

REGIONAL CHAMPIONSHIPS 2011

Technical Information for Players and Team Managers

Competition Events

The Table Tennis competition will consist of a maximum of 39 medal events.

Combinations and/or cancellation of events may be needed if enough players or teams are not entered.

MEN (22)

Singles Class 1
Singles Class 2
Singles Class 3
Singles Class 4
Singles Class 5
Singles Class 6
Singles Class 7
Singles Class 8
Singles Class 9
Singles Class 10
Singles Class 11
Team Class 1
Team Class 2
Team Class 3
Team Class 4
Team Class 5
Team Class 6
Team Class 7
Team Class 8
Team Class 9
Team Class 10
Team Class 11

WOMEN(17)

Singles Class 1-2
Singles Class 3
Singles Class 4
Singles Class 5
Singles Class 6
Singles Class 7
Singles Class 8
Singles Class 9
Singles Class 10
Singles Class 11
Team Class 1-2
Team Class 3
Team Class 4
Team Class 5
Team Class 6-8
Team Class 9-10
Team Class 11

Competition Format

Singles events:

The Singles Events will consist of two stages: First stage (round robin system) and Final stage (knock-out system).

First Stage: Group Competition – Round Robin System

Priority will be given to groups of 3 or 4 players.

The two best players will proceed to the final stage:

Examples: 12 players = 4 groups of 3 – 8 players proceed to the 1/4 finals
30 players = 10 groups of 3 – 20 players proceed to the 1/16 finals
16 players = 4 groups of 4 – 8 players proceed to the 1/4 finals

All players in the group shall compete against each other and shall gain 2 points for a win, 1 for a loss in a match played and 0 for a loss in an unplayed or unfinished match. The players will be ranked according to the number of points gained. If two or more players are tied with the same number of the points, the ties will be decided according to the ITTF rules.

Final Stage: Will be played in K.O. system + Bronze medal competition

All matches shall be played best of 5 games.

Team events:

The Team Events will consist of two stages: First stage (round robin system) and Final stage (knock-out system).

First Stage: Group Competition – Round Robin System

Priority will be given to groups of 3 or 4 teams.

The two best teams will proceed to the final stage:

Examples: 12 teams = 4 groups of 3 – 8 teams proceed to the 1/4 finals
16 teams = 4 groups of 4 – 8 teams proceed to the 1/4 finals
8 teams = 2 groups of 4 – 4 teams proceed to the ½ finals

All teams of the group shall compete against each other and shall gain 2 team points for a win, 1 for a loss in a match played and 0 for a loss in an unplayed or unfinished match. The teams will be ranked according to the number of points gained. If two or more teams are tied with the same number of the points, the ties will be decided according to the ITTF rules.

Final Stage: Will be played in K.O. system + Bronze medal competition

All matches shall be played best of 5 games.

A contest consists of four singles matches followed by a doubles match.

Order	Type	AB Team	XY Team
1	Singles	A	X
2	Singles	B	Y
3	Singles	A	Y
4	Singles	B	X
5	Doubles	Captain chooses Doubles Players	

All matches shall be played best of 5 games.

Draw

Singles Events

First Stage – Group Competitions (Round Robin)

To decide the seeds for the draw, the PTT World Ranking list published on 1st of October 2011 will be used. This will be the last ranking published before the draw.

An Ordinary Snake draw will be used.

Singles Events – Final Stage (K.O.)

The Draw for the final stage will be conducted upon completion of the group competition of stage 1.

The Winner of Group A will be placed on the top of the upper half, and Winner of Group B will be placed at the bottom of the lower half.

The Winners of Group C and D will be drawn into the bottom of the upper half and top of the lower half respectively.

The Winners and Runners Up of the other Groups will be drawn in the remaining places.

Players from the same group will not play each other in the first round of the KO.

Team Events:

First Stage – Group Competitions (Round Robin)

To decide the seeds for the draw, the PTT World Ranking list published on 1st of October 2011 will be used. This will be the last ranking published before the draw. In case of more than 2 players (3 or 4) in the team, the points of the two best players will be added to rank the teams

An Ordinary Snake draw will be used.

Team Events – Final Stage (K.O.)

