

GENERAL RULES OF INTER-SCHOOL TABLE-TENNIS COMPETITION

1. Unless otherwise stated, the rules of the International Table Tennis Federation (ITTF) shall be applied.

2. SYSTEM OF COMPETITION

2.1 The Olympic System of play shall be used.

2.2 Each team will consist of 3 players and each player plays against the other 3 players of the opposing team. Each player shall compete in a maximum of one doubles and one singles or two singles.

2.3 A minimum of 3 players must be present before a team can play.

2.4 A match shall be decided by the best of 5 sets (includes one doubles and four singles). Each set will be a best of 3 games of 11 points.

2.5 If a player cannot compete in a set, the opposing player will win the set.

2.6 For the benefit of schools to complete competition on one day, the organizer can arrange the same match to be played at the same time at different tables.

3. CLASSIFICATION OF TEAMS

3.1 2 points shall be awarded for winning a match, 1 point for losing and -2 points for failing to honour a fixture.

3.2 If 2 teams tie on match points, the winner of the match between the two teams shall be awarded the higher position.

3.3 If 3 or more teams tie on points, only the match points score in matches involving such teams shall count, and the rate shall be scored as follows:

<u>Matches won</u>
Matches lost

3.4 If the tie still persists, the same scoring system shall be used for sets;

3.5 If the tie still persists, the same scoring system shall be used for games;

3.6 If the tie still persists, the same scoring system shall be used for points;

3.7 Should the tie still persists, the positions of the teams shall be decided by drawing of lots. (The draw shall be made only if the tie affects promotion to the next round).

3.8 Order of play:	Set	1	2	3	4	5
	Home Team	BC	A	C	A	B
	Away Team	YZ	X	Z	Y	X

4. Time-out Rule will only be applied in semi-finals and finals.

5. UNIFORM

5.1 All players in a team must wear *same colour same style (distinct difference from the colour of ball) short sleeves playing shirts.*

5.2 All players must tuck their shirts into their shorts.

5.3 No jeans will be allowed.

5.4 Long P.E. trousers may be accepted when the weather is cold.

5.5 All players must wear socks and shoes. All shoes must be non-marking.

6. COMPETITION BALLS

Competition balls will be provided by the Management Committee. **Double Fish V40+ Three Stars White Table Tennis Ball** has been adopted as the official ball.

7. THE RACKET

Please refer to ITTF Rules.

8. UMPIRES

8.1 Each participating team shall provide an umpire.

8.2 Failure to provide an umpire shall result in disqualification of the team.

8.3 Under no circumstances can teachers serve as umpires.

8.4 The umpire must wear umpire badge.

8.5 The duty officer-in-charge has the right to arrange any umpire for officiating.

9. WARM-UP

No player shall be allowed to use any table for warm-up once the competition is declared to start.

10. DISCIPLINE

10.1 Only players, umpires, and staff member-in-charge of teams shall be admitted into the competition area in order to ensure the smooth running of the competition.

10.2 The officials in-charge have the power to remove anyone from the competition centre who may interfere with the smooth running of the competition.

10.3 The staff member in charge of each team shall be responsible for the conduct of his/ her team both on and off the competition centre.

10.4 When a player is sent off because of a serious misconduct, the official in-charge of the centre shall report the incident to the Management Committee for action.

10.5 Staff member-in-charge should instruct their players to keep the competition centre clean and tidy.

11. PROTESTS & APPEALS

11.1 Any queries and complaint should be directed to the official-in-charge on the day of competition and the In-charge will deal with the case accordingly.

11.2 Protests shall be lodged to the Convenor in writing through the Federation office within 3 working days after the match/game/incident took place.

12. INTERRUPTION OF PLAY

When a match cannot be completed as scheduled, the re-match shall continue from where it has been stopped using same players of the interrupted match.

校際乒乓球比賽章則

1. 除特別聲明外，採用國際乒乓球聯合會比賽規則舉行比賽。

2. 賽制

2.1 採用「奧林匹克」賽制。

2.2 每隊應有三名隊員與對方三名運動員作賽，每名運動員最多可參加一盤單打及一盤雙打或兩盤單打。

2.3 每隊須有三名運動員方准出賽。

2.4 每場五盤三勝(即一盤雙打及四盤單打)。每盤比賽三局兩勝十一分。

2.5 運動員如於某盤不能出賽時，該盤比賽應由對方獲勝。

2.6 以確保賽事於比賽日完成，賽會可決定及安排同一場比賽分枱同時進行。

3. 計分法

3.1 勝方得兩分，負方得一分，而棄權者得負兩分。

3.2 如兩隊同分時，以該兩隊之間的比賽勝負而定。

3.3 遇三隊或以上同分，便計算同分隊伍互相比賽時的勝負比率，辦法如下：

$$\frac{\text{勝}}{\text{負}} = \text{商 (大者為勝)}$$

3.4 若未分勝負，再用上述之比率計算同分隊伍互相比賽時的盤數；

3.5 若仍未分勝負，再用同樣辦法計算局數；

3.6 若仍未分勝負，再用同樣辦法計算每局之分數；

3.7 若未分勝負，便擲毫決定（只限影響出綫時採用）。

3.8 比賽次序：

盤數	主隊	客隊
1 (雙打)	BC	YZ
2	A	X
3	C	Z
4	A	Y
5	B	X

4. 暫停規則只適用於決賽及四強賽事。

5. 運動員服裝

5.1 運動員必須穿著同色同款及與比賽用球顏色顯著不同的短袖運動衣。

5.2 運動員必須將運動衣束入運動褲內。

5.3 不能穿著牛仔褲出賽。

5.4 如天氣寒冷，運動員可穿著長運動褲。

5.5 運動員須穿著運動襪及不脫色運動鞋。

6. 比賽用球

本年度將採用雙魚牌 V40+三星乒乓球（白色），並由大會供應比賽用球。

7. 球 拍

請參閱國際乒聯的規定。

8. 裁 判

8.1 凡參賽隊伍必須委派學生擔任裁判工作。

8.2 凡未能派出裁判當值之參賽隊伍，可被取消比賽資格。

8.3 在任何情況下，領隊不能出任裁判。

8.4 裁判員須佩帶裁判證。

8.5 如有需要，場地主委有權隨時調配任何隊伍之裁判當值。

9. 練 習

當比賽開始後，球員不得使用比賽球拍進行練習。

10. 紀 律

10.1 為使比賽順利進行，只許裁判、球員及領隊進入有關比賽場地。

10.2 賽會職員有權飭令任何影響比賽進行之人仕離開會場。

10.3 各領隊須負責所屬球員及學生之紀律及秩序。

10.4 球員如犯了嚴重過失，賽會職員應向賽會提交書面報告。

10.5 應保持場地整齊及清潔。

11. 抗議及上訴

11.1 任何抗議應由比賽當日場地主委處理。

11.2 上訴須於事後三個工作天內以書面通過會方通知管委會主委。

12. 比賽中斷

如因任何因素令比賽無法完成，補賽將沿用同一批運動員，於停賽一刻開始繼續比賽。