

HASTINGS & DISTRICT TABLE TENNIS ASSOCIATION

SENIOR LEAGUE RULES 2023 onwards

The League Sub-Committee expects that the integrity and ethos of the league should be respected at all times. Clubs are expected to ensure that fair competition takes place.

1. A copy of these rules must be available at premises where league matches are being played.

DIVISIONS AND SEASON

2. The league shall be divided into divisions, the number of divisions and the number of teams in each division being at the absolute discretion of the Executive Committee.
3. The season shall run from 1st October to 30th April.

TEAMS AND FIXTURES

4. Each team shall consist of 3, 4 or 5 players, three of whom shall play the singles matches (each play each) and any pair the doubles.
5. Fixtures shall be arranged by the League Secretary.
6. Each team in a division shall play all the teams in that division as directed by the League Sub-Committee.

LEAGUE MATCHES

7. A match shall start at 7.30 p.m. unless otherwise stated on the fixture list, or otherwise mutually agreed, except that when a starting time is 7.15 p.m. or earlier a team may request that the starting time be extended not later than 7.20 p.m. Any such request made to the opposing club's secretary at least 24 hours before the match is due to be played will be granted. The League Secretary must be notified that such a request has been made. **Players arriving after the agreed start time do not have the right to knock-up with their own team.**
8. A league match shall consist of ten individual matches; nine singles and one doubles. Each individual match shall be the best of five games at 11 points or when one player is 2 clear points ahead after 11 points.
9. Once a league match has started, teams must be nominated within one hour of the scheduled start, except where rule 22 applies. Only players so nominated may play in the league match.
10. For individual matches 1, 3, 5 and 8 the home captain shall nominate their player, and for individual matches 2, 4, 7 and 9 the away captain shall first nominate.
11. The doubles match shall be number 6 in each league match, except that should only two members of each team be present, it will be match number 5.
12. No player shall play more than two individual matches consecutively, excluding the doubles, except by consent of both team captains, unless they be the last three matches of the league match.
13. Players called upon to play in consecutive matches shall be entitled to a rest period, not exceeding 5 minutes between such matches.
14. The home team shall be responsible for the provision of umpires, but the away team will be expected to share these duties.
15. Only 40mm balls approved by TTE may be used for league matches. **They must be plastic.**
16. The home team is responsible for returning the official scorecard. It must be completed, signed by both team captains and **MUST BE RECEIVED** at the designated address **NOT LATER THAN 7 DAYS AFTER THE MATCH IS PLAYED**. A fine of up to £5 for each may, at the discretion of the committee, be imposed on a club failing to comply with this rule. If a scorecard is not received

within 14 days of the due date of the league match, the League Secretary will advise the home club and request its return. If the scorecard is not received within a further seven days of the reminder, the match may, at the discretion of the committee, be awarded to the away team.

17. A team winning a league match shall be awarded points in accordance with the following: -
 - A team winning 10, 9 or 8 individual matches will receive 4 points.
 - A team winning 7 or 6 individual matches will receive 3 points.
 - A team winning 5 individual matches will receive 2 points.
 - A team winning 4 or 3 individual matches will receive 1 point.If, at the end of the season, two or more teams are level on points the winner shall be decided by the number of individual matches won, and if the teams are still level the result shall be deemed a tie.
18. Should a match not be completed due to loss of suitable playing facilities caused by exceptional circumstances, e.g. power cut, the result shall stand as at the time of curtailment. The same players will seek to complete the remaining games at a mutually convenient time before the end of the season. Exceptionally the League Sub-Committee may permit a substitute player in the event that a player is unavailable. Uncompleted games will be awarded by the League Sub-Committee at the end of the season based on their understanding of who is least to blame for the games not being played based on the clubs' representations.

If a league match is not completed at a venue with a set finishing time, any sets not played or not completed shall be forfeited by the home team. Such forfeited sets will not affect the averages of the players involved.

