

WORLD CHAMPIONSHIPS 2014

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)

Individual Class 1
Individual Class 2
Individual Class 3
Individual Class 4
Individual Class 5
Individual Class 6
Individual Class 7
Individual Class 8
Individual Class 9
Individual Class 10
Individual 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)

Individual Class 1-2
Individual Class 3
Individual Class 4
Individual Class 5
Individual Class 6
Individual Class 7
Individual Class 8
Individual Class 9
Individual Class 10
Individual 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

Individual 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 up to 4 players.

The two best players will proceed to the final knock out 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 points, the ties will be decided according to the ITTF rules.

Final Stage: Will be played in K.O. system and there will be NO Bronze medal match i.e. 2 bronze medals will be awarded.

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 up to 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 1/2 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 points, the ties will be decided according to the ITTF rules.

Final Stage: Will be played in K.O. system and there will be NO Bronze medal match i.e. 2 bronze medals will be awarded.

All matches shall be played best of 5 games in the Corbillon Cup system of 2 singles, doubles and reverse singles.

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

All matches shall be played best of 5 games.

Draw

Individual Events

First Stage – Group Competitions (Round Robin)

To decide the seeds for the draw, the PTT World Rating list published on 1st of September 2014 will be used. This will be the last rating published before the draw.

An Ordinary Snake draw will be used.

Individual 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 Rating list published on 1st of September 2014 will be used. This will be the last rating 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 rated 1 and 2, if two are to qualify; it is the match between those initially rated 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 rounds.

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 preferably a dark and light color of different color schemes (warm and cold). 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 letters code of his or her Country must be printed on the back of each shirt.**

The shirts should comply with regulation 3.2.2.2

“The main colour of a shirt, skirt or shorts, other than sleeves and collar of a shirt shall be clearly different from that of the ball in use.”



Legend: Back of the shirt:

Each player must have with him/her at least two sets of shirts in different colors. The name of the player (first letter(s) of given names + complete family name **OR family name followed by first letter(s) of given names**) and the three letter code of his/her **NTTA** must be printed on the back of each shirt, included in the upper 1/3 of the shirt's height.

Each player must have with him or her at least 2 pairs of shirts in different colors during the clothing check to be held in the Call 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 “Call Room” 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 Team Events, all the players in the team must be dressed uniformly with the same color clothing.

Racket Control Procedure

Racket testing should be carried out before the match in the “call area” (official place for ball selection/shirt check, etc.). It is the player’s responsibility to present the racket to the umpires in the call area within the advised time limit. Players who choose not to present their rackets before the match or present them after the advised time limit will have their rackets tested after the match and must be aware of the consequences.

The time limit for presenting a racket to the umpires in the call area before the match has to be announced at the beginning of a tournament. A **time limit of 20 minutes is suggested** but should be adapted to the requirements of the tournament.

Testing for VOC has to take place in a specific environment in the Racket Control Centre (RCC) which should be situated close to the call area.

Rackets that do not pass a racket test/s before the match cannot be used in the match. If rackets do not pass a racket test/s after the match, the offending player will be liable to penalties (see below).

All players are entitled to have their racket tested voluntarily without any penalties during the tournament according to the procedure given for that tournament.

Umpires have to perform racket testing in the call area. **Rackets will no longer be checked in the playing area.** The following tests are obligatory:

- Thickness (for detailed results, electronic devices have to be available)
- LARC (covering authorised by ITTF)
- Flatness (for detailed results, electronic devices have to be available)
- Racket covering extends to the limit permitted
- Any other irregularities

VOC testing will be done in a separate room. Rackets to be tested for VOC will be

selected on a random basis by the assigned referee and the assigned umpire. Any other specific tests, if not already done in the call area, will also be done i.e. if the flatness test is done in the call area and the racket complies, this test will not be done again in the RCC.

Rackets which pass the tests will be kept in the call area after testing, in a paper bag or equivalent, and the umpire of the match will hand the racket to the players only at the table.

