

This document cancels and replaces the issue dated 15.7.25

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

- 1 General
- 2 Eligibility to enter
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- 4 ITTF Regulations
- 5 Age qualifications
- 6 Suspension of right to play
- 7 ~~Transgender players~~ Gender Eligibility

ANNEXES

- A Playing Conditions & Equipment
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- C Racket Testing
- D Team Competitions

1 GENERAL

- 1.1 A Regulated Competition is a competition authorised by Table Tennis England ('nationally authorised') or an Affiliated Organisation ("locally authorised"), other than an internal club competition.

Note: A nationally authorised competition may also be referred to as a competition at a national-ranked level.

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 and must in any case be Compete or Compete Plus class.
- 2.2 The regulations of a particular competition may permit members of other National Associations affiliated to the ITTF to take part.
(For details of eligibility see Regulations Part J - Affiliation and Registration)

3 LAWS AND NATIONAL BY-LAWS

- 3.1 A Regulated Competition must be played in accordance with the ITTF Laws of Table Tennis.

For current Laws of Table Tennis see the ITTF website. <https://www.ittf.com/statutes/>

- 3.2 A Regulated Competition must also be played in accordance with TTEs National By-Laws, which are:

- 3.2.1 The ball shall be of a brand and type currently approved by the ITTF.
- 3.2.2 The racket covering shall be of a brand and type currently authorised by the ITTF.
- 3.3.3 A racket shall not be changed during an individual match unless it is accidentally damaged so badly that it cannot be used.

4 ITTF REGULATIONS

- 4.1 Matches in nationally authorised competitions 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, playing clothing 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.
 - 4.1.4 variations to the ITTF Regulations are permitted provided they are stated on the entry form for the competition.
- 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 regulations 3.7.5.1 to 3.7.5.4. *Annex B reproduces these ITTF regulations and gives a worked example of their application.*

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' or 'Master' 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 nationally authorised competitions 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, 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 Where a player incurs a suspension as a result of receiving 5 or 3 penalty marks, then that number shall be deducted from the player's tally.
 - 6.3.1 If the remaining penalty marks are sufficient to incur one or more further suspensions,

the suspensions shall be consecutive.

- 6.3.2 If the remaining penalty marks are not sufficient to incur a further suspension, they shall remain on the player's record for 12 months after completing the suspension (and any further consecutive suspension) and any future penalty marks incurred added to them.
- 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 GENDER ELIGIBILITY

- 7.1 Gender eligibility in Regulated Competition at a national-ranked level is determined by the Table Tennis England Gender Eligibility Policy, which is published on the TTE website
- 7.2 Gender eligibility in Regulated Competition below a national-ranked level is self-determined by the Table Tennis England member

8 ENTRY

- 8.1 The entry procedure for a nationally authorised competition 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.

9 HOST VENUES

- 9.1 Table Tennis England is obligated to adhere to the Conditions of Hire and local agreements that may be in place for venues or clubs used to host regulated events, as this may apply to right to restrict or refuse admittance, building capacity and evacuation routes, risk assessments and controls, or any other such matter. Entries to all regulated competitions are accepted on the basis that Table Tennis England has no liability for local requirements or sanctions.

10 LEGACY EVENTS

- 10.1 A Legacy Event is one which has:
 - 10.1.1 different requirements for playing equipment, such as a restriction on the type of racket covering.
 - 10.1.2 a difference in the number of points required to win a game, either for all players or differentially under a handicap system.
- 10.2 Affiliated Organisations may organise Legacy Events restricted to their own members, but they are not Regulated Competitions.

Annex A: 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		
		(Lower limits)		
		Length	Width	Height
4	Senior BCL, Veterans BCL, Women's BCL & CC premier divisions	12m	6m	4m
3	Junior 4* show courts, Senior/Veterans 4* show courts & doubles, Youth BCL premier divisions, Senior BCL, Veterans BCL, Women's BCL & CC lower divisions, ELCC finals.	10m	5m	3m
2	2*, Cadet 4, Junior 4* except show courts, Senior/Veterans 4* except show courts & doubles, Cadet BCL, Junior BCL, Youth BCL, ELCC rounds.	9m	4.5m	3m
1	1* tournaments	8.5m	4m	3m

BCL = British Clubs League CC = County Championships ELCC = English Leagues Cup Competitions

Where the specified playing area abuts a wall or other solid obstruction an additional 1m must be allowed between the playing area and the obstruction.

1 LIGHTING

1.1 The minimum lighting intensity for Grades 3 and 4, and all 4* competitions shall be 500 lux. The minimum lighting of all other nationally authorised competitions shall be 300 lux. The height of the lighting shall be at least the height of the playing space.

1.2 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

1.3 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

1.4 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

1.5 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

2 PLAYING EQUIPMENT

2.1 Grades 3 and 4 and all BCL, 2* and 4* shall have surrounds on all sides of the playing area. Other events in Grades 1 and 2 shall have surrounds at least along the ends and corners.

2.2 ITTF approved tables and nets are mandatory for Grades 3 and 4 and all 2* and 4* Tournaments.

2.3 The National By-laws require that ITTF approved balls and racket coverings are used for all Regulated Competitions.

3 PLAYING CLOTHING

3.1 Playing clothing shall consist of a shirt and shorts, trousers, including track suit bottoms, 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.

3.2 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.

3.3 Any 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.

Annex B: DETERMINING THE RANKING ORDER IN GROUP COMPETITIONS

Extract from ITTF Regulations 3.7.5.1 to 3.7.5.4

3.7.5 Group Competitions

3.7.5.1 In a group, or "round robin", competition, all members of the group shall compete against each other and shall gain 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; the ranking order shall be determined primarily by the number of match points gained. If a player is defaulted after the completion of a match for any reason, he or she shall be deemed to have lost the match, which shall subsequently be recorded as a loss in an unplayed match.

3.7.5.2 If two or more members of the group have gained 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), games and points, as far as is necessary to resolve the order.

3.7.5.3 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 in accordance with the procedure of 3.7.5.1 and 3.7.5.2.

3.7.5.4 If it is not possible to resolve equalities by means of the procedure specified in 3.7.5.1-3 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: 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 (e.g. MS, WD) of an ~~Open~~ All-comers 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: TEAM COMPETITIONS

1 REGULATIONS

- 1.1 Team competitions require additional regulations.
- 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.
 - 1.2.12 whether all the individual matches of a team match must be played, or the team match finishes when one team has won the majority of all the possible individual matches.

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
- 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