

LEAGUE COMPETITION RULES

1. QUALIFICATION

The League shall be confined to teams entered by clubs and organisations affiliated to the Worthing & District Table Tennis Association. Applications to compete in the League shall be made on the prescribed form, and submitted with the appropriate fee to the Hon. General Secretary by the date specified at the Annual General Meeting. Failure to complete the form in full or late arrival of the form will leave the club liable to having their application refused. The Executive Committee shall have the final say on whether an application is accepted or refused.

2. DIVISIONS

Clubs shall allocate players into divisions suited to their playing ability as defined by their handicap number. Players being registered for Div.1 shall have handicap numbers between 1-20, Div.2 11-30, Div.3 21-40 & Div.4 30-46. An exception to this rule may be made where a club is only entering one team in the League. Only in exceptional circumstances, and at the approval of the Executive Committee, will a player be allowed to be reallocated to another team between the application being made and the start of the season. The final allocation of teams into divisions shall be approved at the Fixtures Meeting, and be binding on all teams entering the League.

The League shall be divided into divisions of as near as possible equal numbers of teams, or at the discretion of the Executive Committee. Teams shall be allocated into divisions taking the previous season's placings into account. New teams shall be placed into a division according to their strength, subject to the approval of the Executive Committee. The teams winning divisions from the previous season may apply for promotion irrespective of the players handicap numbers, and the teams finishing bottom of the divisions are liable to be relegated, but under certain circumstances, where a different number of teams apply to enter the League from the previous season, it may be necessary for the Executive Committee to waiver promotion/relegation, or to promote or relegate more than one team.

Only in exceptional circumstances, and at the discretion of the Executive Committee, may additional teams be added after the closing date for entry to the League.

3. CHANGES OF VENUE OR MATCH NIGHTS

When a club has to change the venue for its matches or the match night, after the details have appeared in the handbook the Team Secretary of the affected team shall contact the opposing Team Secretary to confirm details at least seven days before each home match.

4. COMPOSITION OF TEAMS

Teams' squads, at the time of registering, shall be composed of a minimum of three players. For any one match a team may nominate up to five of the players, of whom only three may compete in the singles, but any of the five may play in the doubles.

For a match a team shall comprise a minimum of two players. If only one player turns out for a team the match if played will be declared void. The non-offending team has the choice of either rearranging the match or claiming the points as set out in Rule 12.

5. METHOD OF PLAY

(a) Each team shall play all other teams in the same division both home and away (once or more than once).

(b) Each match shall consist of nine singles and one doubles game, each being the best of five sets. The singles shall be played by the three preselected players of each team; each singles' player of one team playing each singles' player of the other team. The singles' players of the home team shall be called A, B and C, and those of the visiting team X, Y and Z. No set order of play is necessary.

(c) The match may start with only one player present from each side. Play must be continuous throughout the evening. Umpiring shall be carried out by the teams alternately.

(d) One point shall be awarded to the winner of each game, so that the maximum points attainable by any team in a league match shall be ten.

(e) Matches must commence not later than 7.30 p.m. If no player has arrived by 7.45 p.m. the first

game shall be claimed, and successive games claimed after each succeeding ten minutes. If no player has arrived by 8.30 p.m. the match may be claimed by the non-offending team. The points awarded to the non-offending team are set out in Rule 12.

(f) Knock-ups between games shall be a maximum of two minutes duration.

(g) The team with the most points at the end of the season shall be deemed the winner of the division. In the event of a tie on points the teams concerned shall play a deciding match (or matches in the case of more than two teams) at a neutral venue. The matches shall comprise nine singles games only.

6. PLAYERS' REGISTRATIONS

All players to be registered must have a TTE players' licence and be registered on the Application Form for Membership which has to be sent to the Honorary General Secretary prior to the start of the Season. Applications for registration once the Season has begun must be sent in writing to the Honorary General Secretary and will be subject to the approval of the Executive Committee. No player will be permitted to play for a team until their application has been approved. However applications to register a player after January 31st of the current Season may only be made in exceptional circumstances and have to be detailed in writing to the Honorary General Secretary for a decision by the Executive Committee. The playing of an unregistered player by a team will result in the award of any points won by the player in singles, or as part of a doubles team, being awarded to the opposing team. "Double Headers" will not be played under any circumstances. Each registered player shall receive a copy of the Association's Handbook.

