

**Regulations Part A: REGULATED COMPETITIONS**

*This document cancels and replaces the issue dated 29.04.22*

*The Regulations set out below were made by the Board in accordance with the following Company Article:*

*50 The Laws of Table Tennis*

*50.1 The Laws of Table Tennis in England shall be those laid down by the International Table Tennis Federation, unless otherwise decided by special resolution at a general meeting.*

**REGULATIONS**

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**1 GENERAL**

- 1.1 A Regulated Competition is a competition authorised by Table Tennis England (TTE) or an Affiliated Organisation, other than an internal club competition.
- 1.2 A Regulated Competition directly authorised by TTE, such as British League and an open tournament, is termed a 'National Competition'.
- 1.3 A Regulated Competition authorised by an Affiliated Organisation, such as a Local League, is termed a 'Local Competition.'
- 1.4 Divergence from these regulations can be permitted only by the Board.

**2 ELIGIBILITY TO ENTER**

- 2.1 Players taking part in a Regulated Competition must be Affiliated Members of a class eligible to enter that competition except that
  - 2.1.1 the regulations of a particular competition may permit members of other National Associations affiliated to the ITTF to take part.
  - 2.1.2 an Affiliated Organisation can allow unaffiliated players to take part in an individual competition which is otherwise limited to its own members;  
*(For details of eligibility see Regulations Part J - Affiliation and Registration)*

**3 LAWS AND BY-LAWS**

- 3.1 A Regulated Competition must be played in accordance with the ITTF Laws of Table Tennis and the National By-Laws, which are set out in Annex E, except that an Affiliated Organisation can, for an individual or team knock-out competition limited to its own members, specify
  - 3.1.1 different requirements for playing equipment, such as a restriction on the type of racket covering or
  - 3.1.2 a difference in the number of points required to win a game, either for all players or differentially under a handicap system.

**4 ITTF REGULATIONS**

- 4.1 Matches in Open Tournaments, Grand Prix tournaments, British League, County Championships, English Leagues Cup Competitions, National Championships and such other national competitions as are determined by the Board must be played in accordance with the current ITTF Regulations for International Competitions 3.2 to 3.5 inclusive, covering equipment, playing conditions, jurisdiction of officials and match conduct, except that
  - 4.1.1 equipment and playing conditions (*parts of ITTF 3.2.2 and 3.2.3*) are to be as specified in Annex A;
  - 4.1.2 the appointment of an assistant umpire (*ITTF 3.3.2.1*) is at the discretion of the referee;
  - 4.1.3 the point penalty system (*ITTF 3.5.2*) applies only as specified in 6.1 below.
- 4.2 Unless otherwise specified in the regulations of a competition, the ranking order in a group, or 'round robin', competition must be determined in accordance with ITTF 3.7.5. (*see Annex B*)  
*For current ITTF Regulations see the ITTF website.*

**5 AGE QUALIFICATIONS**

- 5.1 The qualifying date for age categories is 31 December of the current Membership Year.

- 5.2 'Cadet' means an individual under 15 years of age on the qualifying date;
- 5.3 'Junior' means an individual under 19 years of age on the qualifying date;
- 5.4 'Veteran' means an individual 40 years of age or over on the qualifying date.
- 5.5 Unless otherwise stated in the competition's own regulations,
  - 5.5.1 an event for players under a certain age is restricted to individuals under that age on the qualifying date;
  - 5.5.2 an event for players over a certain age is restricted to individuals of that age or over on the qualifying date.

## **6 SUSPENSION OF RIGHT TO PLAY**

- 6.1 Matches controlled by qualified officials in Open Tournaments, Grand Prix tournaments, British League, County Championships, English Leagues Cup Competitions, National Championships and such other national competitions as are determined by the Board are subject to the ITTF point penalty system (*ITTF 3.5.2*) for dealing with misbehaviour.
- 6.2 Players who are formally warned or penalised by an umpire for misbehaviour will incur 1 'penalty mark' on each occasion, and disqualification by a referee will incur 2 penalty marks.
  - 6.2.1 If they incur 5 penalty marks within a twelve month period their right to play in Regulated Competitions ~~or to be selected to represent TTE~~, will be suspended for a period of one month. During this period players affiliated to TTE will lose also their right to play in international competitions and to be selected to represent TTE.
  - 6.2.2 If in the twelve months following a first suspension they incur 3 penalty marks, a further suspension of one month will be imposed.
  - 6.2.3 If in the twelve months following a second suspension they incur 3 penalty marks, a further suspension of one month will be imposed.
  - 6.2.4 If in the twelve months following a third suspension they incur 3 penalty marks, a further suspension of three months will be imposed.
  - 6.2.5 If a player who is under suspension takes part in a Regulated Competition an additional suspension of six months will be imposed.
- 6.3 A player's record of penalty marks will be set to zero at the end of a suspension.
- 6.4 A record will be kept of penalty marks incurred and when players become liable to suspension the starting date and the expected end date of the suspension period will be notified to them; permanent suspensions will be ~~and~~ published on the TTE website.

