

JOHANNESBURG TABLE TENNIS ASSOCIATION BYE-LAWS, RULES AND REGULATIONS

The Bye-Laws, Rules and Regulations of the Johannesburg Table Tennis Association shall apply to all League play, unless otherwise specified: -

1. AFFILIATION AND REGISTRATION:

1.1 Minimum number of players: Three and two per team if more than one team

1.2 Fees

Club Affiliation: R 2 500.00 per year

Team Registration: R 220.00 per team entered in a year

Player Registration: R 450.00 per employed senior

R 150.00 per unemployed senior, pensioners, full time students

R 200.00 per Junior (U18)

Social Players: No Charge

1.3 Payment of Fees

Payments effective on Presentation of an Invoice.

Additional registrations within 15 days

All Payments to be made by EFT.

1.4 Registration

Names of players to be registered must be tendered one week before start of season, and include League and Team assignation.

Date of birth, phone number and email address are required.

Additional registrations of players must be done before noon on the day the fixture is played.

If a player played was registered with a different club clearance must be obtained from that club and sent with registration request.

All registration requests must be emailed to the League Manager and Vice President Finance.

Confirmation email attaching proof of payment must be sent to the Vice President Finance within 15 days of these registrations.

Failure to comply the team concerned will forfeit the fixture.

1.5 Players Indebted

A Club must advise the Vice President Administration and the Vice President Finance in writing of any player indebted to the Club and such player shall be barred from participating in any activities under the jurisdiction of the Association and SATTB.

2. LEAGUE FIXTURES:

2.1 Each Fixture shall be 5 matches (4 singles and 1 doubles). Each match shall be the best of five.

2.2 A team shall consist of 2, 3 or 4 players. The captains shall assign a letter to each of their own singles players prior to the match, the opposing captains then swop cards. The pairs for a doubles match need not be nominated until the end of the immediately preceding singles match.

2.3 The order of play shall be: 1) A v X, 2) B v Y, 3) doubles, 4) B v X, 5) A v Y

2.4 A fixture may be brought forward from the scheduled original date provided the opposing team can accommodate and accepts the new date. The League Manager shall be informed of the change.

2.5 A fixture may be postponed for a maximum of 21 days from the original scheduled date provided the opposing team can accommodate the new date. The League Manager shall be informed of the change. Extensions may be granted in exceptional circumstances if requested.

2.6 No player may play in more than one team in one night.

2.7 A player may play in more than one team in one round provided he/she plays in a team in a higher league.

2.8 Players may play in a higher league once in each round. On the second occasion, the player will be automatically transferred to the team in the lowest of the higher leagues played in.

2.9 No player may play for two teams in the same league in the same round.

2.10 No player may transfer down to a lower league except at the end of the first round and before the commencement of the second round. The League Manager shall have discretionary powers where transfer downs are concerned.

2.11 Players transferred down may not play for a higher league, in the following round.

2.12 Where a Club has more than one team in a league, no transfers of players will be permitted between those teams except at the end of the first round and before the commencement of the second round, when only one player per team may be transferred. Transfers intended to avoid relegation of a team will not be authorised by the League Manager.

2.13 The home team will supply refreshments for the match.

2.14 The home team will umpire first, then alternate between teams. The umpire must be neutral during the match they umpire, no coaching or supporting.

3. WALKOVERS:

3.1 All fixtures shall commence not later than 19h30 after which time play shall be continuous in the sequence set down in 2.3. If by 19h30 a team is not represented, the non-defaulting team may claim the fixture points, by submitting a scorecard listing two eligible players and claiming a walk-over.

4. PLAYING ATTIRE:

4.1 A player shall be correctly dressed in his/her club colours at all league matches. This includes shorts/skirts. In cases where a club has more than one colour, all players must wear the same colour. For

cases where the foregoing cannot be adhered to, a temporary concession must be obtained from the League Manager. A photo of both teams in club colours must be submitted with the scorecard.

4.2 Playing in tracksuits or jerseys is not allowed unless by concession of the League Manager, or in cases of extreme cold, by agreement from both League Team Captains. If granted, overall colour may not clash with ball in play. Sleeves or leggings may be worn if they are a dark colour.

5. BALLS:

All league matches and tournaments shall be played with ITTF recognised three-star quality balls in the applicable, at-the-time, ITTF colour ruling.

6. PENALTIES:

6.1 Unregistered Player : team forfeits fixture

6.2 Uncleared transfers : team forfeits fixture

6.3 Player plays down : team forfeits fixture

6.4 Only one or no players (W/O) : opposing team claims walkover

6.5 Additional registration not confirmed : team forfeits fixture

6.6 Player transferred down – plays up : team forfeits fixture

6.7 Incorrect dress or racket : A player incorrectly dressed or using an illegal racket will be considered as absent and therefore his/her team will be penalised under 6.4

: Incorrectly dressed: Not approved by JTТА

: Illegal racket: Blade, rubbers and glue not ITTF approved

6.8 Failure to email scorecard and photo of players present by the 21st day of the original set date the fixture was scheduled to be played.

: match declared null and void.

Thus, maximum postponement time is 21 days from original set date.

6.9 Falsified score cards : team forfeits fixture.

6.10 Incorrect score cards : warning to both teams.

7. PROMOTION/RELEGATION:

The top two teams of each league at the end of each season will be play off against the bottom two teams of the league above except in the case of Premier League, to determine promotion/relegation. The lower two

teams will also play off against the top two teams in the league below them, except in the case of the lowest league, to determine promotion/relegation. In the case of two teams on equal points the matches between the two will be taken into account, if these are still equal the percentage of wins will be taken, and if still equal the games for and against. In the case of all still being equal a playoff must be played at a neutral venue to determine play offs for promotion/relegation. Should a team withdraw from the league before the start of the next season the place will go to the last team to be relegated from that league. Teams in play offs shall consist of the two players who played the most matches in those teams.

8. REGIONAL PLAYER SELECTION: See Annexure B of the JTTA Constitution

9. LEAGUE MANAGER:

In all cases, the League Manager has discretionary powers and his/her ruling shall be final.

10. BANK ACCOUNT:

Payments to the Association can be made by EFT to the Association.

Copies of the deposit slip must be emailed to the Financial Manager

Bank Details:

Name of Account: GCTTA

Bank: FNB

Account Number: 62803580655

Branch Code: 250655