

MALTA TABLE TENNIS ASSOCIATION

Division GRAND PRIX TOURNAMENT 2008/9



RULES of this tournament.

(General rules issued by the MTTA for the season still apply).

1. The Division Grand Prix Tournaments will be held on 4 events, (4 separate nights during the course of the season).
2. Each event will comprise of a Top-12 competition for each division (1, 2 and 3).

The Top 12 Ranked players of each division, according to the latest official Senior Ranking list issued by the Malta Table Tennis Association.* If some players decline the invitation to play then the organisers will invite the next in line until all 12 places are filled.

Once a player has taken part in this tournament he/she will then be considered a player of this division for the rest of the season where this tournament is concerned. In other words, although it is possible to change divisions during the league season, once a player has played, for example, in a division 2 top 12 he/she will be considered only a division 2 player. Just because the player moved to division 3 he/she would only be considered for future division 2 events.

* The latest ranking updates immediately preceding each and every event.

For this tournament to work there must be 12 players from each division taking part. Walkovers really mess things up!!!!

If a player enters and then does not attend he/she is automatically banned from the next event irrespective of ranking. Furthermore they are expected to pay the unused entrance fee before they are entitled to play in future MTTA events.

3. The top-12 competitions are played on two rounds per event.

ROUND 1.

Firstly the Top-12 of each division will be divided into 2 groups of six players (A & B) and seeded in alternative events by normal and then by the "Snake System". (Normal being where Group A is made up from players 1,3,5,7,9 and 11 and Group B being players 2,4,6,8,10 and 12. "Snake" being where Group A is made of players 1,4,5,8,9 and 12 and players 2,3,6,7,10 and 11 would be in Group B).

In each group a "Round Robin" competition will be held on a best of 3 games, 11 points system. All members of the group of six shall compete against each other (5 matches each).

Primarily the number of encounters won will determine the ranking order after round one.

However in this tournament it is possible to get 2, 3 or even 4 players tied with an equal number of round 1 match wins.

If two or more members of the group have gained the same number of match wins their relative positions shall be determined, firstly by the results of the matches between them, (direct confrontation) if only two players are tied.

If three or more players are on equal wins and cannot be separated at first by the direct confrontation method, then games won and lost, then finally points won and lost determine the overall standing. See notes to referee.

NOTES TO REFEREE.

As stated above if a tie is only between two players then who won the direct confrontation is the higher ranked, but if 3 or more tie see below.

To clarify this procedure so as to bring uniformity, the referee should at first count the games won and lost in all the 5 matches of the players concerned. This will result in players having a +? value.

For example player A won three and lost two in doing so he won 8 games of 11 points and lost 4, (I.E. he won three matches 2 to 0 and lost two matches 1 to 2) so he stands on **+4**. Player B also won 3 matches and lost two but in doing so won 6 games of 11 and lost 4 (I.E. he also won three matches 2-0 but lost two matches 0 to 2) so stands on **+2**. So the player on + 4 is the highest. This method will usually separate players into ties then of only two when the "direct confrontation" method can then be used.

In other words if after counting the games won and lost you get 2 players on +4 and 2 players on +2, then you can separate them by seeing who won in the direct encounter between the two + 4 players etc.

A referee only needs to count all the points in all matches if the above fails to separate players. I.E. you still have 3 players on +2.

By adding up all points won and lost in all 5 matches this should separate the players.

In the very unlikely event that it is still not possible to resolve equalities by means of the procedures specified above the relative positions shall be decided by lot.

ROUND 2.

A best out of 5 games match played against the corresponding player in the other group will then determine the final position in each Top – 12 event.

