



GAUTENG NORTH
TABLE TENNIS

LEAGUE BYLAWS

VERSION 1
JANUARY 2025



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DEFINITIONS

Contest (or Team Match)	- Consists of nine (9) singles matches and one (1) doubles match.
Contest Point	- Two (2) contest points are awarded for a team victory, one (1) contest point for a team draw, zero (0) contest points for a team loss, and zero (0) contest points for a forfeited contest. An additional attendance point is awarded if three (3) eligible players from the team are present.
Disability Player	- Any player living with a permanent disability.
Game (or Set)	- Is won by the first player or pair to win 11 points.
Game Win Ratio	- Calculated by dividing the number of games won, by the number of games lost.
GNTTB	- GAUTENG NORTH TABLE TENNIS BOARD.
ITTF	- INTERNATIONAL TABLE TENNIS FEDERATION.
Junior Player	- Any player under the age of 19. Players who turn 19 later in the year when they are registered, still qualify as junior players at the start of the season.
Matchday	- Refers to all of the contests to be played during a certain week.
Match (or Individual Match)	- Is won by the first player or pair to win three (3) games.
Match Point	- Two (2) match points are awarded for a win, one (1) match point for a loss, and zero (0) match points for a forfeited individual match.
Match Win Ratio	- Calculated by dividing the number of matches won, by the number of matches lost.
Null and Void (Uncontested)	- For null and void contests, no team or player receives any points. For null and void individual matches, no player receives any points.
Pensioner Player	- Any player over the age of 65. Players who turn 65 later in the year when they are registered, still qualify as pensioner players at the start of the season.
Point	- Is awarded to the player or pair winning any particular rally.
Point Win Ratio	- Calculated by dividing the number of points won, by the number of points lost.
Round	- Refers to the “home and away” system, where during Round I, all teams play each other at one of the team’s venues, and during Round II at the other team’s venue.
SATTB	- SOUTH AFRICAN TABLE TENNIS BOARD.
Senior Player	- Any player over the age of 19, and under the age of 65.
Student Player	- Any player who is a full-time student registered with a tertiary education institution.



1 INTRODUCTION

The Bylaws of the GAUTENG NORTH TABLE TENNIS BOARD (GNTTB) League are presented.

It is very difficult to predict and accommodate every possible scenario, since the sport (and consequently; the league) is constantly evolving. Therefore, regular updates will be made and communicated accordingly.

The playing rules shall be those derived from the SOUTH AFRICAN TABLE TENNIS BOARD (SATTB) and the INTERNATIONAL TABLE TENNIS FEDERATION (ITTF). This includes the rules applicable to wheelchair players and players with permanent disabilities.

No exceptions shall be made, except in very special circumstances where approval from the Executive Committee of the GNTTB has been obtained. The League Secretary has discretionary powers, and shall have the final ruling regarding any dispute.

It is recommended that all players familiarise themselves with the latest version of the *Statutes* of the ITTF, especially Section 2 - *The Laws of Table Tennis* [2].

As a final introductory note; the bylaws are necessary to govern the league and prevent abuse of the system, however, it is also worth remembering that rules and regulations are no replacement for common sense and good sportsmanship.

2 LEAGUE FORMAT

2.1 STRUCTURE

- 2.1.1 Leagues divisions shall be referred to (in descending order) as the: Premier League, First Division, Second Division, Third Division, et cetera.
- 2.1.2 All league divisions shall be played on a “home and away” basis over two rounds.
- 2.1.3 Each league division shall consist of ten (10) teams. The lowest league division may consist of less than 10 (ten) teams, but shall have a minimum of four (4) teams.
- 2.1.4 There is no limit on the number of teams per division from any particular club, however, for each team in the Premier League, clubs shall enter and maintain another team in any one of the lower league divisions. If at any point during the season these conditions are not met, for every absent team in a lower league division, one of the offending club’s Premier League teams shall be disqualified.
- 2.1.5 New teams shall only be allowed to enter the league structure in the lowest league division. Exceptions may only be made in vary special cases with approval from the Executive Committee and where there is minimal impact on the rest of the league.
- 2.1.6 If a team withdraws or is disqualified from any league division, the position shall only be filled by the next highest ranked team from the adjacent lower league division at the start of the next season. The team that withdrew or was disqualified shall be treated as a new team, and shall only be allowed to enter the league in the lowest league division at the start of the next season.
- 2.1.7 If there are less than ten (10) teams in the lowest league, new teams can join at any time during the season. All contests involving the new team(s) up to that point shall remain null and void.