The Draw for the final stage will be conducted upon completion of group competition of stage 1.

The Winner of Group A will be placed on the top of the upper half, and Winner of Group B will be placed at the bottom of the lower half.

The Winners of Group C and D will be drawn into the bottom of the upper half and top of the lower half respectively.

The Winners and Runners Up of the other Groups will be drawn in the remaining places.

Teams from the same group will not play each other in the first round of the KO.

Order of Matches for Group Competitions

If one entry from the group is to qualify, the final match will be between the entries initially ranked 1 and 2, if two are to qualify; it is the match between those initially ranked 2 and 3 that will be in the final round. When a group contains several players who are from the same Association, the match between these players will be played in the first round.

For a Group of 3 Players/Teams, 2 players/teams will proceed to Final Stage

1 – 3
1 – 2
2 – 3

For a Group of 4 players/teams, 2 players/teams will proceed to the Final Stage.

1 – 3
4 – 2
1 – 2
3 – 4
1 – 4
2 – 3

Clothing and Equipment

Clothing and equipment worn or used by table tennis players and other participants in the Championships must comply with ITTF Rules, specifically clause 3.2.2 of the ITTF Handbook.

Clothing and equipment worn or used by table tennis players must comply with ITTF Rules.

Each player must have with him or her at least 2 pairs of shirts and shorts or skirts in different colors. The players participating in team events must have at least 2 pairs of shirts and shorts or skirts in different colors but all the players of the team must be dressed uniformly with the same colors of clothing. The name of the player and the 3 letter code of his or her Country may be printed on the back of each shirt (see 3.2.2.3) as shown in the diagrams below.



Legend: Back of the shirt:

- The name of the player and Country code must be put on the back of the shirt
- The size of the player's name and Country code should be no more than 1/3rd of the shirt's width

Each player must have with him or her at least 2 pairs of shirts in different colors during the clothing rehearsal to be held into the "Rule 51" Room at a date and time to be announced.

Players and other participants (including coaches and team captains) for all events (Singles and Team) must arrive the "Rule 51 Area" at the Waiting Area outside the FOP Entrance at least 20 minutes before the start of match for inspection of clothing, equipment and any other items to be brought into the FOP to ensure that all are according to the requirement of the regulations.

For the Regional Championships, each player must have with him/her at least two shirts in significantly different colours, preferably a dark and a light colour of different colour schemes (warm and cold colours).

For Team Events, all the players in the team must be dressed uniformly with the same colour clothing.

Racket Control Procedure

General procedures

Random racket control will be conducted throughout the competition.

- A. Racket Control tests will be carried out **after-match** at random. In the case where rackets do not pass a random Racket Control after-match test, the offending player will be **liable to penalties** (see below).
- B. However, from the quarter-finals on, Racket Control tests will be **before-match** for selected matches of singles events and randomly selected singles matches in team matches.

Voluntary testing is available on the day before the tournament, as well as during the tournament, without interrupting the compulsory racket testing process. Players should liaise with the Chief Racket Controller about a convenient time for a voluntary test. However, each player may bring only two rackets for one test each or have the same racket tested twice during a tournament. No disciplinary action will be taken against a player whose racket fails in a voluntary test.

Racket testing will include before and after-match examination of the authorization of racket covers and the playing properties of the racket (thickness, gloss, flatness), as well as tests for prohibited solvents, which will be carried out according to the regulations.

A racket which has already been tested can not be replaced by another one before the match starts. If a racket is accidentally damaged during the match,, the replacement racket has to be tested after the match.

Before the match: In case of a failure of a compulsory racket test before the match, the referee will decide that the racket cannot be used and must be replaced by another one, which also will be tested after the match.

After the match: In case of a failure of compulsory racket test after the match, the referee will decide that the player forfeits the match.

If the player who forfeited the match, still has to play in the same event (round robin system), this player shall gain 0 points instead of 1 point for a loss in a match played with a failed racket.

Reputed failures and penalties applicable after each racket control failure

a. Failure regarding VOC

- Disqualification from the singles match for any first failure in an after-match test.
- Disqualification from the singles or team match where a player fails two times at any time.
- Disqualification from the tournament where a player fails three times at any time.

b. Any other Failure (thickness, flatness, etc.)