## **7 TRANSGENDER PLAYERS**

- 7.1 Transgender players can take part in a Regulated Competition in accordance with the provisions of IOC guidelines, which are published on the TTE website.

## **8 ENTRY**

- 8.1 The entry procedure for a National Competition, as defined in 1.2, must include the assurances contained in the following current TTE forms:
  - 8.1.1 GDPR and Activity Consent form;
  - 8.1.2 Anti-Doping Acknowledgment form for participants under the age of 18.

## Annex A to Regulated Competitions Regulations: PLAYING CONDITIONS & EQUIPMENT

The playing conditions shown in the table below apply to the competitions listed but may be adopted also for any other competition. The regulations for a competition should specify the appropriate grade and give details of any minor variations. For example: *"The playing conditions will be grade 3 except that for some tables the length of the playing area will be 9.5m."* Entry implies acceptance of such variations.

GRADE	TYPICAL APPLICATIONS	PLAYING SPACE			LIGHTING		SURROUNDS
		<i>(lower limits)</i>					
		Length	Width	Height	Intensity	Height	
5	World, Olympic & Open International Championships	14m	7m	5m	1500 lux	5m	Along all sides of playing area
4	4* senior tournaments, SBL, VBL, WBL & CC Premier Divisions	12m	6m	4m	500 lux	4m	Along all sides of playing area
3	4* Junior/Cadet, 3* and GP tournaments, JBL Premier Division, BL & CC lower divisions, ELCC finals	10m	5m	3m	500 lux	3m	At least along ends and at corners
2	1 & 2 star tournaments. NCL & NJL, ELCC rounds, recommended for League play	9m	4.5m	3m	300 lux	3m	At least along ends and at corners
1	Development tournaments	8.5m	4m	3m	300 lux	3m	Playing area clearly marked

BL = British League      CC = County Championships      ELCC = English Leagues Cup Competitions  
 GP = Grand Prix      NCL = National Cadet League      NJL = National Junior League

### PLAYING AREA

- 1 Where the specified playing area abuts a wall or other solid obstruction an additional 1m should be allowed between the playing area and the obstruction.
- 2 The lighting intensity specified is that at the level of the playing surface and it should be as uniform as possible over the whole of the playing area. *ITTF 3.2.3.4*
- 3 Where several tables are in use, the lighting level should be the same for all of them, and the level elsewhere in the playing hall should not be higher than the lowest level in the playing area. *ITTF 3.2.3.5*
- 4 The background should be generally dark-coloured and should not contain bright light sources or daylight through uncovered windows or other apertures. *ITTF 3.2.3.7*
- 5 Flooring shall not be light-coloured, brightly reflecting or slippery; it shall be resilient, except in wheelchair events, where it may be rigid. *ITTF 3.2.3.8*

### PLAYING EQUIPMENT & CLOTHING

- 6 ITTF approved tables and nets are mandatory for Grades 3-5 and are recommended for grades 1-2. ITTF approved balls and authorised racket coverings are mandatory for all Grades.
- 7 Playing clothing shall consist of a shirt and shorts, trousers, leggings or skirt, or a one-part sports outfit, socks and playing shoes; a sports hijab may also be worn. Other garments shall not be worn during play except with the permission of the referee. *ITTF 3.2.2.1 amended*
- 8 The main colour of a shirt, shorts, trousers or skirt, other than sleeves and collar of a shirt, shall be clearly different from that of the ball in use. *ITTF 3.2.2.2 amended*
- 9 Markings or trimming on the front or side of a playing garment and objects such as jewellery worn by a player shall not be so conspicuous or brightly reflecting as to unsight an opponent. *ITTF 3.2.2.5*