2.2 REGISTRATION

- 2.2.1 All clubs and players wishing to participate in the league must be in good standing with the GNTTB.
- 2.2.2 League teams and floating reserves shall be registered by the league representatives of each club using the official *Club and Team Registration* form.
- 2.2.3 New players (i.e. players who do not have a GNTTB number) shall be required to submit the GNTTB player registration form upon registration. Where there is incomplete or invalid information, existing members may be required to submit an updated GNTTB player registration form.
- 2.2.4 Only players listed on the latest version of the team lists are eligible to participate in the league.

2.3 SCHEDULE

- 2.3.1 The league schedule shall be made available at least seven (7) days before the start of the league, and any subsequent revision shall be subject to a seven (7) day notice period.

2.4 PROMOTION AND RELEGATION

- 2.4.1 The top two teams in each division (except the Premier League) shall be promoted to the next higher division, and the bottom two teams of each division (except the lowest league) shall be relegated to the next lower division at the end of every season.
- 2.4.2 A team may decline the offer to be promoted, in which case the promotion position shall be offered to the third placed team in the lower league. If the third placed team also declines the promotion, then the ninth placed team in the higher league shall remain in the higher league.

3 CONTEST (TEAM MATCH) FORMAT

3.1 CONTEST DETAILS

- 3.1.1 All contests shall be played using a ten (10) match team scorecard. This format is comprised of nine (9) singles matches and one (1) doubles match, as shown in [Subsection B.1](#).
- 3.1.2 All contests shall be played to completion (i.e. all individual matches shall be played) even if a team has already won six (6) individual matches and the contest result has been determined.
- 3.1.3 The order of the individual matches may only be changed if both team captains agree to play out of sequence.
- 3.1.4 Only one (1) table shall be used for a league contest, unless both captains agree to use more than one (1) table.



- 3.1.5 The preferred umpiring system is for all odd numbered individual matches to be umpired by a member of the home team, and for all even numbered individual matches to be umpired by a member of the away team. The doubles match may be umpired by a member of either team, but preferably by both the non-playing members of both teams (as an umpire and assistant umpire team). An external umpire (person not participating in the contest) may be used for any or all matches if both captains agree to this.
- 3.1.6 All individual matches are played to the best of five (5) games. Each game is won by the player or pair first to score eleven (11) points or, if the score reaches 10-10, by the player or pair first to establish a lead of two (2) points.
- 3.1.7 Player assignment (ABC and XYZ) for each contest shall take place before the first individual match commences, and cannot be changed once the contest has started. If a player is injured or has to leave at any time during the contest, they cannot be substituted by another team member or floating reserve. The unplayed matches by the injured/absent player shall then be forfeited.
- 3.1.8 For teams that consist of more than three (3) players, the team members not assigned to ABC or XYZ are permitted to play in the doubles match. The pairs who will be competing in the doubles match need only be declared at the end of the immediately preceding singles match.
- 3.1.9 Where a club's premises is not available to them on a particular evening, the contest may be moved to the opponent's venue as an "away" fixture. The corresponding contest in the Second Round of the league will then become a "home" fixture.
- 3.1.10 If, for whatever reason, a contest cannot be completed on the scheduled date, the contest may resume at a date and time that is convenient for both teams, but no later than twenty-one (21) days from when the contest was started. All individual matches, games, and points that have been scored up to the moment when the contest was paused shall be reckoned, and the contest shall continue from that point onwards, unless both captains agree to restart the contest.
- 3.1.11 If, for whatever reason, it is impossible for a contest to be completed, the facts must be submitted on the scorecard to the League Secretary. If the reason was a dispute between players or teams, the matter may be submitted to the Executive Committee for a decision.

