

# **UMANG 2022 – TABLE TENNIS**

## **Team Formation**

*Categories:* Men's Team

*Registration Fees:* ₹ 1,400

*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 start 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 in the names of players playing at positions 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 the number of registrations.
- Will be communicated 1 day before the start of the tournament.

## **Winning Cash Prize**

- 1<sup>st</sup> Position – ₹ 15,000
- 2<sup>nd</sup> Position – ₹ 10,000

## STANDARD GAME RULES

### SINGLES

#### Toss before game

- A standard INR coin will be used for conducting the toss and the coin will be tossed only once.
- The toss will be conducted by the match referee or the SPOCs.
- The winner of the toss chooses to serve first or the side of the court.
- If the winner of the toss chooses to serve first, then the opponent gets to choose the side of the table for starting the game and vice versa.

#### 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 the player from throwing it up with spin.
- The ball must be above and behind the table's playing surface from the start of the toss for the service until the ball is struck. This stops the player from getting any silly angles and gives the opponent a fair chance of returning the service.
- During the entire duration of tossing and hitting the ball on a player's bat, it should be in the complete vision of the opponent. After throwing the ball, the server must get their free arm and hand out of the way. Hiding the service behind the player's body or anything the player is wearing or carrying 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 the floor, or the player catches the ball in his hand then the opponent will be awarded a point.

Other standard rules will apply.

A player will be given 1 warning if any of the service rules are violated. From the 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 can score 5 points, the sides will be changed.

#### General rules

- The free hand (the 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 another 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.

- Players can take a maximum of 1 time-out 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 a maximum of 1 minute between successive sets before changing sides.
- The practice time before the start of each game is limited to two minutes.
- Brief towel breaks after every **6 points** from the start of each set and at the change of ends in the last possible set of a match are allowed.
- *Wet Ball*: If the ball is proven to be wet during the rally or immediately at the end of the rally by showing a wet spot on the bat rubber on any of the players' bat, then the point will be replayed. If a player tries to wet the ball deliberately, then the Referee can award a point to the opponent along with a warning to the accused player.
- A player should have full control of the racket while hitting the ball. He cannot hit the ball by throwing the racket towards the ball.
- If another ball enters the playing area, it will be a let.
- If the ball is broken during the rally or hitting of the ball, it will be a let, no matter where the ball is going to land.
- If the service is delivered when the receiving player is not ready, provided that the receiver does not attempt to strike the ball, then it will be a let.
- Prefer not to wear white clothes because the colour of the ball will be white.
- Table Tennis is a non-contact sport and sledging during the matches is not allowed.

## DOUBLES

### Toss before game

- A standard INR coin will be used for conducting the toss and the coin will be tossed only once.
- The toss will be conducted by the match referee or the SPOCs.
- The pair who wins the toss chooses to serve first or the side of the court.
- If the pair who wins the toss chose to serve first, then they also need to declare which of the 2 players will be starting the service. Post the declaration of the server, the opponent pair chose the side of the court for starting the game as well as the receiver of the first service.
- If the pair who wins the toss chose the side of the court, then the opponent pair gets to serve first. After the opponent pair declare the player who will be serving first, the pair which won the toss has to choose the receiver of the serve.

### Service

The service rules are 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 the player from throwing it up with spin.
- The ball must be above and behind the table's playing surface from the start of the toss for the service until the ball is struck. This stops the player from getting any silly angles and gives the opponent a fair chance of returning the service.
- During the entire duration of tossing and hitting the ball on a player's bat, it should be in the complete vision of the opponent. After throwing the ball, the server must get their free arm and hand out of the way. Hiding the service behind the player's body or anything the player is wearing or carrying 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 the floor, or the player catches the ball in his hand then the opponent will be awarded a point.

Other standard 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 and hit the ball.

### Example

P&Q vs R&S

- Player P serves to player R who then returns the ball. Player Q must then play the next shot and player S must return the ball hit by Q 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.

- In subsequent sets of the match, after the server is chosen, the receiver will be the player who served the chosen server in the preceding set.
- At the start of the match, let's assume P decides to serve first and R elects to receive first.

Start of Set 1: P serves R

Start of Set 2: R serves P

Start of Set 3: Q serves S

Start of Set 4: S serves Q

Start of Set 5: P serves 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 can score 5 points, the sides will be changed.

### General rules

- The free hand (the 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 pair.
- During the play, the player can touch the table with his/her racket or another 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 pair will be awarded a point.
- A pair of players can take a maximum of 1 time-out 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 pairs will be allowed a break of a maximum of 1 minute between sets before changing sides.
- The practice time before the start of the match is limited to two minutes.
- Brief towel breaks after every **6 points** from the start of each set and at the change of ends in the last possible set of a match are allowed.
- *Wet Ball*: If the ball is proven to be wet during the rally or immediately at the end of the rally by showing a wet spot on the bat rubber on any of the players' bats, then the point will be replayed. If a player deliberately tries to make the ball wet, then the Referee can award a point to the opponent pair along with a warning to the accused player.
- A player should have full control of the racket while hitting the ball. He cannot hit the ball by throwing the racket towards the ball.
- As soon as another ball enters the playing area this will be a let.
- If another ball enters the playing area, it will be a let.
- If the service is delivered when the receiving player is not ready, provided that the receiver does not attempt to strike the ball, then it will be a let.
- All the 4 players should refrain from wearing white clothes during the match because the colour of the ball will be white.
- Table Tennis is a non-contact sport and sledging during the matches is not allowed.

## **EXTREME CASES OF MISCONDUCT**

- Players should refrain from behaviour that may unfairly affect an opponent or bring the sport into disrepute, such as abusive language, deliberately breaking the ball or hitting it out of the playing area, kicking the table or surrounds and disrespect of match officials.
- Personal comments, wrong claims of edges, wrong score accusations will invite penalties. Players are encouraged to maintain true sportsmanship.
- If a player who has been warned commits a second offence in the same individual match, then the match officials can exercise their power of awarding 1 point to the offender's opponent and for a further offence the match officials can even award 2 points.
- In extreme cases (more than 3 warnings), the team at fault will be disqualification from the tournament.
- The power to execute this lies with the SPOCs for table tennis at UMANG'22 and the match officials.