## Annex B to Regulated Competitions Regulations: GROUP COMPETITIONS

- 1 In a group, or "round robin", competition, all members of the group shall compete against each other and shall score 2 match points for a win, 1 for a loss in a played match and 0 for a loss in an unplayed or unfinished match; a player who is disqualified after the completion of a match for any reason shall be deemed to have lost the match and shall score no match points.
- 2 The ranking order in the group shall be determined primarily by the number of match points scored; if two or more members of the group have scored the same number of match points their relative positions shall be determined only by the results of the matches between them, by considering successively the numbers of match points, the ratios of wins to losses first in individual matches (for a team event), then in games and in points, as far as is necessary to resolve the order.
- 3 If at any step in the calculations the positions of one or more members of the group have been determined while the others are still equal, the results of matches in which those members took part shall be excluded from any further calculations needed to resolve the equalities.
- 4 If it is not possible to resolve equalities by means of the foregoing procedure the relative positions shall be decided by lot.

Worked example:

	A	B	C	D	MP	R
A	X	2-3	0-3	1-3	3	4
B	3-2	X	3-2	2-3	5	1=
C	3-0	2-3	X	3-1	5	1=
D	3-1	3-2	1-3	X	5	1=
A is clearly 4th so the results of his matches can be eliminated						
	A	B	C	D	MP	R
A						4
B		X	3-2	2-3	3	1=
C		2-3	X	3-1	3	1=
D		3-2	1-3	X	3	1=
B, C and D are equal in match points so the final ranking is determined by the W/L ratios in games						
	A	B	C	D	W/L	R
A						4
B		X	3-2	2-3	5/5	2
C		2-3	X	3-1	5/4	1
D		3-2	1-3	X	4/5	3

## **Annex C to Regulated Competitions Regulations: RACKET TESTING PROCEDURE**

- 1 At any event under TTE jurisdiction rackets may be tested for conformity with Laws and Regulations in accordance with the procedure set out below.
- 2 The Referee is responsible for racket testing but can delegate authority to perform the test to a designated official.
- 3 The Referee and Deputy Referee will select matches where both players or pairs will have their rackets tested; it is recommended that, in each event (eg MS, WD) of an Open Tournament, 4 matches be selected for testing in the group stage and 2 matches in each knock-out round.
- 4 Players whose rackets have been selected for testing will be informed by the Referee that their rackets must be taken to the racket control area.
- 5 A racket which passes the test will be taken to the Referee by the tester and will then be passed to the match umpire, who will retain it until the players come to the playing area ready to start the match.
- 6 The test will be carried out after the match if the player does not submit the racket for a pre-match test. If a racket does not pass a racket control test after the match, the offending player will be liable to penalties, including forfeiture of the match.
- 7 If a racket fails a pre-match test the player can replace it with another racket which must also be tested.
- 8 If a player changes a damaged racket during a match, the umpire must collect the racket immediately the match finishes and take it to the racket control area, where it will be tested;
- 9 If in the circumstances described in paragraphs 6 or 7 the second racket fails the test, the matter must be reported immediately to the Referee, who has power to disqualify the player from the match, the event or the whole competition.
- 10 At the conclusion of the Tournament the Referee will complete the Testing Summary (OT98) and return this, together with the individual Testing Records, to the TTE Office.
- 11 Details of rackets that fail the test and that belong to members of another National Association will be reported to that National Association by TTE.

## Annex D to Regulated Competitions Regulations: TEAM COMPETITIONS

### 1 REGULATIONS

- 1.1 Team competitions are subject to regulations in addition to those of Competitive Table Tennis.
- 1.2 The regulations for a Local League are included in its Constitution and Rules or are set by the responsible League Committee; the regulations for any other team competition are set by the organiser and should specify (as appropriate):
  - 1.2.1 whether the competition is for groups of individuals or for organisations and, if for organisations, the categories of organisations eligible to enter, how eligibility to represent an organisation is defined and any evidence which must be supplied to establish this;
  - 1.2.2 whether an organisation may enter more than one team;
  - 1.2.3 the circumstances (if any) in which a player may represent more than one team in the same competition;
  - 1.2.4 when and how the squad of players and reserves for each team must be registered;
  - 1.2.5 the number of players for each team match and when the players for a particular team match must be nominated;
  - 1.2.6 the playing system - that is, individual matches which constitute a team match, how the players for each individual match are determined and the order of the individual matches; (*any system may be used; for information only, Section 3 below shows some that are used in international competitions*)
  - 1.2.7 whether the competition is to be played as a group or a knock-out;
  - 1.2.8 which (if any) of the ITTF Regulations for Team Competitions shown in Section 2 below will apply to the match;
  - 1.2.9 the circumstances (if any) in which two or more individual matches from the same team match may be played on two or more tables simultaneously;
  - 1.2.10 where matches are played on a home and away basis, the arrangements the home team is required to make for the away team to practise before the match;
  - 1.2.11 where a team is required to rank its players in order of merit, how this order is to be determined