3.2 POINT ALLOCATION

- 3.2.1 For each contest:
 - (a) A team that wins more individual matches than their opponents, shall be awarded two (2) contest points,
 - (b) A team that wins less individual matches than their opponents shall be awarded zero (0) contest points,
 - (c) If both teams win the same number of individual matches, then both teams shall be awarded one (1) contest point each.
- 3.2.2 An additional "attendance" point shall be awarded to each team for every contest where three (3) or more eligible members are present.
- 3.2.3 If a contest is not played on the scheduled date, and no arrangement has been made for it to be postponed (i.e. the League Secretary has not been notified), then the contest shall be declared null and void.



- 3.2.4 For each individual match:
- (a) The first player or pair to win three (3) games, shall be awarded two (2) match points,
 - (b) The first player or pair to lose three (3) games, shall be awarded one (1) match point,
 - (c) If a player or pair forfeits the match, they shall be awarded zero (0) match points, and the scores shall be recorded as 11-0, 11-0, 11-0 in favour of the non-offending player or pair.
- 3.2.5 If a team competes with less than three players, all individual matches involving absent players shall be forfeited, and scores shall be recorded as 11-0, 11-0, 11-0 in favour of the non-offending player. In addition to this, the offending team shall not receive an attendance point, since the conditions of [Paragraph 3.2.2](#) are not satisfied.
- 3.2.6 If both teams are competing with less than three players, all matches involving two absent players shall be declared null and void. In addition to this, both teams shall not receive an attendance point, since the conditions of [Paragraph 3.2.2](#) are not satisfied in both cases.
- 3.2.7 If a player withdraws due to injury from an individual match, all the points that have been scored up to that moment shall be reckoned, but the current game and any subsequent games required to complete the match shall be recorded as having been won by the opponent.
- 3.2.8 If a team does not show up for three (3) consecutive scheduled contests, and no valid reasons have been submitted to the League Secretary, the team shall be disqualified from the league.
- 3.2.9 If a team is disqualified, or withdraws from the league, all contests involving the offending team (including the contests played up to the point of disqualification or withdrawal) shall be declared null and void.

3.3 TIME CONSIDERATIONS

- 3.3.1 The starting time for all contests shall be 19:00, unless both captains agree on a different time. Warm up time (for both the home and away teams) shall be before 19:00.
- 3.3.2 If a contest cannot commence by 19:15 (and the offending team's captain has not communicated with the opposing team's captain timeously of a valid reason for the delay), the offending team shall forfeit the first individual match. If the contest cannot commence by 19:30, the offending team shall forfeit the second individual match.
- 3.3.3 If at least two (2) players are not present by 19:45, the offending team shall forfeit the entire contest, and shall receive zero (0) contest points. The team that is present shall be awarded three (3) contest points.
- 3.3.4 If the third player arrives after 19:45, the opposing captain may decide if the player is eligible to play in the rest of the contest.
- 3.3.5 Players are entitled to a practice (warm up) period of no more than two (2) minutes before the start of each individual match.



3.4 POSTPONEMENTS

- 3.4.1 Both teams have the right to request a postponement of a contest.
- 3.4.2 If a team wishes to postpone a contest, the other team must be notified at least four (4) hours before the scheduled contest.
- 3.4.3 The League Secretary shall be notified in writing of any postponed contests (using the official postponement notification form) within 24 hours from when the contest should have taken place.
- 3.4.4 Postponed contests shall be played within twenty-one (21) days of the original date.
- 3.4.5 A contest may be brought forward if both teams agree on an earlier date.

3.5 SCORECARD SUBMISSION

- 3.5.1 Both teams are responsible for completing the 10 match scorecard (presented in [Subsection B.1](#)).
- 3.5.2 Completed scorecards shall be signed as correct by both captains.
- 3.5.3 Both teams shall be responsible for the submission of the scorecard, which must be posted on the league WHATSAPP group or emailed to the League Secretary, within seven (7) days.
- 3.5.4 Unless a contest has been postponed, if no scorecard is received within seven (7) days from when it is scheduled to take place, the contest will be declared null and void.
- 3.5.5 If only one (1) scorecard is received, this scorecard will be accepted as a true and correct reflection of the contest.

