

Team Grand Prix Summer 2011.  
**The Malta National Table Tennis Association.**

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 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 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 as well as forbidding the use of any substance containing VOC's (volatile compounds). Rackets will be inspected and tested by the MTTA and will be confiscated for the event concerned if found to fail any requirements as laid down by the ITTF. Furthermore, as the use of any glue is at the sole responsibility of the individual concerned, the MTTA forbids the use of any sort of glue in any part of the University Gym premises at any time, (training or competition), and will expel anyone trying to do so.
7. 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 under 15 events and 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.

#### **Tournament Rules.**

- A. Unless otherwise stated matches shall be played in accordance with ETTU and ITTF rules and regulations and in accordance with MTTA regulations.
- B. Closing date for team entry is **Monday 6<sup>th</sup> June 2011** , and must be complete with player registration forms and payment of fees. The captain if the team is responsible for payment of the full amount of team fees. We will not accept part payments and no team will be included unless fees are paid **in full before 13<sup>th</sup> June 2011**.
- C. Teams must register a minimum of 3 players. A team may register a fourth player but **NO new player registrations will be allowed after the 13<sup>th</sup> June 2011** Teams may only register a maximum of four players in total. All players must have been fully paid-up members of the MTTA for at least one week, prior to their first match and all player registrations must comply with rule (D).
- D. Teams may only register in their team a maximum of one (1) Premier Division player. Teams may only register in their team a maximum of one (1) Division 1 player. Premier Division and Division 1 players being those players registered for teams in Premier Division and 1 in this season's National League. Players who transferred from one team to another during the season (and therefore changed division) will be categorised as per the team/division they played for after the transfer. Furthermore no team may comprise of players who were registered for the same team in the National League this current season. *(In other words we want this competition to provide a vehicle where players will meet in a ranking environment, who maybe normally never play each other, either because they are in the same team or because they are in a different division)*. We would also like to encourage new players to take part, any player who has never played before in the Malta National League and is unknown to us will be deemed as a division 2 player. However players, returning after an absence or are

known to us in some way, are welcomed of course but would be classified as a Premier Division, 1 or 2 player (by a ruling of the MTTA committee) based on when they last played in the National League and their standard at that time.

#### CLARIFICATION OF TOURNAMENT RULE D.

You do not have to have a Premier Division player in your team, but if you want one then you can only have one. You do not have to have a Division 1 player in your team but if you want one you can only have one. Please also note that you cannot even sign more than one Premier division player or division 1 player for your team. If you register 4 players in your team then they can all be division 2 players OR 3 division 2 players with either a premier division player or a division 1 player, OR two division 2 players with one premier and one division 1.

Also note that players who played together in the league cannot play in the same team in the Team Grand Prix.

- E. This tournament is a RANKING event.
- F. All matches shall be played on **Monday and Friday** evenings, or unless otherwise instructed by the competition organisers. See the Calendar page at [www.mtta.net](http://www.mtta.net) Team Grand Prix for dates.
- G. The venue for league matches shall be The University Gymnasium, Spinella Street, Gzira.
- H. It will be the responsibility of the players representing the teams concerned to **erect and dismantle** the table and other equipment linked to their encounter.
- I. Teams cannot postpone matches **UNDER ANY CIRCUMSTANCES**. By a majority vote of the MTTA executive committee the MTTA can postpone matches in the unlikely event that matches have inadvertently clashed with players' MTTA, ITTF or ETTU duties, although every effort is made to ensure there are no such clashes. In the event some players cannot attend, it is the duty of each team to field whatever players they can. Teams may agree mutually to play a match prior to the scheduled date; it is then their responsibility to find a mutually acceptable venue and then both teams should send a rescheduling request to the organisers. Failure to contact the organisers, **prior** to the match taking place, will render the said match null and void. The organisers have the right to refuse a request to play a match early if it is considered by the organisers to create an unfair advantage or causes a clash with some other fixture.
- J. A point will be awarded for each set won in an encounter. (For example the match result is 7 sets to 3, the winning team is awarded 7 points and the losing team 3). Where both teams fail to field all necessary players, the void sets will have no points awarded to either team.
- K. Adjudication. In all cases, if points won tie teams, placing will be decided by the direct encounter of the round concerned. In a three-way tie games and if necessary points of the games will be counted.
- L. The format of the tournament will be dependant on the number of teams applying but will be similar in principle to the singles grand prix tournament. Therefore teams will at first be split into groups, seeded as per the combined ranking points total of the highest 3 players in their team. In the first round all teams will play the other teams in their group. Second and possibly third round matches will then take place to determine an absolute order of merit. In this way all teams **will play the same number of matches** in the tournament irrespective of their success or failure. It is surmised that this will mean that the tournament will be played on a minimum of

5 nights and a maximum of nine nights depending on the number of teams taking part and the final format of the tournament.

