

WEST OF SCOTLAND TABLE TENNIS LEAGUE RULES

1 Territory

The extent of the League will be "within reasonable distance of Glasgow City Centre". Reasonable travelling distance shall be determined by the EC.

2 Membership

A player in membership of an organisation affiliated to the ITTF may be accepted as a registered member subject to the approval of that organisation.

3 Executive Committee (herein abbreviated to EC)

- 3.1 The EC will meet not less than four times between AGMs.
- 3.2 A quorum at an EC Meeting will be three Office Bearers plus two Members.
- 3.3 The EC will be empowered to appoint sub-committees for any purpose considered necessary, and the convenor will be appointed from Members of the EC. The terms of reference of any sub-committee will be determined by the EC. The convenor will be responsible for reporting the proceedings of the sub-committee to the EC.
- 3.4 The General Secretary will be responsible for recording the proceedings of all AGM, EGM and EC Meetings, maintaining records of all such Meetings, any sub-committee meetings and for the maintenance of all archival material and records of the League.
- 3.5 At a Meeting of the EC or at a sub-committee meeting of the EC the Chairman of the Meeting will have a casting and a deliberative vote.
- 3.6 All sub-committees will be established by the EC.

4 Affiliation

- 4.1 Every affiliated Club will complete annually the current registration process detailed in Rule 7. Applicant clubs must abide by the Constitution and Rules of the League.
- 4.2 If the EC or the AGM rejects an application from a new Club then all monies sent by the applicant Club will be refunded.
- 4.3 Players who are members of affiliated clubs will become Registered Members of the League on payment of the appropriate fee to the League.
- 4.4 No Club can affiliate until all outstanding monies owed to the League have been paid.
- 4.5 A club which applies to join the League and is accepted will normally be placed in the lowest Standard Division unless the EC recognises exceptional circumstances justifying its placement in a higher Division.

5 General Meetings

- 5.1 Representation of one third of Affiliated Clubs will be required to form a quorum at an AGM or EGM.
- 5.2 At all General Meetings the Chairman of the meeting shall have a casting and deliberative vote.

6 Finance

- 6.1 The financial year of the League will be from the 1st May to 30th April.
- 6.2 The EC will be the trustees of the League and will hold title to any heritable or moveable property on behalf of the League.
- 6.3 Only members of the WOSTTL at an AGM or EGM can decide to sell or dispose of property belonging to the League.
- 6.4 The EC is empowered to sue for recovery and discharge debts due to the League.
- 6.4 Only the EC can authorise disbursement and incur debts in the name of the League.

7 Registration

- 7.1 Prior to the start of the playing season, all clubs will be invited by the League Treasurer to electronically submit details of players to be registered for the League. A minimum of 3 players per team are required. Table Tennis Scotland (TTS) registration numbers must be provided for any players to be registered to play in the League who do NOT require to be affiliated by the League to TTS.

- 7.2 Clubs will then be issued with a detailed invoice, to be paid by bank transfer within 7 days. Only after payment is received from the club, the League will arrange TTS affiliation where necessary. This process will also be followed for players to be registered after the season commences. No player can win points until their relevant fees are fully paid to the League and TTS. Points will not be awarded retrospectively if a player participates in a match before fees have been paid.
- 7.3 No new registrations will be accepted after Dec. 31st without the express approval of the EC.
- 7.4 No player can be registered for more than one Club at a time. However, Juniors playing in the Junior League may also play in the Senior Divisions for a different club regardless of whether their initial registration was with the Junior or the Senior club.
No player can play more than three reserve games in a season. A player who has played three games as a reserve may then only play for the team for which he is registered or for the next higher team for which he has played as reserve. If he plays again for that higher team, he will be ineligible to play again for his original team and will automatically become a registered member of that higher team.
A player whose handicap is lower than the average handicap of all players registered for his club's next higher team will be unable to play any games as a reserve. Should any ineligible player play in a league match then his wins will be forfeited.
- 7.5 Any application for the transfer of a player to a team of another club or to a lower team of the same club must be made in writing to the Match Secretary. Prior to submitting a transfer request, the club to which the player wishes to transfer must discuss the proposal with his/her present club. The request must indicate whether the transfer is agreed by both clubs or is contested. The Match Secretary may reject a transfer on grounds that it may distort the outcome of a league, will undermine a club's ability to field a team, or more generally, be detrimental to the fair and efficient running of the league. A player who is the subject of such an application cannot take part in League competition between the time of the application and the notification of the decision of the Match Secretary, who will respond within seven days of receipt of application.
- 7.6 No player can be transferred more than once in a season.
- 7.7 Recreational players may play in any number of matches in a season. No fee is payable for a Recreational Player appearance.
- 7.8 Recreational players will not be eligible to play in any of the Cup competitions, only the League.
- 7.9 All games played by Recreational Players will be void, the points being awarded to the opposing team.
- 7.10 Only games won by a former Recreational Player after registration count for League points; any won prior to registration are void.
- 7.11 It is not permitted to play as a Recreational Player for more than one club during the same season.
- 7.12 Junior teams playing in the Senior League:
- 7.12.1 A Junior Team (in the Senior League) is one composed entirely of Juniors and which has requested that it be treated as such. No Senior players are allowed either in the team pool nor as a Reserve or Recreational Player.
- 7.12.2 The object of recognising Junior Teams is to enable young players to finish matches early in order to allow them to return home at a reasonable time. To achieve this, such teams are allowed to play their "away" matches at their home premises.
- 7.12.3 When two Junior Teams are scheduled to play each other, the match should be played at the scheduled location.
- 7.12.4 Junior Teams are excluded from Cup competitions.

