in person or email (info@SSTT.ORG.AU).

4.2 Match Times and Venues

- All matches **will** be played at the Hurstville Aquatic & Leisure Centre, or a venue approved by the Committee from time to time
- All matches **SHOULD** commence by the time specified on the “Teams Pennant” page of the website, or as approved by the committee from time to time (usually 7:30pm).
- All matches **MUST** be completed by the time specified on the “Teams Pennant” page of the website or as approved by the committee from time to time (All Grades is 10:30pm).
- **All Teams must assist in setting up the playing venue.** This includes setting up all the tables, the barriers and **hanging the net on the inter-court net.**

¹ TTNSW financial year is from the 1st of January to the 31st of December.

² Players registered with overseas Table Tennis Organisations may be exempt from this requirement. The Committee will need to evaluate each case on its merits.

³ StGSSTTA financial year is from the 1st of January to the 31st of December.



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- **Three Teams will be Rostered on to** assist to take-down the playing venue. This includes returning nets to the control table, putting the tables in the transport position, packing barriers that are not being used. It may also entail putting barriers onto the trolley, rolling tables to the storeroom and taking down the net on the inter-court net.

4.3 Clothing

4.3.1 Mandatory

As stated in section “4.1 - General” the competition will be played under the rules of the ITTF, TTNSW and StGSSTTA. As such, regulations 3.2.2.1 and 3.2.2.2 of the Regulations for International Competitions will be enforced. In other words **NO WHITE** or **LIGHT COLOURED** shirts or shorts or skirts are to be worn.

The text of ITTF regulations 3.2.2.1 and 3.2.2.2 is shown to the right.

4.3.2 Team Shirts Preferred

It is preferable for all members of a team to wear a “Team Shirt” or at least shirts that look similar.

4.4 Continuity of Play

4.4.1 Individual Matches (rubbers)

There shall be **no intervals (break)**.⁴ 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 3 minutes between those matches. **(One match finishes and walks off the court, the players in the next match walks on)**

4.4.2 Games

Games shall be played continuously as defined in the section 3.4.4 of the Regulations for International Competitions.^{5,6} Also note that section 3.4.4.2 and all its sub-sections **DO NOT APPLY**.

The only exception to this is to stop play to remedy any health or safety hazard that may be present.

4.5 Balls

- 1 The Association will provide a ITTF approved White 3 Star ball for Team Pennant matches.
- 2 Each team will be given balls at the start of the season which is sufficient for the season. If your Team is the first team listed on the Results sheet you are **HOME TEAM** and therefore supply the Match ball for the night. At the completion of the match, the captain of the Home team should keep the ball. The ball is to be used as a spare in case of need in future matches.
- 3 Broken balls are to be replaced by the team listed first on the scoresheet. The replacement ball **MUST** be a White 3 star ball. The replacement ball does not need to be a new ball.

3.2.2.1

Playing clothing shall normally consist of a short-sleeved or sleeveless shirt and shorts or skirt or one-part sports outfits, socks and playing shoes; other garments, such as part or all of a track suit, shall not be worn during play except with the permission of the referee.

3.2.2.2

The main colour of a shirt, skirt, or shorts, other than the sleeves and collar of a shirt shall be clearly different from that of the ball in use.

⁴ To obtain a copy of the Regulations for International Competitions go to http://www.ittf.com/stories/full_story.asp?title=>>%20Regulations

⁵ To obtain a copy of the Regulations for International Competitions go to http://www.ittf.com/stories/full_story.asp?title=>>%20Regulations

⁶ Reference to “Match” in the Regulations for International Competitions means the same as “Rubber”.



- 4 If the team responsible for replacing a ball does not have one, they can be purchased a ball from the Association for \$5.

4.6 Forfeits

4.6.1 Forfeit of Singles or Doubles Matches when a team fails to start on time.

Matches are allowed to start late, after 7:30pm. If the match are not completed, by 10.30pm (match ran overtime), all matches not completed will be forfeited by the team who was late, to the team who was on time.

*** To claim the forfeit, write forfeit on the team sheet against the person who forfeited. ***

4.6.1.1 Forfeit of Singles or Doubles Matches when the match started on time.

If specified in the Pennant Rules on the “Teams Pennant” page of the website, or as approved by the committee from time to time, this clause will override 4.6.1.

A forfeit of a Singles or Doubles match (rubber) may be claimed in the following circumstances:

- An opponent is unable or unwilling to start 10 minutes after the scheduled start of the first singles match (rubber) of a match.
- An opponent is unable or unwilling to start 10 minutes after the completion or forfeit of a previous singles or doubles match (rubber).
- An opponent advises that they are going to forfeit.
- All matches not completed by the completion time, NO points will be awarded for these matches.