4 TEAMS

4.1 TEAM DETAILS

- 4.1.1 Teams shall consist of a minimum of three (3) players, and a maximum of five (5) players.
- 4.1.2 Each team shall nominate a team captain. Team captaincy may change between contests, but not between individual matches of a single contest.
- 4.1.3 A player shall not be registered to play for more than one (1) team.
- 4.1.4 Players are only allowed to move between teams, clubs, or leagues (up or down) between the end of the first round and the start of the second round. Movement at any other time during the league season shall only be permitted with special permission from the Executive Committee.
- 4.1.5 Where a club has more than one (1) team in a league, no transfers of players shall be permitted between those teams except at the end of the first round and the start of the second round, when only one (1) player per team may be transferred. Transfers intended to avoid relegation of a team shall not be approved.



- 4.1.6 Players (including floating reserve players) are allowed to play in a higher league than what they are registered for, but for a maximum of two (2) contests per season. After playing a third contest in the higher league, the player shall automatically become part of the higher league's team (or shall be declared as a floating reserve in the higher league, if the player played for more than one team in the higher league). The player shall then not be allowed to play for the lower league team for which they were originally registered.
- 4.1.7 If any team fields a player that is not eligible to play for that team, all individual matches played by that player shall be forfeited, and the offending team shall not receive an attendance point, since the conditions of [Paragraph 3.2.2](#) are not satisfied.
- 4.1.8 New additional members may be added as permanent team members or floating reserve players at any time during the league season. The League Secretary shall be notified at least 24 hours before the change will be implemented.
- 4.1.9 Floating reserve players may be converted to permanent team members (or vice versa) at any time during the league season. The League Secretary must be notified at least 24 hours before the change will be implemented. Once a player has converted, they will not be allowed to revert back. Movement will then only be allowed under the conditions described in [Paragraph 4.1.4](#) and [4.1.6](#).

4.2 FLOATING RESERVE PLAYERS

- 4.2.1 A club may register up to five (5) floating reserve players per league division.
- 4.2.2 Floating reserve players shall not play:
 - (a) more than once per week,
 - (b) more than seven (7) contests per team,
 - (c) more than seven (7) contests per round.

5 RESULTS

- 5.1 All league results shall be made available on the GNTTB website (www.gnttb.co.za/league), and shall be updated after every matchday.
- 5.2 Team leaderboards shall be sorted by *Contest Points*. If two or more teams are tied on *Contest Points*, only the contests between the teams who are tied on *Contest Points* shall be considered. The sorting shall then be done according to *Contest Points*, *Match Win Ratio*, *Game Win Ratio*, and finally *Point Win Ratio*. If teams are still tied after this process, sorting shall be done according to *Global Match Win Ratio*, *Global Game Win Ratio*, and finally *Global Point Win Ratio*.
- 5.3 Individual Player leaderboards shall be sorted by *Match Points*. If two or more players are tied on *Match Points*, only the matches between players who are tied on *Match Points* shall be considered. The sorting shall then be done according to *Match Points*, *Match Win Ratio*, *Game Win Ratio*, and finally *Point Win Ratio*. If players are still tied after this process, or there is no data for individual matches between these players, then sorting shall be done according to *Global Match Win Ratio*, *Global Game Win Ratio*, and finally *Global Point Win Ratio*.



- 5.4 Doubles leaderboards shall be sorted by *Match Points*. If two or more doubles pairs are tied on *Match Points*, only the matches between doubles pairs who are tied on *Match Points* shall be considered. The sorting shall then be done according to *Match Points*, *Match Win Ratio*, *Game Win Ratio*, and finally, *Point Win Ratio*. If doubles pairs are still tied after this process, or there is no data for individual matches between these doubles pairs, then sorting shall be done according to *Global Match Win Ratio*, *Global Game Win Ratio*, and finally *Global Point Win Ratio*.

6 EQUIPMENT

6.1 MATCH BALLS

- 6.1.1 Only white, 40+, Three-Star quality balls (seamed or seamless) shall be used for league matches across all league divisions.
- 6.1.2 Match balls shall be supplied by the GNTTB. Each team will receive a box of at least six (6) match balls before the start of each round.
- 6.1.3 The home team is responsible for supplying the match ball for each contest.
- 6.1.4 A new match ball shall be used for each contest.
- 6.1.5 Captains are advised to have extra match balls available in the event of breakages.