8 Divisions

- 8.1 Divisions will each consist of no more than twelve teams.
- 8.2 At the end of the season the top team of each division will be promoted to the next higher division and the bottom team will be relegated to the next lower division. The team in second place of each division and the team in second bottom place in the division above will play off to determine promotion and relegation.
- 8.3 Any vacancies caused by resignation or redistribution will be filled by promotion from the next lower division, or by new teams, at the discretion of the EC.

- 8.4 Should two or more teams be level on points then only the results of matches between them will decide their position. Should they still be equal then points difference will decide.
- 8.5 The EC will issue a fixture list and matches will be played as listed, except as detailed below. After this list has been issued it is the responsibility of the home team to notify away teams of any changes.
- 8.6 Postponement of matches is to be avoided, but, if unavoidable, a request for postponement should be made directly to the secretary of the opposing team. If a team considers that it has been unreasonably refused a postponement, it may appeal to the EC which has the power to require the match to be played. For League matches, teams are expected to make every effort to avoid postponements or to play them quickly, using such measures as Reserve players, Recreational Players, alternative premises and, if necessary, playing with two players.
- 8.7 Postponed matches must be played by 31 December for matches scheduled in the first half of the season and by one week after the last scheduled league match for those scheduled in the second half. Matches unplayed by these dates will be automatically awarded by the League Manager against the team which requested the postponement.
- 8.8 Where a team has an outstanding postponement (requested by themselves) and it is not played as in 8.7 above, that team will forfeit the match and incur a non-fulfilment penalty.
- 8.9 When a home team has requested or agreed a postponement, it must notify the appropriate League Manager no later than 6.30 pm on the Sunday following the originally scheduled date or the match will be awarded against the home team.
- 8.10 Rules 8.6 – 8.9 apply only to League matches and not to Cups.
- 8.11 Juniors will be allowed to play in both the Junior and Senior divisions.

9 Match Procedure

- 9.1 All matches will normally be played to a finish. If, for any reason a match is not completed, the secretary of the home team will inform the Match Secretary of the reason.
- 9.2 Match format will be decided by the EC prior to the commencement of the league season.
- 9.3 No player may play in more than one match in the same playing session.
- 9.4 It is the responsibility of the home team to submit the match scorecard in digital form to their League Manager as soon as possible.
- 9.5 All matches should be played on one table except when time for completion of matches becomes restricted, when two tables may be used, at the discretion of the home team.
- 9.6 The match start time will be 7.30pm unless otherwise approved by the EC. For any given match start time, a team must have a player available to start the match by 15 minutes after the scheduled start time and have a minimum of two players in attendance by 30 minutes after the scheduled start time. Should the visiting team fail to meet these requirements, the match should still take place unless conceded by the visitors but any games not completed by the home team's normal end time, shall be forfeited by the visiting team.

10 Penalties

- 10.1 Any team failing to play a scheduled match shall have deducted 9 points per occurrence from its current total and will be fined £10 for the first offence, rising by £5 for each subsequent offence (ie £15, £20 etc), subject to any mitigating circumstances reported by the Match Secretary. These fines will be levied by the Match Secretary on behalf of the EC.
- 10.2 Should less than 72 hours notice be given of a match cancellation, then the home team may claim the match, purvey costs to a maximum of £5 and hall hire costs to a maximum of £30. The EC will consider such claims, which must be presented in writing within 21 days of the cancellation, and if upheld will collect agreed amount on behalf of that team.
- 10.3 Very serious offences will be referred to the Disciplinary Committee. Should that committee recommend expulsion, those involved have the right to appeal to the EC in general meeting.