### **Match Rules. Team Grand Prix 2011.**

Matches will be played as in the following system:

- a) Each match shall consist of scheduled nine (9) singles sets and one (1) doubles set. The three nominated singles players of one team will all play the three nominated singles players of the other, making the nine singles sets. The doubles players to be entered into the score sheet just before the doubles encounter is to take place.
- b) As all singles players of one team will play all singles players of the other team, players may be placed in any position in their team, A,B or C or X,Y or Z.
- c) In any match, the singles sets will be played by three (3) of their four (4) registered players, the doubles set can be played by any 2 of the registered players of a team (for example a fourth player can play in just the doubles). Teams that 'field' less than the normal three (3) will forfeit the sets, and therefore points, not played by the absent player/players. Teams that only have one player obviously forfeit the doubles set.
- d) If a team does 'field' less than 3 players then the players that are to play must play in the highest position, I.E. if only one player he/she must play A, if two players they must play A & B.  
.
- e) The normal ten sets, which form a match, will comprise of six sets being the best of three (3) games and four sets being the best of five (5) games. Using the ITTF 11 point system. See score sheet.
- f) The order of play. (Please see attached score sheet).
- g) Any change to this order of play must be (A) with the FULL agreement of both teams, (B) PRIOR to the commencement of the match and (C) only when the three single players of a team, asking for any change, have been nominated. It is **NOT** permissible for a team to make prior arrangements with their opponents, for a different schedule of play, whilst keeping their players anonymous.
- h) Matches are scheduled to commence at 7.30 pm with the usual fifteen (15) minutes 'grace' period. This means that at 7.45 pm (latest) at least one player from a team must be present and ready to play. If it is in fact the case that only one player from a team is present at 7.45 pm, then he/she must be scheduled to play A or Y so that the match may start. Should a team fail to have at least one player at the appropriate venue and ready to commence play at the stipulated time, the opposing side will be awarded a walkover and awarded sets and points as per rule c. Both teams detailing the players must complete the score sheet for the match involved in the encounter and the order of play, PRIOR to the commencement of the match. Once players have been scheduled on the score sheet, the score sheet may not be altered without the full agreement of both teams.
- i) Any match where play has not commenced by 7.45 pm will be deemed either (A) as a walkover to one of the teams concerned, supported by a completed score sheet or (B) to be NULL and VOID. **IT IS NOT PERMISSIBLE FOR THE TWO TEAMS TO JUST AGREE TO START LATE**, we do not have the time for this. MTTA committee members will make sure that

this rule is adhered to.

- j) At any time after 9.00 pm a MTTA committee member may invoke the following rule. If a match is running late and may not finish early enough to enable the teams pack-up and vacate the premises in time. Providing that there are spare tables available then teams must agree to play any remaining sets on more than one table. A player cannot refuse to do this on any grounds. In the event that the premises have to be vacated, and the match is unfinished, any remaining sets will be deemed "null and void".
- k) After the end of the initial grace period (7.45pm) all players must be ready to play his, her set, when it is scheduled. There are no further 'grace' periods. Should the late player/s miss their turn in the schedule of play, the set is awarded as a walkover to the opponent. The match then proceeds to the next scheduled encounter. A late player may contend any sets that he/she is still in time to play, but once a set has been awarded to an opponent as a walkover, it may NOT be rescheduled. Should both players in an encounter not be present, the set is to be marked on the score sheet as Null and Void. The match then proceeds, where it can, following the order of play.
- l) All possible sets must be played irrespective of whether a match result has been achieved.
- m) The warming up time before each set is limited to two (2) minutes. The time allowed for changing between games is one (1) minute. Towels can only be used after each six points, or at change of ends. Once a set commences a player cannot change the bat he/she is playing with, which must be in full view of the umpire at all times, unless it is irreparably damaged.
- n) As there will only be one round for each group league, the team to be the Home team will be decided by the toss of a coin prior to the match start.
- o) It is the responsibility of the **Home Team** captain to ensure that the match score sheet is completed properly, signed by both team captains and forwarded to the Tournament Organiser, within 48 hours of the encounter. The Tournament Organiser is: Mr. Paul Dawson. 140A, St. Julian's Road, San Gwann, SGN09, Malta, Email: mttatournaments@gmail.com
- p) In the event of a walkover the team claiming the walkover must still complete a score sheet. If for some reason a score sheet is missing, the organiser will contact a member of the home team concerned and then, in the event that the score sheet cannot be found within 3 days, the match will be marked as NULL AND VOID for both league and points purposes.
- q) The playing apparel of the teams must comply with ITTF regulations. Since white balls will be used, shirts & shorts must **not** be **WHITE** in colour or **so light in colour** as to affect the opponents play.
- r) The Home team is responsible for providing an ITTF approved Joola 3\* white table tennis ball for the match.