6.2 RACKETS

- 6.2.1 All rackets shall be ITTF approved.
- 6.2.2 Players are entitled to inspect the opponent's racket before or during the warm up.
- 6.2.3 A player is not allowed to change a racket during an individual match unless it is accidentally damaged so badly that it cannot be used. A player may change rackets between individual matches of a single contest.
- 6.2.4 If a player's racket is obviously illegal, in terms of visible parameters like blade material, rubber thickness, rubber colour, rubber uniformity, the racket shall not be used.
- 6.2.5 If there is any doubt about the legality of a racket, the league secretary or any international umpire may be consulted for further advice. If the racket is considered illegal, it shall not be used.

7 CLOTHING

- 7.1 All clubs shall register their club colours and clothing with the GNTTB at the start of each league season.
- 7.2 Teams are encouraged to be uniformly dressed for league matches.
- 7.3 The main colour of the shirt shall be clearly different from that of the ball in use – which is always white in the case of league matches (as described in [Paragraph 6.1.1](#)).



- 7.4 Long sleeved garments, long pants, caps, part or all of tracksuits, shall not be worn during play, except in individual cases where the Executive Committee has granted permission for these items to be worn.
- 7.5 Playing in tracksuits or jerseys is not allowed unless by concession of the League Secretary, or in cases of extreme cold, by agreement from both team captains.
- 7.6 Shorts shall be standard sport shorts and shall not have any extra or big pockets, or any other attachments.
- 7.7 The length of the shorts shall not be less than 50 mm above the ground when kneeling.
- 7.8 Medical or cycling shorts may be worn under the shorts or skirts, but shall be of the same colour as the shorts or skirt.
- 7.9 Advertising on playing uniforms shall conform to the regulations laid down by the SATTB and the ITTF.

8 VENUES

- 8.1 All venues are subject to inspection by the Executive Committee before the start of the league season. If a venue does not conform to the minimum requirements (in terms of lighting, flooring, space, and health and safety) for league play, the committee may suggest that all contests involving teams from the offending club be played at the opponent's venue.
- 8.2 If a club does not have a venue, all of the league contests in which they are involved shall be played at the opponent's venue. When completing the scorecard, the "home" and "away" designation must still correspond to the schedule.
- 8.3 The recommended minimum playing area is 9.0 m (± 4 surrounds) by 4.5 m (± 2 surrounds).
- 8.4 All venues are required to have a properly stocked First Aid kit available at all times.

9 FEES

The registration fees applicable for the 2025 league season are presented in the subsequent table. Membership definitions are presented in the [Definitions](#) section.

Club Registration	R 280
Senior Player	R 350
Junior Player	R 60
School League Player	R 60
Disabled/Pensioner/Student Player	R 170
Team Registration (Per Team)	R 120



10 LEAGUE REPRESENTATIVES

At the start of the league season, each club participating in the league shall nominate a league representative to assist with communication between the League Secretary and the league teams.

11 ADVICE

- 11.1 Anyone who is part of the league squad (including players, team captains, coaches, and team managers) is allowed to give advice to players during an individual match. All team managers and coaches must be declared before the contest commences. The league squad for any particular contest shall not be more than five (5) personnel.
- 11.2 Umpires are not allowed to give advice in between rallies, but may do so in between games, and during time-outs.
- 11.3 Either the player or the team captain may call a time-out, even if the captain is umpiring. If there is disagreement between the player and the captain about whether or not a time-out is to be taken, the captain has the final decision. A non-playing coach or team manager cannot act as the team captain. Only a playing member of the squad is allowed to act as the team captain.

12 MISBEHAVIOUR

- 12.1 During a match, any behaviour or action on the part of a player considered to be contrary to the spirit of the game and tending to bring the game into disrepute, shall be cautioned by the umpire. Repetition of the offence shall be reported to both captains.
- 12.2 Consistent unsportsmanlike behaviour of any form shall be reported to the League Secretary.
- 12.3 Offenders may be subject to a disciplinary hearing, conducted by the Executive Committee.

