

GIVING ADVICE DURING A TABLE TENNIS MATCH

On 1st October 2016 the ITTF Regulation (3.5.1.3) regarding giving advice during a table tennis match changes. Prior to this date a player can only receive advice in the intervals between games and during any authorised suspension of play, such as for injury, but not in the period between the end of practice and the start of play.

From the 1st October the new Regulation (5.3.2.1) states “Players may receive advice at any time except during rallies provided that continuity of play is not affected (3.4.4.1); 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.”

This regulation relates to competitions conducted on or on behalf of the national body – e.g. National Championships, B.L., C.C., E.L.C.C. **The regulation does not relate to Local League matches.**

The ITTF has prepared a guidance document in relation to the new regulation:

	Scenarios	Legal Advice	Illegal Advice	Misbehaviour (time wasting)
1	Advice between end of practice and start of a match	Is allowed as long as it does not delay the start of the match. If it delays the start of the match, the umpire has to call the players to the table. If they refuse the umpire has to call the referee.		
2	Advice during a rally		Coach	
3	Advice between end of practice and start of a match		Coach	
4	Advice during suspension of play and between games	X		
5	Advice between rallies, no interruption of continuity	X		
6	Player obviously make a detour to go to coach (for advice) when going to pick the ball			Player
7	Player moves very slowly to pick up ball/return to table while coach is giving advice			Player
8	A goes to Coach for advice when X retrieving ball. Ready to play when X returns to court	X		
9	A goes to Coach for advice when X retrieving ball from outside court. Does not go back to table immediately when X returns to court			Player
10	After retrieving ball from outside court, player goes to coach for advice instead of going straight to table to start play			Player
11	Advice when player is ready to serve (ball on palm)	X		
12	Advice before service (playing bouncing ball on table)	X		

13	Advice during towelling	X		
14	Player looks to Coach before serving	X		
15	Player moves slightly to coach side for advice between rallies	X		
16	Player goes to coach for advice between rallies			X

The link to this ITTF document and other frequently asked questions and case studies can be found at: http://www.ittf.com/URC/PDF/ITTF_URC_FAQ.pdf