Rackets not presented for testing in the call area before the match

- will be tested immediately after the match (after match test).
- the umpire will be informed if there will be an after-match test and shall only check for other irregularities (e.g. damage to the racket coverings, covering extends to the limit permitted).

A detailed inspection of rackets will be done after the match (see racket testing in the call area).

The umpires may detect manufacturing imperfections or illegalities (such as pimple geometry) that are not included in the Laws or Regulations but are contrary to the specifications of the Technical Leaflet (T9); these must be referred to the referee, who will inform the ITTF URC, who may then inform the Equipment Committee if considered necessary.

Voluntary racket testing

- Voluntary testing is available on the day before the tournament, as well as during the tournament, where testing must not interrupt the compulsory racket testing process. Players should liaise with the assigned deputy referee about a convenient time for a voluntary test. Generally, each player may bring only two rackets for one test each or have the same racket tested twice during a tournament, however the assigned referee can allow additional tests.
- The rackets submitted will be examined carefully.
- Voluntary tests will be recorded to check the number of voluntary tests by each player; only the name of the player will be recorded and not the result.
- No disciplinary action will be taken against a player whose racket fails a voluntary test.

Compulsory racket testing

Racket testing is compulsory during the tournament and shall usually be done before the match. Only rackets which are not presented in the call area to the umpires before the match, and within the time limit, will be subject to an after-match inspection. Players who choose not to present their racket before the match must be aware of the consequences.

Individual events

Players have to submit their rackets to the umpires in the call area at least 20 minutes before the scheduled match time.

Team events

All nominated players of the team match have to submit their rackets to the umpires in the call area at least 20 minutes before the scheduled team match time.

General

- When collecting rackets, umpires will cautiously take the rackets by the handle, add a note with the name of the player, and keep them in the call area once the testing before the match has been completed. The rackets are then taken by the match umpires to the playing area, where the rackets are given back to players at the match table.
- If a racket is not accepted by the assigned referee, the player may use a replacement racket, which will be tested after the match. If the replacement racket fails the after-match test, a sanction as set out below will be applied by the Referee.
- If it is necessary for a player to change his/her racket during play, the umpires must collect the replacement racket(s) used, which will then be subject to an after-match test.
- If a player brings the racket late to the call area before the match, the racket will be tested after the match. For **after-match tests**, the match umpires will collect the score sheets together with the racket control form and bags **before the match**. Players must leave all rackets used in the match, including the original one which may have been replaced, on the table when the match finishes, and the umpires must collect the rackets of players subject to an after match test immediately. The match umpires will cautiously take by the handle the rackets used in the match and place them in separate paper bags or equivalent, marked with the player's name, and take them to the RCC. Players may collect their rackets at the call area 10 minutes later.
- In an unplayed match, no rackets will be tested, unless the Referee decides otherwise.
- In case of failure the assigned referee will be informed immediately.

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. The following will be recorded as failures in the referee log:

- VOC
- Flatness

- Thickness

After the match

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

If this match is in a group round robin system, the player shall be deemed to have lost the match and he/she shall gain 0 points.

If the after-match test concerns rackets of the decisive (3rd or 4th) individual match of a team match, the teams shall be asked to wait at the match table until the racket test is finished. If the racket passes the racket test, no further action is required and the match result stands. If the racket of the winning player fails, then the referee will decide that the player forfeits the match, the result will be reversed and the next scheduled match will then be played.

Repeated failures and penalties applying after each racket control failure

a. Failure regarding VOC

- Forfeit of the individual match for any first failure in an after-match test.
- Forfeit of the individual 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)

- Forfeit of the individual match for any first failure in an after-match test.
- Forfeit of the individual match where a player fails two times at any time.
- Forfeit of 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 is tested after the match.

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 on the withdrawal of a player

Should a player wish to withdraw at any time during the event, he or she will have to undergo a medical examination undertaken either by a medical doctor in the classification team or by a medical doctor appointed by the organizing committee to manage health issues.

Special rules for disqualification during the World 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 individual event he/she shall automatically be disqualified from that team or individual 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 call area for ball selection, shirt color 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.