

WESTON-SUPER-MARE AND DISTRICT TABLE TENNIS ASSOCIATION LEAGUE RULES

Teams/Matches

1. The league shall be composed of one or more divisions, each division being limited to 14 teams.
2. The Executive Committee shall determine the number of divisions for the coming season.
3. All matches shall be played in strict accordance with the Rules and Laws issued by Table Tennis England.
4. Teams shall play at least one home and one away match with each of the other teams in the same division.
5. Teams to consist of three singles players, additional players may be included for the doubles.
6. Team matches shall consist of 9 singles matches and 1 doubles match.
7. Matches shall be best of five games, games being to 11 points.
8. League points shall be awarded:-
 - Division 1: 1 league point for each **match** won.
 - Division 2: 1 league point per **game** won.
9. The captain of the home team shall complete the score sheet and return it to the League Match Secretary to arrive within 5 days of the match. Persistent failure to do so may incur a reduction in league points at the discretion of the Executive Committee.
10. All matches must start by the time stated or within 30 minutes.
11. If no player has arrived by the start time plus 30 minutes then the opposing team may claim the match and full points. A team that has forfeited a match under this rule may appeal to the Executive Committee providing full details of the circumstances. The Executive Committee will consider any such appeal and its decision will be final.
12. The order of play shall be as per score sheet (or as shown in the handbook) unless agreed by captains before-hand, due to a member of the team having to leave early or arriving late.
13. Any player having to leave early or arriving late shall not play three consecutive matches, at least one match must be played in between each. The player arriving late shall forfeit any unplayed matches if this rule cannot be adhered to.

Rearrangements/Postponements

14. If both captains are in agreement a match may be rearranged to a fixed date providing the home captain informs the League Match Secretary before the date of the original fixture.
15. Two postponements per team per season will otherwise be allowed.
16. Any team wishing to postpone a match must give the club secretary/captain of the opposing team 3 days notice, and inform the League Match Secretary. The captain of the home team must then offer a choice of two alternative dates to play the fixture, one of which must be accepted by the away captain. The League Match Secretary is to be notified of the revised date for the fixture.
17. Notice of less than 3 days entitles the offended team the right to claim the match. A team that has forfeited a match under this rule may appeal to the Executive Committee providing full details of the circumstances. The Executive Committee will consider any such appeal and its decision will be final.
18. Any further postponements or any other dispute will be referred to the Executive Committee who will investigate the matter and have the power to award or deduct league points as appropriate.

Player Registration

19. Clubs shall ensure that only properly registered players shall play in any league or competition

- fixtures. If any unregistered players participate, their matches will be awarded to the opposing team.
20. A player may register for one team only.
 21. After the 31st January no new registrations can be accepted unless approved by the Executive Committee.
 22. No transfer to another team/club will be considered unless written application is made to the League Secretary by the secretary of the player's original club.
 23. Any transfer approved or registration shall take effect from the date of the Executive Meeting.
 24. The Executive Committee has the right to refuse, cancel or suspend any player registration with the Weston League.

Player Substitutions

25. When more than one division is in operation, players although registered for a particular team or club or division may **assist** a team of the same registered club in a higher division to the one in which they were originally registered on **three** occasions only; on the fourth occasion they will be deemed a registered player for the higher division.
26. Clubs that have more than one team in the same division will be allowed a **substitution** from one team to another up to **twice** in a season.
27. Teams will not be able to cancel a match because their opponents are playing a substitute.

Disagreements

28. Any disagreements are to be taken up with the Executive Committee.
29. The opposing captain should be informed of the complaint and the match in progress should be completed, with the result pending investigation.
30. Any abuse of the rules will result in the withdrawal of points for that match and any other matches where the Executive Committee considers an infringement has taken place.
31. The score sheet should be annotated "Investigation pending" before returning to the League Match Secretary.
32. The Executive Committee shall have the power to decide anything upon which the Rules are silent in both League and Archdale.

Promotion/Relegation

33. Promotion to a higher Division from a lower one, or relegation from a higher division to a lower one will be on the basis of one up and one down.
34. The promoted teams should be those with the highest points aggregate and the relegated teams those with the lowest points aggregate. In the event of a tie situation, the team with the highest number of wins will be deemed to have the highest position.
35. In the event of an additional division vacancy caused by team or teams withdrawing, if it is decided that the vacancy(ies) should be filled, this should be by the promotion of the next placed team in the division below.
36. All new teams joining the League shall enter at the lowest division that is currently in place irrespective of status and history.
37. Any deviation from rules 33 to 36 must be agreed by the Executive Committee who must consult any team affected by such deviation before implementation.

Best Player Average

38. To qualify for the best average a player must play at least 50% of the available matches.