REFERENCES

- [1] The International Table Tennis Federation. Handbook for Match Officials. <https://www.ittf.com/committees/umpires-referees/documents/>, Seventeenth Edition, July 2023.
- [2] The International Table Tennis Federation. Statutes 2024. <https://www.ittf.com/statutes/>, Fifty-Second Edition, 1st January 2024.



A ABRIDGED LAWS OF TABLE TENNIS

The following section presents the ITTF laws of Table Tennis applicable to frequently encountered scenarios in league competition. While this list is useful and provided for convenience, it is not comprehensive, and players are still encouraged to familiarise themselves with the full set of laws as presented in the ITTF *Statutes* [2].

A.1 THE NET

- A.1.1 The net assembly shall consist of the net, its suspension and the supporting posts, including the clamps attaching them to the table.

A.2 THE RACKET

- A.2.1 The racket may be of any size, shape or weight but the blade shall be flat and rigid.
- A.2.2 At least 85% of the blade by thickness shall be of natural wood; an adhesive layer within the blade may be reinforced with fibrous material such as carbon fibre, glass fibre or compressed paper, but shall not be thicker than 7.5% of the total thickness or 0.35 mm, whichever is the smaller.
- A.2.3 A side of the blade used for striking the ball shall be covered with either ordinary pimpled rubber, with pimples outwards having a total thickness including adhesive of not more than 2.0 mm, or sandwich rubber, with pimples inwards or outwards, having a total thickness including adhesive of not more than 4.0 mm.
- (a) Ordinary pimpled rubber is a single layer of non-cellular rubber, natural or synthetic, with pimples evenly distributed over its surface at a density of not less than 10 per cm² and not more than 30 per cm².
 - (b) Sandwich rubber is a single layer of cellular rubber covered with a single outer layer of ordinary pimpled rubber, the thickness of the pimpled rubber not being more than 2.0 mm.
- A.2.4 The blade, any layer within the blade and any layer of covering material or adhesive on a side used for striking the ball shall be continuous and of even thickness. Material suitable to shape a handle for holding the racket may be added on.
- A.2.5 The covering material shall extend up to but not beyond the limits of the blade, except that the part nearest the handle and gripped by the fingers may be left uncovered or covered with any material.
- A.2.6 The surface of the covering material on a side of the blade, or of a side of the blade if it is left uncovered, shall be matt, black on one side, and of a bright colour clearly distinguishable from black and from the colour of the ball on the other.
- A.2.7 The racket covering shall be used without any physical, chemical or other treatment.
- A.2.8 Slight deviations from continuity of surface or uniformity of colour as well as helpful or protective fittings may be allowed provided that they do not significantly change the characteristics of the surface.



- A.2.9 Before the start of a match and whenever he or she changes his or her racket during a match a player shall show his or her opponent and the umpire the racket he or she is about to use and shall allow them to examine it.

A.3 THE SERVICE

- A.3.1 Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- A.3.2 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16 cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- A.3.3 As the ball is falling the server shall strike it so that it touches first his or her court and then touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.
- A.3.4 From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry.
- A.3.5 As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net. The space between the ball and the net is defined by the ball, the net and its indefinite upward extension.
- A.3.6 It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he or she complies with the requirements of the Laws, and either may decide that a service is incorrect.
- A.3.7 If either the umpire or the assistant umpire is not sure about the legality of a service he or she may, on the first occasion in a match, interrupt play and warn the server; but any subsequent service by that player or his or her doubles partner which is not clearly legal shall be considered incorrect.
- A.3.8 Exceptionally, the umpire may relax the requirements for a correct service where he or she is satisfied that compliance is prevented by physical disability.

A.4 THE ORDER OF PLAY

- A.4.1 In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.
- A.4.2 In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

A.5 THE ORDER OF SERVING, RECEIVING, AND ENDS

- A.5.1 The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.