### 2 ITTF TEAM MATCH PROCEDURE (optional)

- 2.1 All players shall be selected from those nominated for the event. (*ITTF 3.7.7.1*)
- 2.2 The name of the team captain, playing or non-playing, shall be designated beforehand to the umpire. (*ITTF 3.7.7.2*)
- 2.3 Before a team match the right to choose A, B, C or X, Y, Z shall be decided by lot and the captains shall name their teams to the referee or his or her representative, assigning a letter to each singles player. (*ITTF 3.7.7.3*)
- 2.4 The pairs for a doubles match need not be nominated until the end of the immediately preceding singles match. (*ITTF 3.7.7.4*)
- 2.5 A team match shall end when one team has won a majority of the possible individual matches (*ITTF 3.7.7.5*).
- 2.6 There shall be no intervals between successive individual matches of a team match except that a player who is required to play in successive matches may claim an interval of up to 5 minutes between those matches (*ITTF 3.4.4.3*);

### 3 ITTF TEAM MATCH PLAYING SYSTEMS

- 3.1 Best of 5 matches - Swaythling Cup system - 5 singles (*ITTF 3.7.6.1*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, C v Z, A v Y, B v X
- 3.2 Best of 5 matches - Corbillon Cup system - 4 singles and 1 doubles (*ITTF 3.7.6.2*)  
A team shall consist of 2, 3 or 4 players.  
Order of play: A v X, B v Y, Doubles, A v Y, B v X  
In the doubles, any pair of A, B, C plays any pair of X, Y, Z
- 3.3 Best of 5 matches - Olympic system - 4 singles and 1 doubles (*ITTF 3.7.6.3*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, doubles, B or A v Z, C v Y or X  
In the doubles, C with A or B plays Z with X or Y; no player may take part in more than 2 individual matches.
- 3.4 Best of 7 matches - 6 singles and 1 doubles (*ITTF 3.7.6.4*)  
A team shall consist of 3, 4 or 5 players.  
Order of play: A v X, B v Y, C v Z, Doubles, A v Y, C v X, B v Z  
In the doubles, any pair of A, B, C plays any pair of X, Y, Z
- 3.5 Best of 9 matches - former Swaythling Cup system - 9 singles (*ITTF 3.7.6.5*)  
A team shall consist of 3 players.  
Order of play: A v X, B v Y, C v Z, B v X, A v Z, C v Y, B v Z, C v X, A v Y

## Annex E to Regulated Competitions Regulations: LAWS & BY-LAWS 2021-22

**Note:** *This Annex combines the Laws and National By-Laws into a single document for ease of reference. The paragraphs shown in italics are ITTF Regulations 3.2.1.1, 3.2.1.3, 3.2.4.1 and 3.4.2.4 which have been adopted by Table Tennis England as National By-Laws. The Laws and By-Laws will be updated in line with any changes made by the ITTF.*

### 2.1 THE TABLE

- 2.1.1 The upper surface of the table, known as the playing surface, shall be rectangular, 2.74m long and 1.525m wide, and shall lie in a horizontal plane 76cm above the floor.
- 2.1.2 The playing surface shall not include the vertical sides of the table-top.
- 2.1.3 The playing surface may be of any material and shall yield a uniform bounce of about 23cm when a standard ball is dropped on to it from a height of 30cm.
- 2.1.4 The playing surface shall be uniformly dark coloured and matt, but with a white side line, 2cm wide, along each 2.74m edge and a white end line, 2cm wide, along each 1.525m edge.
- 2.1.5 The playing surface shall be divided into 2 equal courts by a vertical net running parallel with the end lines, and shall be continuous over the whole area of each court.
- 2.1.6 For doubles, each court shall be divided into 2 equal half-courts by a white centre line, 3mm wide, running parallel with the side lines; the centre line shall be regarded as part of each right half-court.