FORFEIT OF MATCHES

19. A team shall forfeit an individual match if it is not ready to play:
 - (a) Ten minutes after the agreed start time.
 - (b) Ten minutes after a match has been forfeited.
 - (c) Five minutes after a match has been played.
20. When only two members of a team are present their team shall not forfeit any individual matches, other than any which may be forfeited before their arrival (rule 19a/b) until after the doubles has been played.
21. When only one member of a team is present their team does not forfeit an individual match until the player has played two matches.
22. A team not ready to play 30 minutes after the agreed time of start shall forfeit the match.
23. No player shall forfeit or claim consecutive matches - doubles excluded - unless they be the final individual matches. **If a player has not arrived when all other available matches have been played, the opposing team may claim all three matches from that player.**
24. Should the name of an absent player who forfeits an individual match be unknown an X shall be entered in the space provided for the player's name against the match concerned, this being substituted by the player's name if he or she arrives.

REGISTRATIONS

25. No player may play in a match until such player has been registered with the Hastings Association and League on the official registration form. The League Secretary should receive the initial bulk registration form seven days before the start of the season. Subsequent registration forms will only be deemed an application for registration if the appropriate fee is paid to the League treasurer within 7 days (electronic payment is preferred). No player may register more than one division lower than the highest division for which they have been registered in the past two seasons without the consent of the League Sub-Committee. When granted such registrations may, at the discretion of the committee, be subject to certain restrictions.
26. The League Sub-Committee may decline or withdraw any registration, but club secretaries are entitled to an explanation if application is made within seven days.
27. All players residing or working within a ten-mile radius of their club's premises and any other players who played regularly in the league the previous year (at least ten matches) shall be eligible to play in the league providing they are registered in accordance with rule 25. Any person who has moved out of the specified radius, providing they have been a league player in the Association for at least one year, may maintain their eligibility by continuous unbroken membership of the Association through the same club. Registrations for other players will also be accepted on payment of an additional fee of £1. This additional fee will be refunded when such players have played ten league matches.
28. No registration for the league shall be accepted by the League Secretary after 10th March without the consent of the League Sub-Committee.
29. The League Sub-Committee may grant special re-registration to a player should they deem the circumstances sufficiently extenuating.
30. Registration shall cover a player for the whole of the season, irrespective of whether such a player is a member of more than one club and participates in one or more divisions of the league, but the provisions of rule 33 governing the conditions of playing for more than one club shall apply.
31. At least three players must be registered for each team entered in the league. Further players may be registered for each team up to a maximum of 5. A team for any match shall comprise the team members and any reserve. The playing of all reserves shall also be subject to the provisions of rules 26, 34 and 35. For the avoidance of doubt all players registering to play must be registered for a team.
32. No player shall play for any team in a division lower than that for which he or she is registered.

TRANSFERS

33. No player shall be registered with, or play for, more than one club in the league without first obtaining a transfer from the League Sub-Committee. A transfer may be granted provided that the League Secretary receives a written request from the secretary of the player's proposed new club AND it is accompanied by the written consent of the player's former club secretary.

RESERVES

34. Players may play in any of the divisions higher than that for which they are registered. The only restriction is that if they play for the same team more than four times during the season, they will become re-registered for that team and division irrespective of how many divisions higher that may be.

35. When a club has more than one team competing in a division, a reserve may play for any such team. A reserve may not play for opposing teams in the same match. A reserve may not play for more than two different teams in the same division in the same season.

POSTPONEMENTS

36. All matches shall be played on the dates published in the fixture list issued by the League Secretary. Postponement of matches will be permitted by mutual agreement between the clubs. The league secretary should be informed. Such games should be rearranged, as soon as possible, and the league secretary shall be notified of the rescheduled date within two weeks of the postponement so the fixture list can be updated. In the absence of mutual agreement postponements will only be allowed in very exceptional circumstances, i.e. severe weather conditions affecting transport, or loss of playing facilities or infectious diseases. A club not being able to fulfil a fixture should give their opponents at least 48 hours' notice. In the event of a match not taking place, both clubs shall submit a written explanation to the League Secretary within seven days of the due date of the match. The match will be forfeited by the defaulting team. If a club thinks it has good cause for postponing and thereby not forfeiting a match then both clubs shall write explaining to the League Secretary within seven days of the due date of the match, applying for permission for the match to be re-arranged. If the League Sub-Committee is satisfied by the explanation, then they may exceptionally agree to the re-arrangement.