7. PLAYING FOR OTHER TEAMS

A player unable to play for his/her team may be replaced by any other player from his/her club providing that the replacing player is not registered for a higher division, and their handicap number is the same or higher than that of the player he /she is replacing. There is no limit to the number of occasions on which an eligible player may replace another.

8. HANDICAP NUMBERS

Handicap numbers are advised in the Handbook and are based on individual averages of the previous season. New players will be given a number relating to 50% average in their respective divisions i.e. Division one 10, Div. two 20, Div. three 30, and Div. four 39. Players returning to the League after an absence will be given the number on which they left unless it is apparent that a different number is more appropriate. Handicap numbers will be revised, and amended where necessary, at the end of December each year provided the player has played nine games or more. They may also be changed earlier where it is clear that a player's ability has changed significantly. Where a player has played nine games or more for two teams in different divisions the lower of the two handicap numbers shall be used when adjustments are made at the end of December.

9. TRANSFERS

Each application for transfer of a registered player from one team to another in a club or organisation, or from club to club, must be made in writing to the Hon. General Secretary. The decision of the Executive Committee shall be made known within seven days of the application being received by the Hon. General Secretary. A transfer fee decided at the discretion of the Committee shall be paid when re-registering a player from one club to another.

10. FIXTURES & REARRANGED MATCHES

Clubs shall state the home night (Monday to Friday) for each of its teams, which will be advised in the handbook. Matches must be played on the specified dates unless the home club premises are not available or if exceptional circumstances arise and the postponement is mutually agreed by both captains and the Records Secretary is first informed. The Records Secretary shall then be informed by both team captains of the agreed alternative date for the fixture. If for any reason, the fixture does not take place on the alternative date the non-offending team may either agree on another alternative date or claim the points as set out in Rule 12. "Double Headers" will not be played under any circumstances.

11. MATCH RESULTS

All score cards must be received by the Records Secretary, by email or post, within five days of the fixture. If sent by post the card, or envelope containing the card, must bear a postmark of the day following the fixture otherwise the home team will have all points gained in the match deducted.

12. FAILURE TO KEEP A FIXTURE

A team failing to keep a fixture, without giving notice as set out in Rule 10, or arriving with only one player shall be fined an amount decided by the Association at the Annual General Meeting. Home teams, where the opposition does not arrive, may also claim expenses for the hall hire etc., but claims must be made via the Executive Committee. The Record Secretary must be informed in writing by both team captains of the reason for the non-fulfilment of the fixture not later than five days after the fixture date. If a team fails to keep a fixture the non-offending team has the choice of rearranging the fixture or claiming the points. If the points are claimed the team will be awarded their average points score for all matches played in the particular third, half or quarter of the season (depending on how often teams meet during the season) in which the match was to be played. The average points score calculated shall be rounded up or down to the nearest whole number, and awarded to the non-offending team only.

13. THE EXPEDITE SYSTEM

The expedite system shall come into operation if a game is unfinished after ten minutes unless both players or pairs have scored at least eighteen points in total, or at any earlier time at the request of both players or pairs. If the ball is in play when the time limit is reached play shall be interrupted by the umpire and the game shall resume with service by the player who served in the rally which was interrupted. If the ball is not in play when the time limit is reached play shall resume with service by the player who received in the immediately preceding rally of the game. Thereafter, each player shall serve 1 point in turn till the end of the game. If the receiving player or pair makes 13 good returns the receiver shall score 1 point. Once introduced in a game the expedite system shall remain in operation until the end of that best of five games.

14. MATTERS NOT COVERED BY THESE RULES

The Executive Committee shall have power to take action in all matters not covered by these rules.

15. ADJUSTMENTS AND AMENDMENTS TO THESE RULES

The Executive Committee shall have power to further adjust rule numbers and cancel out any rules that conflict with any amendments passed at the Annual General Meeting.