### 2.2 THE NET ASSEMBLY

- 2.2.1 The net assembly shall consist of the net, its suspension and the supporting posts, including the clamps attaching them to the table.
- 2.2.2 The net shall be suspended by a cord attached at each end to an upright post 15.25cm high, the outside limits of the post being 15.25cm outside the side line.
- 2.2.3 The top of the net, along its whole length, shall be 15.25cm above the playing surface.
- 2.2.4 The bottom of the net, along its whole length, shall be as close as possible to the playing surface and the ends of the net shall be attached to the supporting posts from top to bottom.

### 2.3 THE BALL

- 2.3.1 The ball shall be spherical, with a diameter of 40mm.
- 2.3.2 The ball shall weigh 2.7g.
- 2.3.3 The ball shall be made of celluloid or similar plastics material and shall be white or orange, and matt.
- 2.3.4 *The ball shall be of a brand and type currently approved by the ITTF.*

### 2.4 THE RACKET

- 2.4.1 The racket may be of any size, shape or weight but the blade shall be flat and rigid.
- 2.4.2 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 0.35mm, whichever is the smaller.
- 2.4.3 A side of the blade used for striking the ball shall be covered with either ordinary pimples rubber, with pimples outwards having a total thickness including adhesive of not more than 2.0mm, or sandwich rubber, with pimples inwards or outwards, having a total thickness including adhesive of not more than 4.0mm.
  - 2.4.3.1 Ordinary pimples 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/cm<sup>2</sup> and not more than 30/cm<sup>2</sup>.
  - 2.4.3.2 Sandwich rubber is a single layer of cellular rubber covered with a single outer layer of ordinary pimples rubber, the thickness of the pimples rubber not being more than 2mm.
- 2.4.4 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.
- 2.4.5 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.
- 2.4.6 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.
- 2.4.7 The racket covering shall be used without any chemical, physical or other treatment.
  - 2.4.7.1 Slight deviations from continuity of surface or uniformity of colour due to accidental damage or wear may be allowed provided that they do not significantly change the characteristics of the surface.

- 2.4.8 At 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.
- 2.4.9 *The racket covering shall be of a brand and type currently authorised by the ITTF.*
- 2.4.10 *A racket shall not be changed during an individual match unless it is accidentally damaged so badly that it cannot be used.*

## **2.5 DEFINITIONS**

- 2.5.1 A rally is the period during which the ball is in play.
- 2.5.2 The ball is in play from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until the rally is decided as a let or a point.
- 2.5.3 A let is a rally of which the result is not scored.
- 2.5.4 A point is a rally of which the result is scored.
- 2.5.5 The racket hand is the hand carrying the racket.
- 2.5.6 The free hand is the hand not carrying the racket; the free arm is the arm of the free hand.
- 2.5.7 A player strikes the ball if he or she touches it in play with his or her racket, held in the hand, or with his or her racket hand below the wrist.
- 2.5.8 A player obstructs the ball if he or she, or anything he or she wears or carries, touches it in play when it is above or travelling towards the playing surface, not having touched his or her court since last being struck by an opponent.
- 2.5.9 The server is the player due to strike the ball first in a rally.
- 2.5.10 The receiver is the player due to strike the ball second in a rally.
- 2.5.11 The umpire is the person appointed to control a match.
- 2.5.12 The assistant umpire is the person appointed to assist the umpire with certain decisions.
- 2.5.13 Anything that a player wears or carries includes anything that he or she was wearing or carrying, other than the ball, at the start of the rally.
- 2.5.14 The end line shall be regarded as extending indefinitely in both directions.

## **2.6 THE SERVICE**

- 2.6.1 Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- 2.6.2 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- 2.6.3 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.
- 2.6.4 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.
- 2.6.5 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.
- 2.6.6 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 Law and either may decide that a service is incorrect.
- 2.6.6.1 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.
- 2.6.7 Exceptionally, the umpire may relax the requirements for a good service where he or she is satisfied that compliance is prevented by physical disability.

## **2.7 THE RETURN**

- 2.7.1 The ball, having been served or returned, shall be struck so that it touches the opponent's court, either directly or after touching the net assembly.

## **2.8 THE ORDER OF PLAY**

- 2.8.1 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.
- 2.8.2 In doubles, except as provided in 2.8.3, 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.



