

# UMANG 2022

## TABLE TENNIS

### TEAM FORMATION

*Categories:* Men's Team

*Registration Fees:* ₹ 10,00,0000

*Minimum team size:* 3

*Maximum team size:* 4

- In a match, exactly 3 players will get a chance to play.
- The captain of the team has to be declared during registration and will remain the same throughout the tournament.

### MATCH RULES

Team 1: Players A, B, and C

Team 2: Players X, Y, and Z

- There will be a toss between the captains of the 2 teams to decide which team will they want to be before the starting of the match. The captain who wins the toss will decide whether his team is team ABC or his team is team XYZ.
- After the decision is made, both the team captains will be given the team sheets where they will need to fill the names of players playing at position A, B and C or X, Y and Z.
- The sheets need to be signed by the captains of the respective teams and handed over to the match Referee.
- The position of players cannot be changed after the sheet is handed over to the match referee till the end of the match between the 2 teams.
- A team is free to change the positions of their players for the next match. A signed sheet of player positions is valid only for that match.

The following will be the order of games:

Game 1 – Doubles: B + C vs Y + Z

Game 2 – Singles: A vs X

Game 3 – Singles: B vs Y

Game 4 – Singles: C vs X

Game 5 – Singles: A vs Z

### TOURNAMENT FORMAT

- NOT yet decided.
- Subject to number of registrations.
- Will be communicated 1 day before the start of the tournament.

# STANDARD GAME RULES

## SINGLES

### Service

- During the service, the server has to toss the ball vertically at least 16 cm (approximately 6 inches) above the table. This stops you from serving straight out of your hand and surprising your opponent.
- The service must start with the ball in an open palm. This stops you from throwing it up with spin.
- The ball must be above and behind the table throughout the serve, including the toss. This stops you getting any silly angles and gives your opponent a fair chance at returning.
- During the entire duration of tossing and hitting of the ball on a player's bat, it should be in complete vision of the opponent. After throwing the ball, the server must get their free arm and hand out of the way. Hiding of the serve behind one's body is not allowed. This is to allow the receiver to see the ball.
- The ball has to bounce first on the same side of the table and then on the other side of the table.
- Each player will be given two services at a time. The service will alternate between the two players.
- After tossing the ball, the ball should directly hit the racket. If the player fails to hit the ball, that is, the ball lands on the table or on the floor, or the player catches the ball in his hand then the opponent will be awarded a point.
- Other standard set rules will apply.

A player will be given 1 warning if he any of service rules are violated. On second violation onwards, the opponent will be awarded a point.

### Scoring

- A match between 2 players consists of 5 sets of 11 (11 \* 5) points each (extended to deuce if necessary). The first player to win 3 out of the 5 sets will win the match.
- The players will need to switch sides after each set.
- Deciding set: When the scorer of the set reaches five points, i.e. any one of the 2 players is able to score 5 points, the sides will be changed.

### General rules

- The free hand (hand which is not holding the racket) cannot touch the table at all. If this happens, then a point will be awarded to the opponent.
- During the play the player can touch the table with his/her racket or other body part (apart from the free hand) provided the table does not move and the rally is not disturbed. If the play is disturbed in any way, the opponent will be awarded a point.
- A players can take a maximum of 2 time-outs in a match. The maximum duration of a timeout is 1 minute 30 seconds. When the player who took the timeout returns to the table, the opponent must be ready and cannot take more time.
- Both the players will be allowed a break of maximum 1 minute between sets.
- The practice time before the start of the match is limited to two minutes.

## DOUBLES

### Service

The service rules are exactly the same as those in singles with one exception.

- During the service, the server has to toss the ball vertically at least 16 cm (approximately 6 inches) above the table. This stops you from serving straight out of your hand and surprising your opponent.
- The service must start with the ball in an open palm. This stops you from throwing it up with spin.
- The ball must be above and behind the table throughout the serve, including the toss. This stops you getting any silly angles and gives your opponent a fair chance at returning.
- During the entire duration of tossing and hitting of the ball on a player's bat, it should be in complete vision of the opponent. After throwing the ball, the server must get their free arm and hand out of the way. Hiding of the serve behind one's body is not allowed. This is to allow the receiver to see the ball.
- The ball has to bounce first on the same side of the table and then on the other side of the table. **Instead of the ball bouncing anywhere on the table, it must bounce only on the right half portion of the table for both the server and the receiver (Right Cross Court). The match referee's decision will be the final decision in such matters.**
- Each player will be given two services at a time. The service will alternate between the two players.
- After tossing the ball, the ball should directly hit the racket. If the player fails to hit the ball, that is, the ball lands on the table or on the floor, or the player catches the ball in his hand then the opponent will be awarded a point.  
Other standard set rules will apply.

### Sequence of Play

The server shall first make a service, the receiver shall return the ball, then the partner of the server shall return, then the partner of the receiver shall return and thereafter each player in turn in that sequence shall return hit the ball.

### Example

P&Q vs R&S

- Player A serves to player X who then returns the ball. Player B must then play the next shot and player Y must return the ball hit by B and so on.  
P->R->Q->S->P->.....  
If a team is unable to follow this order, then a point will be given to the opponent team.
- Before the start of a doubles match, the pair having the right to serve first shall choose who among the two of them will serve and the receiving pair shall decide who among the two of them will receive first and the side of the table they want to start the play from.
- In subsequent sets of the match, after the server is chosen, the receiver will be the player who served to the chosen server in the preceding set.
- At the start of the match, let's assume A decides serve first and X elects to receive first.
- Start of Set 1: P serves to R  
Start of Set 2: R serves to P  
Start of Set 3: Q serves to S  
Start of Set 4: S serves to Y  
Start of Set 5: P serves to R

### Scoring

- A match between 2 pairs of players consists of 5 sets of 11 (11 \* 5) points each (extended to deuce if necessary). The first pair of players to win 3 out of the 5 sets will win the match.
- The pairs will need to switch sides after each set.
- Deciding set: When the scorer of the set reaches five points, i.e. any one of the 2 pairs of players is able to score 5 points, the sides will be changed.

### General rules

- The free hand (hand which is not holding the racket) cannot touch the table at all. If this happens, then a point will be awarded to the opponent.
- During the play the player can touch the table with his/her racket or other body part (apart from the free hand) provided the table does not move and the rally is not disturbed. If the play is disturbed in any way, the opponent will be awarded a point.
- A pair of players can take a maximum of 2 time-outs in a match. The maximum duration of a timeout is 1 minute 30 seconds. When the pair which took the timeout returns to the table, the opponent pair must be ready and cannot take more time.
- Both the pairs will be allowed a break of maximum 1 minute between sets.
- The practice time before the start of the match is limited to two minutes.

## **EXTREME CASES OF MISCONDUCT**

- In extreme cases, the team at fault will be given a warning followed by a disqualification from the tournament.
- The power to execute this lies with the SPOCs and the Refrees.