*** To claim the forfeit, write forfeit on the team sheet against the person who forfeited. ***

4.6.2 Forfeit of Teams Match

A forfeit of a Teams Match may be claimed when the opponents:

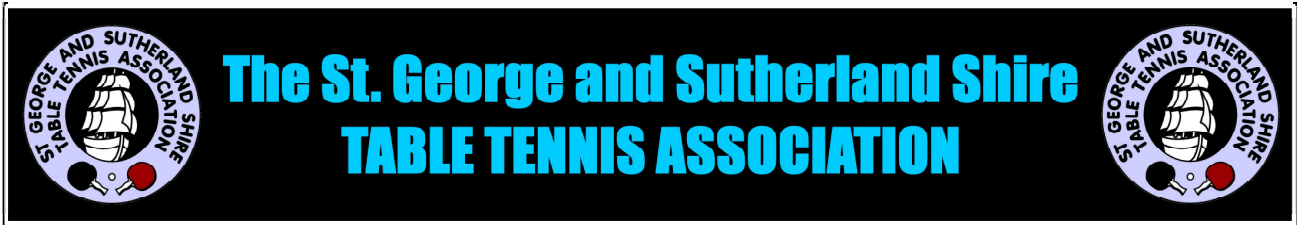
- Advises prior to the commencement of the match, that they are going to forfeit.
- Fails to arrive to play by 8:00pm.
- Forfeits two consecutive matches.

4.7 Format

Type	Home Player		Away Player	Umpire	Games/ Match
Singles	A	vs	Y	C	5
Singles	B	vs	X	Y	5
Singles	C	vs	Z	B	5
Doubles	A/BC/D/E	vs	X/Y//Z/U/W	?	5
Doubles	A/BC/D/E	vs	X/Y//Z/U/W	?	5
Singles	A	vs	X	Z	5
Singles	C	vs	Y	A	5
Singles	B	vs	Z	X	5

Table 3 - Teams Match Formats

- Letters are used to signify a player.
- Doubles pairings are shown using different letters, but players (A,B & C) or(X,Z & Y) can be used for the doubles
- In the rounds, all matches must be played, or forfeited. In the finals all matches must be played until one team wins five (5) matches (rubbers). If matches are equal then Games are counted, if game are equal, points will be taken into consideration to determine a winner of the match.



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4.8 Use of Substitute Players

A substitute player is a player who is not registered in your team.

- The substitute player can be selected from the season's 'Reserve Players List' OR from a team of a lower grade OR from a team of the same grade. if you are from the lowest grade in the competition.
- Only games won by the substitute player are included in the total results, where the substitute player was selected from a team in lower grade or a Reserve Player graded at same or lower grade except from the lowest grade in the competition.
- The team captain should ensure the games are either **NOT Recorded or Crossed Out** on the score sheet, where the substitute player was not from a team in a lower grade or a Reserve Player.

4.9 General

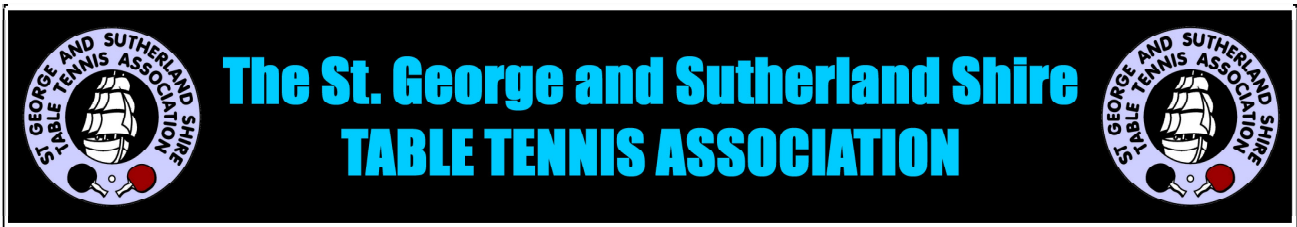
- Courts are only to be accessed from the Grandstand or the isle.
- **Only Umpires may call a "let"**.
- Balls that leave your court and enter another court are **NOT to be chased**. Wait until the other court calls a let or the play stops and then ask them to retrieve the ball. ***You are not to enter a court that is not yours without permission of the teams playing on that court or to call a "let"***.
- Players may request a "let" by raising their "Non Racquet Hand" above their head. The umpire may or may not call the "let" and is always the final adjudicator on such matters. If the Umpire does not grant the let lower your arm and continue playing. The Umpire's decision is final."
- Food and Drink are **NOT** to be taken onto the Courts.
- Bags are **NOT** to be taken onto the Courts for safety reasons.
- Towels to be placed near the Umpires Chair for safety reasons. Towel should not be hung or placed on Barriers.