The League Sub-Committee has issued a directive to all clubs:

"Whilst the league in no way encourages postponements, it is expected that, in the event of a team making a request for postponement and giving at least four weeks' notice, that this request be complied with."

37. League matches not played by the end of the week in which they were scheduled, and not notified, in writing, to the League Secretary in accordance with rule 36, may be declared void or awarded at the discretion of the League Sub-Committee.
38. In any event matches not played within 14 days of the last published league fixture shall be declared void.

CLOTHING

39. Any clothing worn must comply with the I.T.T.F. regulations.

DEFAULTS, INELIGIBLE PLAYERS, TEAM WITHDRAWALS

40. All individual matches won by the ineligible player shall be awarded to the opposing team.
41. Should any player fail to complete their three individual matches, a written explanation must be submitted to the League Secretary within ten days of the fixture by the club secretary, team captain or player concerned. Should no explanation be submitted, or any such explanation be considered unsatisfactory, the committee may take such disciplinary action as it thinks necessary against the player or club concerned.
42. In the event of a team defaulting, the club at fault may be held liable for any reasonable expenses incurred by their opponents. Such expenses shall first be agreed by the committee.
43. Conceded league matches. If a team concedes a match, they shall notify the League Secretary in writing within ten days. If they fail to do so, or if the excuse is considered unsatisfactory by the league, the team may be liable to a fine not exceeding £5. The team to whom the match is

conceded should also submit a scorecard to the League Secretary claiming the match and stating the fact that it has been conceded.

44. Any team consistently incurring defaults may, at the discretion of the committee, be withdrawn from the league and its record expunged.

CHANGE OF VENUE AND HOME NIGHT

45. A club changing its venue and/or a team's home night or withdrawing a team after the fixtures have been published shall notify the League Secretary in writing. The club shall also immediately notify in writing such changes to all clubs concerned. The club may also be liable to a fine of up to £5.

OTHER

46. In the event of false entries being made on scorecards the League Sub-Committee may take such disciplinary action as they deem necessary against the club and/or players concerned.
47. Any disputes arising on the playing of a league match, or the interpretation of these rules shall be referred to the League Sub-Committee to be dealt with in accordance with the Association rule 31.
48. Any occurrence not covered by these rules shall be dealt with at the discretion of the League Sub-Committee.
49. Bats and rubbers to comply with I.T.T.F. regulations.
50. Coaching can be provided between games but not during games.
51. Play shall be continuous throughout an individual game except that any player is entitled to brief intervals for towelling after every 6 points from the start of each game and at the change of ends. An exception will be made to this rule where a player would be at an obvious disadvantage if not allowed to towel down.
52. Spitting is prohibited at all times.
53. Expedite

After 10 minutes play:

- 1 If at least 18 points have already been scored the game continues to a conclusion -however long it takes.
- 2 If 18 points have NOT been scored after 10 minutes play then the game will be interrupted by the umpire.
- 3 The game will then be restarted with the onus effectively placed on the server to play offensively.
- 4 Each player will serve alternatively until the end of the game.
- 5 If the receiver makes 13 good returns then the receiver will win the point and the game continues until there is a winner. If required a second person can be brought in to count the "returns".
- 6 In order to reduce the time to play subsequent games, all subsequent games in the same match will use the Expedite rule from the start of the game.

DIVISIONAL AWARDS

Four medals shall be awarded to each team winning a division. Additional medals may so be awarded at the discretion of the committee. Further medals may also be awarded to the other team members at the expense of the team concerned if, in the opinion of the committee, such players have contributed to the success of the team. No player may receive awards for more than one division in the league.