Round 2 Top –12 Matches will be played as follows:-

Game					Umpire
AB1	To be Played First	Winner Group A	Vs	Winner Group B	5th Group A
AB2	To be Played First	2nd Group A	Vs	2nd Group B	5th Group B
AB3	To be Played First	3rd Group A	Vs	3rd Group B	6th Group A
AB4	To be Played First	4th Group A	Vs	4th Group B	6th Group B
AB5	To be played after AB1-4	5th Group A	Vs	5th Group B	Loser AB3
AB6	To be played after AB1-4	6th Group A	Vs	6th Group B	Loser AB4

The schedules of these final matches are as follows: -

The players who placed 5th and 6th in each group are to act as the four umpires needed to umpire the other 4 matches.

These 4 matches are to be played on the same tables that were used for their group matches. (I.E. In the 1st Division Top-12 the tables would be the one's marked A,B,C and D, so the 2nd round matches of the 1st division Top – 12 will be played on these same four tables) which table precisely will be marked on the score sheet as given by the referee.

Then the 2 losers of the 3rd and 4th place playoffs will umpire the remaining 2 matches between the 5th and 6th placed. Using two of the tables A,B,C or D in the case of Division 1.

At this stage players no longer involved in play can dismantle the two tables no longer needed.

PLEASE NOTE. It is very much part of this competition that every participant honours their commitment to umpire as per the schedules, (both in 1st and 2nd rounds). This tournament cannot work otherwise. **Failure to honour this commitment may result in the player concerned being banned from future events.**

4. Points will then be awarded per event as follows:-

1 st Placed	14
2 nd Placed	12
3 rd Placed	10
4 th Placed	9
5 th Placed	8
6 th Placed	7
7 th Placed	6
8 th Placed	5
9 th Placed	4
10 th Placed	3

11th Placed 2

12th Placed 1

The overall honours will be decided by adding the points of all 4 events.

5. **4** Grand Prix Events, (one night per event), will be held during the season to determine the overall winners.

6. Participation fee is Euro 4.00 per each Grand Prix event.

7. Prizes will be awarded to the players who remain 1st & 2nd placed in each Division Grand Prix after the final event. These prizes will be awarded in a presentation function held by the association.

8. In the event of disputes the decision of the MTTA committee will be final.

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Rules for Season 2007/2008

General.

1. Unless stated otherwise all competitive play will be played in accordance with ETTU and ITTF rules and regulations.
2. All league matches and tournaments may be subject to MTTA supervision but any appeals or protests must be sent by registered mail together with a protest fee of Lm 5 (Euro 11.50) to the secretary of the MTTA at P.O.Box 133, Valletta, within 48 hours of the incident in question.
3. In the event of disputes the decision of the MTTA committee will be final.
4. In the event that a protest has been judged by the committee to be correct, the MTTA will refund the Lm5 (Euro 11.50) protest fee to the player or club voicing the protest.
5. Only playing equipment, authorised for use by the ITTF, may be used.
6. As the ITTF have now removed all approvals for table tennis glues, anyone using any glue is doing so at their own risk and cannot in any way hold the ITTF or the MTTA responsible for any harmful side effects which may be caused by such use. Furthermore the MTTA forbids the use of glue in any part of the University Gym premises and will expell anyone trying to do so.
7. ~~Premises being any part of the university building.~~ Any suspected infringement relating to the use of playing equipment should be reported to the MTTA, in writing, which will then decide on what action to take. This action may include, but not be limited to, imposing a fine, forcing an encounter to be replayed, deduction of ranking points or expulsion.
8. ~~With the~~ exception of any specially organised international tournaments or events, any MTTA endorsed events will be "closed" events, where participating players must be fully paid-up members of the MTTA.
9. For this season White 40mm*** Joola balls shall be used for league matches.
10. The MTTA has the right to ban the participation in any MTTA event, on a permanent or temporary basis, any player, club or team, which has not paid any due funds for MTTA or league and individual membership.
11. Doping is prohibited, doping being the use of any banned substance as specified in the list published by the International Olympic Committee. ETTU regulations will be in force and doping controls may be carried out, without notice, on any day of competition.