4.9.1 UMPIRE RESPONSIBILITIES

- The umpire should control the match, he /she has the final decision on ALL questions of fact, that arise during a match,
 - including decisions on all edge balls.
 - On all aspects of service, lets, ball toss etc.
 - He / She is required to exercise judgment in applying some laws and regulations,
 - deciding whether a rally should be a let or point because a players's service
 - The return may be affected by circumstances outside the player's control.
 - **whether a player's behaviour is acceptable.**
- The Umpire will **CALL** out the score **LOUD enough** so the players can hear the score.
- The Umpire will use a Scorer. The scorer is for the spectators, **Your verbal call is for the players.**
- For **DOUBLES MATCHES** it is recommended that the Umpire stands, because he/she will be able to view the centre line, this will help in making your decisions. (This will save arguments between teams & umpire).
- The Umpire should inspect player's bat & decide if it is legal. If you think it is **NOT** legal please refer the bat to an authorised person listed on our website or in these By Laws.
- **Refer ITTF Match Officials Handbook for more detailed responsibilities.**

5 Points System

- Teams will be allocated 1 point for each match (rubber) won (or won on forfeit). Matches (rubbers) only partially completed shall be treated as an unplayed match (rubber).
- No points will be allocated for unplayed matches (rubbers).



- A team / a members which arrives late and delays progress of the match (refer 4.6.1 of these by-laws) will forfeit unplayed matches (rubbers) to the team on time.
- Forfeited matches (rubbers) cannot be replayed.

6 Finals Series

6.1 If specified in the Pennant Rules on the “Teams Pennant” page of the website, or as approved by the committee from time to time Definition, a finals series will be played.

The Final Series may consist of the “*Finals*” and the “*Consolation Finals*”.

The Final Series may comprise the following matches

- Semi-Final
- Final / Grand Final

or as decided by the committee from time to time.

6.1.1 Other Rules

- It is the responsibility of the captains of each team to ensure any postponed matches are completed a week before the ‘Final Series’ begins. If there are any unfinished matches, **NO** points will be awarded to either team.
- The ‘Final Series’ matches will always **‘Play to Result’** (see Clause 4.7 for full details)

6.2 Qualification

6.2.1 Players

To Play Singles	To Play Doubles
Play singles representing your team on at least 30% of the nights of the competition. (Rounded up)	Play either singles or doubles representing your team, on at least 30% of the nights of the competition.

6.2.2 Teams

Positions will be determined at the completion of the rounds in the following manner:

- Points
- If teams are equal on points, then positions will be determined based on ratio of games won to games lost.
- If teams are equal on the ratio of games, then positions will be determined based on the ratio of points won to points lost.

6.2.2.1 Final Series

The top 4 Teams will be eligible to compete for the Premiership.

Consolation Final Series

The Remaining 4 teams bottom 50% + of teams) in a grade will be eligible to play for 4th Place.

7 Conduct of Night

7.1 Behaviour of Members

- Please refer to the ‘Etiquette & Sportsmanship’ document on the Website WWW.SSTT.COM.AU
- It is incumbent upon members to behave in a sportsman like manner.
- Foul or Abusive language will **NOT** be tolerated.



- If you notice behaviour that is not appropriate then you should report it to the committee (see Section 9 - Appeals, Disputes)

7.2 Start of Night

- Hall setup will be overseen by a member of the committee (7pm start).
- Everyone is required to assist in setting up the hall under the direction of the committee person allocated, according to a standard layout.
- **Scoresheets & Scorer** shall be collected from the Committee person on the Control Desk along with *the net for the table*.

7.3 Completion Time

- No new Matches (rubbers) should start after 10:15pm.
- All Matches are expected to complete by 10:30pm.
- **PLAY MUST STOP AT 10:30pm** and Clause 4.6 may be applied.

7.4 Scoresheets

Scoresheets must be completed in **FULL**.

