

BTTA Club Policy for Fixtures

Updated 1/12/2003

The "home" team is the team nominated on the left hand side and also known as Team "ABC". The "away" team is on the right and also known as Team "XYZ". The home team supplies the ball which is an orange 40mm 3 star. The home team supplies the first umpire and it alternates after that.

Normally, the away team serves first and it alternates after that. This means that the first server is on the opposite team to the umpire. This gets play started faster and is clear and fair. If both team captains agree, there may be a toss for first server for each match.

The team captains should be prepared to play on two or more tables to expedite the matches and allow for players who wish to go early. Keeping players late can cause the club to lose players. If both captains agree, only one table may be used especially for semi-finals and finals.

Teams are normally made up of first, second and third stringers. The first should be first on the team list etc. The team captain can be any one of these. The club tries to have balanced teams. Normally the first stringer averages from 66% to 100%, the second stringer 33% to 66% and the third stringer 0% to 33%.

Any player who achieves an average of 90% or more may be moved up a grade in the next season. Any player who averages 10% or less may be moved down a grade. The grade movements are subject to the splitting and merging of grades and according to the mixture of players in the new season and are at the discretion of the Tournament Committee. Players have the right to appeal.

A **reserve** (sub) should be of a similar standard or lower than the person being substituted. A reserve can qualify to play for the team in semis and finals by playing 4 or more nights (25% of the season). This number may be varied by the Tournament Committee. The reserve should be a member. A few nights grace may be allowed for new players.

Umpiring & Scoring

All umpiring decisions are to be based on the Rules of Table Tennis. If there is a dispute over law the referee is to be called in immediately. The referee is normally the night controller. The umpire's decision is final on fact - the referee's decision is final on law.

The umpire is otherwise responsible for all decisions especially concerning lets, edges, good service and the score.

The umpire may elect to replay a point if there is genuine uncertainty i.e. the umpire didn't see it and both players disagree. Replays are not normally acceptable.

The umpire should not submit to an individual player who is disputing a decision or insists on a replay if the umpire and other player are in agreement.

Spectators are not allowed to give their opinion unless invited by the umpire. Spectators may not enter the court.

Unless the umpire is sure, it would be wise to submit if both players agree with each other. The reality in fixtures is that umpires may be inexperienced or absent minded and may listen to what the players claim.

Players must check the score after each point. Players should not expect to be able to dispute the score once the next point is played. If a receiver is not ready and does not strike the ball, the serve can be replayed. Players should raise the non-playing hand and continue playing if there is a let and the umpire should call the let immediately.

Sportsmanship

Lets and edges are accidents and can be very distressing to the disadvantaged player who should show sportsmanship. Psychologically, the disadvantaged player will recover more quickly by accepting the bad luck and moving on. The advantaged player should acknowledge the good luck e.g. by raising a hand or at least by showing no emotion (hide the glee). This is the critical moment when animosity should be avoided. The club can lose players over the way these moments are handled.

Reminder:

A good serve must be observed according to the intent of the law.

Moving the table or putting the left hand on the table while the ball is in play is loss of point. This can happen when leaning forward to a short ball.