- 10.4 Completed League scorecards must be provided to the appropriate League Manager by 6.30 pm on Sunday of the week in which the match is played. Failure to do so will result in the home team forfeiting the match.

11 Cup Competitions

- 11.1 Only Registered Players will be eligible to play in these competitions and they can play only for the Club for which they are registered. No player can play for more than one Club in these competitions. In the second and subsequent rounds of all Cup Competitions teams will consist only of those players who have played a minimum of two games in League Competition by the originally scheduled date of the Cup match.
- 11.2 No player can play for more than one team in these competitions. In the Divisional Cup competition, no player can play for a team lower than that for which he is registered. In the Handicap Competition, a player may play for any team within his Club even though that team may be different from the team with which he is registered as a League Player. Should a team play an ineligible player, then they will forfeit the fixture. All Cup Competitions will be played on the knockout principle.
- 11.3 Any Cup match which is postponed must be played or conceded at least one week prior to the scheduled start of the subsequent round.
- 11.4 **Walter McNeil Memorial Trophy**
This annual handicap competition is open to all teams in the League except Junior teams.
- 11.4.1 The EC will set player handicaps at the start of the season. In the event of a serious anomaly the EC may vary a handicap after the first played round but not thereafter. Any player unknown to the Match Secretary will be allocated a zero handicap until they have played at least four League matches. This handicap may be reviewed after a further four matches.
- 11.4.2 The individual handicap of each player is used to determine the starting score in each game.
- 11.4.3 Each team match consists of 9 (nine) individual matches each of two games played to 21 (or beyond in the event of a deuce).
- 11.4.4 Each game starts at the difference between the handicaps with the lower handicap player starting at 0.
- Examples**
If a player with handicap 14 plays one with handicap 4, each game starts at 10-0.
If a player with handicap 10 plays one with handicap 10, each game starts at 0-0.
If a player with handicap 10 plays one with handicap -5, each game starts at 15-0.
The final scores of each game are added to the running total until the team match is completed. Should the final result be a draw, the last two players will play one game, again starting at the difference of their handicaps, and the score will be added to the running totals to provide a result.
- 11.4.5 Match format of all Cup Competitions other than those defined in these Rules will be decided by the EC prior to commencement of the season.

12 Trophies

- 12.1 The perpetual trophies awarded to Divisional and Cup Competition winners remain the property of the League.
- 12.2 The holders of trophies are responsible for safe custody and return of the trophies to the Match Secretary at least two weeks before the AGM.
- 12.3 Any Club whose teams have won trophies, which have not been returned on time, will be fined £25 if the trophy is not returned at once. Otherwise the matter will be referred to the Disciplinary Committee for recommendation as to the penalty.

Junior League Appendix

Unless specifically referred to in this Appendix, the general Rules of the League apply.

13 Registration

- 13.1 Clubs with more than one team must select their teams in ranking order.
- 13.2 Players can only play up when teams are short, ie B to A, C to B, D to C etc.

14 Match Procedure

- 14.1 All matches will normally be played to a finish.
- 14.2 Match format will be decided by the Development Subcommittee prior to the commencement of each League season.
- 14.3 Matches are awarded as 2 points for a win and 1 point for a draw.
- 14.4 No player may play in more than one match in the same playing session.

15 Penalties

- 15.1 Any team failing to play a scheduled match without notification to the Development Subcommittee shall have 2 points deducted from their current total and will be liable to a fine of £5 per match.
- 15.2 If notification is given to the Subcommittee at least 48 hours prior to the fixture date, the penalty shall be the deduction of one point from the team's current total.

16 Divisions

- 16.1 Divisions will consist of no more than 12 teams.
- 16.2 At the end of the season, the top two teams of each division will be promoted to the next higher division; the bottom two teams will be relegated to the next lower division with the exception of the bottom division.
- 16.3 Any vacancies caused by resignation or redistribution will be filled by promotion from the next lower division or by new teams at the discretion of the Development Subcommittee.
- 16.4 Should two or more teams finish level on points, then only the results of matches between them will decide their position. Should they still be equal, then points difference will decide.