

Team Grand Prix Summer 2006.
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 matches may be subject to MTTA supervision but any appeals or protests must be sent by registered mail together to the tournament organiser, within 48 hours of the incident in question.
3. In the event of disputes the decision of the MTTA committee will be final.
4. Only playing equipment, authorised for use by the ITTF, may be used.
5. 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.
6. Joola 3* ITTF approved **White** 40mm*** table tennis balls are to be used for matches. Provided by the home team in any given match.
7. All fees must be paid prior to the first matches.
8. 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. 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 24th April 2006, and must be complete with player registration forms.
- C. Teams must register a minimum of 3 players and a maximum of 4 players, by the 24th April 2006. A team may register a fourth player but NO new player registrations will be allowed after the 24th April 2006. 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) Division 1 player. Teams may only register in their team a maximum of one (1) Division 2 player. Division 1 and Division 2 players being those players registered for teams in Division 1 and 2 in this season's National League. 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 normally never play each other, either because they are in the same team or because they are in a different division).*

- E. This tournament is a RANKING event.
- F. All matches shall be played on Monday or Friday evenings, or unless otherwise instructed by the competition organisers. See the Calendar page at 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. Postponements of matches are **NOT ALLOWED UNDER ANY CIRCUMSTANCES**. 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 the organisers must be informed **prior** to the match taking place, of any new arrangements. Failure to notify the organisers, **prior** to the match taking place, will render the said match null and void.
- J. A point will be awarded for each set won in an encounter. (For example the match result is 7 sets to 2, the winning team is awarded 7 points and the losing team 2). Where both teams fail to field all 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 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 2006.

Matches will be played as in the following system:

- a) Each match shall consist of scheduled nine (9) singles sets. The three nominated singles players of one team will all play the three nominated players of the other, making the nine singles sets.
- b) As all players of one team will play all 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, a team shall normally consist of any three (3) of their four (4) registered players, but can contain a minimum of one (1) player. Teams that 'field' less than the normal three (3) will forfeit the sets, and therefore points, not played by the absent player/players.
- 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) In the event that both teams field two players each and after the four possible sets have been played the score is tied at two sets each, (or 4 sets each depending how you look at it). Then a doubles match is to be played, (a best out of five games), so as to ensure an eventual winner.
- f) The normal nine sets, which form a match, will comprise of six sets being the best of three (3) games and three sets being the best of five (5) games. Using the ITTF 11 point system. See score sheet.
- g) The order of play. (Please see attached score sheet).
- h) 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.
- i) 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 nine (9) sets to zero (0) walkover. 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, or as per rule 3.
- j) 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.
- k) 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".

- l) 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.
- m) All possible sets must be played irrespective of whether a match result has been achieved.
- n) 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.
- o) 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.
- p) 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. Fax: Malta 23331128, Email: mttatournaments@gmail.com
- q) 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.
- r) 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.
- s) The Home team is responsible for providing an ITTF approved Joola 3* white table tennis ball for the match.

Malta Table Tennis Association

TEAM GRAND PRIX 2006

Group _____		Round _____		Play Order	Date: _____					Time _____
<u>Home Team</u>		For Official use only	<u>Away Team</u>		Game 1	Game 2	Game 3	Game 4	Game 5	Name of Winner
A			X		9th	:	:	:	:	:
		Y		1st	:	:	:			
		Z		5th	:	:	:			
B		X		6th	:	:	:			
		Y		8th	:	:	:	:	:	
		Z		3rd	:	:	:			
C		X		2nd	:	:	:			
		Y		4th	:	:	:			
		Z		7th	:	:	:	:	:	
Signed (Home)			Signed (Away)			RESULT: HOME Vs AWAY				

ORDER OF PLAY

- 1st A vs Y
- 2nd C vs X
- 3rd B vs Z
- 4th C vs Y
- 5th A vs Z
- 6th B vs X
- 7th C vs Z
- 8th B vs Y
- 9th A vs X

Comments/ Disputes

Player	Ranking Points Won			Total
A				
B				
C				
X				
Y				
Z				

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