- Names and Scores **must be legible**.
- Individual Games Scores **must** be completed correctly.
- Player's names must be filled in so that a player can be clearly identified by anybody who did not watch the match but has a team's listing.
- Doubles pairings **must** be written on the sheet and the individuals must be able to be clearly identified by anybody who did not watch the match but has a team's listing.
- Games & Matches must be totalled. It is used to verify that the score sheet has been recorded correctly.
- Both Captain's (or stand in's) **must** sign the score sheets.
- **Failure to comply could lead to matches not being recorded and it will be treated like an uncompleted match.**

It is the responsibility of the Captain to check the following before signing the scoresheet.

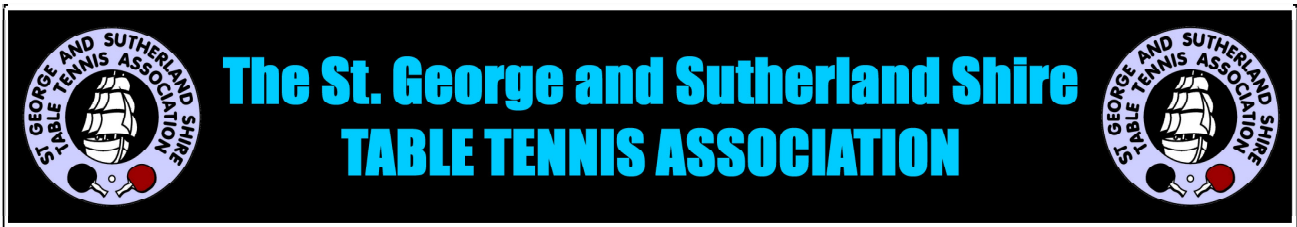
1. Names and scores are legible.
2. A game is won by 2 clear points
3. The scores are recorded against the correct players (not reversed)
4. A match is won either 3-0, 3-1 or 3-2 for best of 5 matches.
5. Totalling of Games & Matches

Signing of the Scoresheet signifies that you agree that it is a true and accurate record of the individual game scores. Unless the signed scoresheet is different from the scoresheet shown on the website, no changes will be made.

If you are unsure if the scoresheet is correct then ask your Grade Co-Ordinator or a person listed in Table 4 on page 9.

7.5 End of Night

- **Results must be delivered to the Committee Control Desk** on the night the match is completed. Place the scoresheet still attached to the board on the desk. **Do not put the board with scoresheet attached into the box of boards.**
- Both team captains are responsible for ensuring results are delivered to the Committee Control Desk.
- Teams must place all rubbish into bins before leaving.



- Teams are to pack up as much of their court as possible before leaving.

8 Scheduling of Matches

Matches will be scheduled by the Pennant Co-ordinator at the start of the pennant and published on the website “Pennant”. **Matches MUST be played as scheduled.**

8.1 EXCEPTION’S

The only exception relates to matches which fall in the week of National Championships and only affects those teams which have players competing in those championships. These matches should be played in the **two weeks either side of the championships** or by the date of the final round of Pennants.

9 Appeals, Disputes, Complaints

9.1 General

- An Appeal regarding the Laws or Regulations should be made as per section 9.2.
- A Complaint regarding member behaviour, actions by other sporting bodies or HALC staff must be made in writing to the committee within seven (7) days of the incident taking place.
- The Committee will hear Appeals/Complaints that have a material effect on the outcome of a match, teams match or competition, within 7 days of receipt of the written appeal or before the end of the competition, whichever is sooner. An Appeal/Complaint that does not have a material effect on the outcome of a match, teams match or competition will be heard at the earliest convenience of the committee.

9.2 Disputes over the Laws of the Game or the Regulations

Questions / Disputes over the Laws of the Game or the Regulations will be handled in accordance with Section 3.3.3 of the “Regulations for International Competitions”.

When a question of the Laws of the Game or the Regulations occurs, team captains should consult a person with the appropriate knowledge on these matters. People who have the qualifications, shown in Table 4, should be consulted. A person with a tick closest to the left hand side of the table should be consulted before other persons. E.G. A person who has a tick under the “International Referee” heading should be consulted before a person who has a tick under the “State Umpire” heading.

If a team is not satisfied with the decision given by the person with the appropriate qualification, on the night of play, they may then make a written request to the committee seeking clarification on the matter. The committee may give a ruling as a guide for future decisions, but it shall not affect the finality of any decision already made by the person with the appropriate qualification.

Name	International Referee	National Referee	International Umpire	National Umpire	State Umpire	Association Executive	Association Committee
Stephen Gillespie			✓				
Douglas Flood					✓	✓	
Steve Bruton					✓	✓	
Marie Pinkewich			✓				
Connie Chan							✓
Peter Wood						✓	
Graham Boyton				✓			
Michael Bowrey							✓
Bruce Judge							✓

Table 4 - List of People and Qualifications