- 2.8.3 In doubles, when at least one player of a pair is in a wheelchair due to a physical disability, the server shall first make a service, the receiver shall then make a return but thereafter either player of the disabled pair may make returns.

## **2.9 A LET**

- 2.9.1 The rally shall be a let
- 2.9.1.1 if in service the ball touches the net assembly, provided the service is otherwise correct or the ball is obstructed by the receiver or his or her partner;
- 2.9.1.2 if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his or her partner attempts to strike the ball;
- 2.9.1.3 if failure to make a service or a return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
- 2.9.1.4 if play is interrupted by the umpire or assistant umpire.
- 2.9.1.5 if the receiver is in a wheelchair owing to a physical disability and the ball, provided the service is otherwise good,
- 2.9.1.5.1 leaves the receiver's court after touching it in the direction of the net;
- 2.9.1.5.2 comes to rest on the receiver's court;
- 2.9.1.5.3 in singles leaves the receiver's court after touching by either of its side lines.
- 2.9.2 Play may be interrupted
- 2.9.2.1 to correct an error in the order of serving, receiving or ends;
- 2.9.2.2 to introduce the expedite system;
- 2.9.2.3 to warn or penalise a player or adviser;
- 2.9.2.4 because the conditions of play are disturbed in a way which could affect the outcome of the rally.

## **2.10 A POINT**

- 2.10.1 Unless the rally is a let, a player shall score a point
- 2.10.1.1 if an opponent fails to make a correct service;
- 2.10.1.2 if an opponent fails to make a correct return;
- 2.10.1.3 if, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;
- 2.10.1.4 if the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;
- 2.10.1.5 if the ball, after being struck by an opponent, passes through the net, between the net and the net post or between the net and the playing surface;
- 2.10.1.6 if an opponent obstructs the ball;
- 2.10.1.7 if an opponent deliberately strikes the ball more than once successively;
- 2.10.1.8 if an opponent strikes the ball with a side of the racket blade whose surface does not comply with the requirements of 2.4.3-2.4.6;
- 2.10.1.9 if an opponent, or anything an opponent wears or carries, moves the playing surface;
- 2.10.1.10 if his or her opponent, or anything an opponent wears or carries, touches the net assembly;
- 2.10.1.11 if an opponent's free hand touches the playing surface;
- 2.10.1.12 if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
- 2.10.1.13 as provided under the expedite system (2.15.4).
- 2.10.1.14 if both players are in wheelchairs owing to physical disability and
- 2.10.1.14.1 an opponent does not maintain a minimum contact with the seat or cushions with the back of the thigh when the ball is struck;
- 2.10.1.14.2 an opponent touches the table with either hand before striking the ball;
- 2.10.1.14.3 an opponent's footrest or foot touches the floor during play;
- 2.10.1.15 if, where an opposing pair includes at least one player in a wheelchair, any part of the wheelchair or a foot of a standing player crosses an imaginary extension of the centre line.

## **2.11 A GAME**

A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

## **2.12 A MATCH**

- 2.12.1 A match shall consist of the best of any odd number of games.

## **2.13 THE ORDER OF SERVING, RECEIVING AND ENDS**

- 2.13.1 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.

- 2.13.2 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.
- 2.13.3 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.
- 2.13.4 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.
- 2.13.5 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.
- 2.13.6 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.
- 2.13.7 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.

## **2.14 OUT OF ORDER OF SERVING, RECEIVING OR ENDS**

- 2.14.1 If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
- 2.14.2 If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the start of the match.
- 2.14.3 In any circumstances, all points scored before the discovery of an error shall be reckoned.

## **2.15 THE EXPEDITE SYSTEM**

- 2.15.1 Except as provided in 2.15.2, the expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.
- 2.15.2 The expedite system shall not be introduced in a game if at least 18 points have been scored.
- 2.15.3 If the ball is in play when the time limit is reached and the expedite system is due to come into operation, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted; if the ball is not in play when the expedite system comes into operation, play shall resume with service by the player who received in the immediately preceding rally.
- 2.15.4 Thereafter, each player shall serve for 1 point in turn until the end of the game, and if the receiving player or pair makes 13 returns in a rally the receiver shall score a point.
- 2.15.5 Introduction of the expedite system shall not alter the order of serving and receiving in the match, as defined in 2.13.6.
- 2.15.6 Once introduced, the expedite system shall remain in operation until the end of the match.