- A.5.2 When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
- A.5.3 After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- A.5.4 In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him or her in the preceding game.
- A.5.5 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
- A.5.6 The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
- A.5.7 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

A.6 EQUIPMENT

- A.6.1 A racket shall not be replaced during an individual match unless it is accidentally damaged so badly that it cannot be used; if this happens the damaged racket shall be replaced immediately by another which the player has brought with him or her to the playing area or one which is handed to him or her in the playing area.
- A.6.2 Unless otherwise authorised by the umpire, players shall leave their rackets on the table during intervals; but if the racket is strapped to the hand, the umpire shall allow the player to retain his or her racket strapped to the hand during intervals.

A.7 PRACTICE

- A.7.1 Players are entitled to practise on the match table for up to 2 minutes immediately before the start of a match.
- A.7.2 Players shall be given reasonable opportunity to check and to familiarise themselves with any equipment which they are to use, but this shall not automatically entitle them to more than a few practice rallies before resuming play after the replacement of a damaged ball or racket.

A.8 INTERVALS

- A.8.1 Play shall be continuous throughout an individual match except that any player is entitled to:



- A.8.2 an interval of up to 1 minute between successive games of an individual match;
- A.8.3 brief intervals for towelling after every 6 points from the start of each game and at the change of ends in the last possible game of an individual match.
- A.8.4 A player or pair may claim one time-out period of up to 1 minute during an individual match.
- A.8.5 A suspension shall not be allowed for a disability which was present or was reasonably to be expected at the beginning of the match, or where it is due to the normal stress of play; disability such as cramp or exhaustion, caused by the player's current state of fitness or by the manner in which play has proceeded, does not justify such an emergency suspension, which may be allowed only for incapacity resulting from an accident, such as injury caused by a fall.
- A.8.6 If anyone in the playing area is bleeding, play shall be suspended immediately and shall not resume until that person has received medical treatment and all traces of blood have been removed from the playing area.
- A.8.7 Players shall remain in or near the playing area throughout an individual match, except with the permission of the referee; during intervals between games and time-outs they shall remain within 3 metres of the playing area, under the supervision of the umpire.

A.9 ADVICE

- A.9.1 In a team event, players may receive advice from anyone authorised to be at the playing area.
- A.9.2 Players may receive advice at any time except during rallies provided play is not thereby delayed; if any authorised person gives advice illegally the umpire shall hold up a yellow card to warn him or her that any further such offence will result in his or her dismissal from the playing area.

A.10 MISBEHAVIOUR

- A.10.1 Players and coaches or other advisers shall refrain from behaviour that may unfairly affect an opponent, offend spectators 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.



GAUTENG NORTH
TABLE TENNIS

B DOCUMENTS

B.1 10 MATCH SCORECARD



GAUTENG NORTH TABLE TENNIS BOARD
(AFFILIATED TO SATTB)
10 MATCH LEAGUE FIXTURES - SCORECARD

DATE: SENT IN BY: LEAGUE:

HOME TEAM		GNTTB NO		AWAY TEAM		GNTTB NO	
PLAYER A:				PLAYER X:			
PLAYER B:				PLAYER Y:			
PLAYER C:				PLAYER Z:			

	GNTTB NO	GAMES					GAMES SCORE	WON BY
		1	2	3	4	5		
PLAYER A								
PLAYER X								
PLAYER B								
PLAYER Y								
PLAYER C								
PLAYER Z								
PLAYER B								
PLAYER X								
PLAYER A								
PLAYER Z								
PLAYER C								
PLAYER Y								
DOUBLES								
DOUBLES								
PLAYER B								
PLAYER Z								
PLAYER C								
PLAYER X								
PLAYER A								
PLAYER Y								

HOME CAPTAIN		CONTEST SCORE		HOME		GAMES	MATCHES
AWAY CAPTAIN		HOME	AWAY	AWAY			
WON BY							

A signed copy of this scorecard must be uploaded to the league captains' WhatsApp group, or emailed to singhv27@gmail.com, by both captains, within fourteen days of the scheduled contest. If not, only the scorecard received within this fourteen day period will be accepted as a true and correct reflection of the contest.

If no scorecard is received within this fourteen day period, no team or player will receive any points. The only exception will be in the case of a postponed contest, but then only if the league secretary was informed thereof in writing before the scheduled contest.