- Disqualification from the singles match for any first failure in an after-match test.
- Disqualification from the singles match where a player fails two times at any time.
- Disqualification from the team match where a player fails three times.
- Disqualification from the tournament where a player fails four times.

Remark:

- VOC infraction is accumulated with other types of failures.

c. Failing to present the racket before a match

- The racket has to be tested after the match.

The ITTF Executive Committee has set the limit for VOC as from 1 September 2010 to 31 August 2013: 3.0 ppm.

Singles events

The players or their coaches must submit the rackets to be tested 30 minutes before the match's scheduled starting time; after this test, the rackets shall not be re-glued. The rackets will be given to the umpires, who will give them back to players just when the players come on to the court immediately before the match commences.

If a player has to change a tested racket during play because it was accidentally damaged, then the new racket shall also be tested. The test will be conducted once the match is finished.

All players are liable to be tested and no advanced notice needs to be given. Matches to be tested shall be randomly drawn by the Racket Control Panel and supervised by the Referee, who may, at any time, choose any other match to be tested.

Team events

In the Team events, racket tests will be conducted minimum in one of the singles matches, in contests randomly selected. The captains shall be informed which of the singles match will be tested after the umpires have received the exact nomination of players for positions A, B or X, Y. The Referee has the right to request a test on more than one single match of the contest.

The players or their coaches must submit the rackets to be tested, at latest before the previous match's scheduled start; after this test, the rackets shall not be re-glued. The rackets will be given to the umpires, who will give them back to players just when the players come on to the court immediately before the match commences.

After match tests

Players must leave their rackets on the table on completion of the match for the umpire to collect the racket for any scheduled after-match test. The umpire will take the racket to the Racket Control Centre and the player can collect it again about 10 minutes later.

Gluing of Rackets

Gluing of rackets is confined to the Racket Gluing Area.

Gluing in any other places in the venue is not allowed, and disciplinary action may be taken against the offending player/team by the Referee.

Special rules for disqualification during the Regional Championships

General principles

The referee shall have power to disqualify a player or a team from a match, a contest, an event or a competition for seriously unfair or offensive behaviour, whether reported by the umpire or not; as he/she does so he/she shall hold up a red card.

If a player is disqualified from 2 matches of the team or the singles event he/she shall automatically be disqualified from that team or singles event.

The referee may disqualify for the remainder of a competition anyone who has twice been sent away from the playing area during that competition.

Disqualification of a player

A player can be disqualified from a match, from a contest, from the event or from the tournament, depending on the gravity of the offence. Should a player be disqualified from the event, any title, medal, points and prize shall be withdrawn.

If a member of a team is found to have committed a violation of the ITTF Anti-Doping Rules the entire team shall be disqualified from the event and any title, medal, points and prize shall be withdrawn.

Except for anti-doping violations:

- if a player is disqualified from a match of a contest, he/she will forfeit the match but can participate in his/her subsequent matches of the contest. The final result of the forfeited match should be n: 3 or 4. (Note: n refers to the games already gained by the disqualified player; 3 or 4 refer to the number of games necessary to win the match in Team or Singles competitions.)
- if a player is disqualified from a contest, he/she will forfeit all the matches scheduled for him/her to play in the contest but is allowed to participate in the subsequent contests of his/her team.'
- if a player is disqualified from two contests or from the event, he/she will not be allowed to participate in the subsequent contests of his/her team, but the other players of the team are entitled to continue the competition.

If a player is disqualified from the tournament he/she is no longer considered a member of the team. The team may continue the competition with two or three players. The player will not be allowed to participate in any event of the tournament.

Disqualification and withdrawal of a team

A team may be disqualified from the tournament due to unsporting behavior of one or more team members, as a result of the infringing of major recognized sport ethics and rules (e.g. one or more team members tests positive in an anti-doping control test) or due to the breach of other ITTF rules.

Checking-In

Players are required to arrive the “Rule 51” area for ball selection, shirt colour inspection and racket control 20 minutes prior to start of competition for Single Class Events; and 40 minutes for Team Events.

Technical Meeting

Technical meeting for all Teams will be announced later on.