

WORLD CHAMPIONSHIPS – GWANGJU 2010 – KOREA

Technical Information for Players and Team Managers

Competition Events

The Table Tennis competition will consist of 32 medal events.

MEN (18)

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

WOMEN(14)

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
Team Class 1-3
Team Class 4
Team Class 5
Team Class 6-8
Team Class 9-10

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 players. The two best players will proceed to the second 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 3 + 1 group of 4 – 10 players proceed to the 1/8 finals

All players of the group shall compete against each other and shall gain 2 points for a win, 1 for a loss in a played match and 0 for a loss in an unplayed or unfinished match. If a player is defaulted after the completion of a match for any reason,

he/she shall be deemed to have lost the match, which shall subsequently be recorded as a loss in an unplayed 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.

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

All matches shall be played best of 5 games.

Team events: will be played in K.O. system in each class organized

Examples: 8 teams = 4 x 1/4 finals, 2 x 1/2 finals, bronze + final

12 teams = 4 x 1/8 finals, 4 x 1/4 finals, 2 x 1/2 finals, bronze + final

16 teams = 8 x 1/8 finals, 4 x 1/4 finals, 2 x 1/2 finals, bronze + final

A contest consists of two singles matches followed by a doubles match, followed, if necessary, by one or two singles matches, until a team wins three matches.

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 Ranking list published on 1st of October 2010 will be used. This will be the last ranking published before the draw.

The highest seeded players will be placed in the position 1 of each group with the highest ranked player in Group A, the second highest ranked player in Group B, and so on. Position 2 of each group will be drawn into the groups by hand. Rest of the players will be drawn into the remaining places of each level by computer, as follows:

	A	B	
1	1	2	
2	(3	4)	Hand Draw
3	(5	6)	Computer Draw
4	(7	8)	Computer Draw

	A	B	C	D	
1	1	2	3	4	
2	(5	6	7	8)	Hand Draw
3	(9	10	11	12)	Computer Draw

	A	B	C	D	E	F	G	H	I	J	
1	1	2	3	4	5	6	7	8	9	10	
2	(16 - 20)					(11 - 15)					Hand Draw (5 at a time)
3	(21 - 30)										Computer Draw

	A	B	C	D	E	F	G	H	I	J	K	L	
1	1	2	3	4	5	6	7	8	9	10	11	12	
2	(19 - 24)						(13 - 18)						Hand Draw (6 at a time)
3	(25 - 36)												Computer Draw

Individual Events – Second Stage (K.O.)

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

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.

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

Winners of the other Groups will be drawn afterwards.

Players qualified from the same group will be allocated in different halves of the draw.

Order of Matches for Group Competitions

When a group contains several players who are from the same Association, the match between these players will be played first.

For Group of 3 Players, 2 players will proceed to Second Stage

- 1 – 3
- 1 – 2
- 2 – 3

For Group of 4 players, 2 players will proceed to the Second Stage.

- 1 – 3
- 4 – 2
- 1 – 2
- 3 – 4
- 1 – 4
- 2 – 3

Team Events:

Team Events will be played in K.O. system in each class organized.

The ITTF Regulation on Draw for Knock-Out Competitions will be observed.

If there are changes in team composition or withdrawal due to illness or injury, the draw will not be altered!

To decide the seeds for the draw, the World ranking list published on 1st of October 2010 will be used.

Seeding of the teams will be based on the total of points of the two best players.

Clothing and Equipment

Playing Clothing

- 1 Playing clothing shall normally consist of a short-sleeved or sleeveless shirt and shorts or skirt or one-part sports outfits, socks and playing shoes; other garments, such as part or all of a track suit, shall not be worn during play except with the permission of the referee.
- 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.
- 3 Clothing may bear numbers or lettering on the back of the shirt to identify a player, his/her Association and advertisements in accordance with the provisions of 10; if the back of a shirt bears the player's name, this shall be situated just below the collar.
- 4 Any numbers required by organisers to identify a player shall have priority over advertisements on the centre part of the back of a shirt; such

numbers shall be contained within a panel having an area not greater than 600cm².

- 5 Any markings or trimming on the front or side of a playing garment and any objects such as jewellery worn by a player shall not be so conspicuous or brightly reflecting as to unsight an opponent.
- 6 Clothing shall not carry designs or lettering which might cause offence or bring the game into disrepute.
- 7 Any question of the legality or acceptability of playing clothing shall be decided by the referee.
- 8 The players of a team taking part in a team match, and players of the same Association forming a doubles pair in a World Title Competition, shall be dressed uniformly, with the possible exception of socks, shoes and the number, size, colour and design of advertisements on clothing.
- 9 Opposing players and pairs shall wear shirts that are of sufficiently different colours to enable them to be easily distinguished by spectators.
- 10 Where opposing players or teams have a similar shirt and cannot agree which of them will change, the decision shall be made by the umpire by lot.
- 11 Players competing in a World title competition shall wear shirt and shorts or skirt of types authorised by their Association.

Clothing and equipment worn or used by table tennis players and other participants in the competition must comply with the ITTF Handbook.

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 30 minutes before the start of single match and 45 minutes before the start of team match for inspection of clothing, equipment and any other items to be brought into the FOP to ensure that all are according to the requirements of the ITTF Handbook.

Racket Control Procedure (refer to documents on the PTT website for the authoritative version)

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 individual events and randomly selected individual 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, unless it is accidentally damaged during the match in which case, 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 would have 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.

Repeated failures and penalties applicable after each racket control failure

a. Failure regarding VOC

- Disqualification from the individual match for any first failure in an after-match test.
- Disqualification from 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, etc.)

- Disqualification from the individual match for any first failure in an after-match test.
- Disqualification from the individual 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 2011: 3.0 ppm.

Singles events

For selected matches the players or their coaches must submit the rackets to be tested at least 20 minutes before the match's scheduled starting time. 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

For selected matches, 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 20 minutes before the scheduled start of the team match if it is the first individual match, or before the previous individual match starts if it is the second individual match; after this test 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 rackets for any scheduled after-match test. The umpire will take the rackets to the Racket Control Centre and the players can collect the rackets again about 10 minutes later.

Attachment of Racket Coverings

This may only be done in the specially provided area, and liquid adhesives shall not be used anywhere else at the playing venue

The Referee may take disciplinary action against a player/team that breaches this rule.

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, an event or a competition for seriously unfair or offensive behaviour, whether reported by the umpire or not; as he does so he shall hold up a red card.

If a player is disqualified from 2 matches of a team or individual event he 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 the event or from the tournament, depending on the gravity of the offence:

- if a player is disqualified from a match, he/she will forfeit the match but can participate in his/her subsequent matches of the event. 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 an event, he/she will forfeit all the matches scheduled for him/her to play in the contest but is allowed to participate in the subsequent events of his/her team.
- if a player is disqualified from the event, he/she will not be allowed to participate in the subsequent events 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 disqualified player will not be allowed to participate in any event of the tournament.

Anti-doping violations

All alleged violations will be dealt with according to the ITTF's Anti-Doping Rules.

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.

Disqualification and withdrawal of a team

A team may be disqualified from the tournament due to unsportsmanlike behaviour 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 tested positive for drugs) or due to the breach of other ITTF rules.

Checking-In

Players are required to arrive at the Rule 51 area for ball selection, shirt colour inspection and racket control 30 minutes prior to start of competition for Single Class Events; and 45 minutes for Team Events.

Technical Meeting

Technical meeting for all Teams will take place on Tuesday October 26th afternoon. Time to be confirmed, information on arrival.