

WEDNESDAY PENNANT | METRO LEAGUE

Dear Player,

At Health, Wellness & Table Tennis we focus on deliverables, accountability and structure. This document has been designed to help the new player and or parent understand the logistics of a regular WEDNESDAY PENNANT Season.

1. Start & Finish Time

Matches start at 7:30pm (Wednesday's), please note that it's the teams responsibility to start and finish on time.

Warm-up can begin from 7:00pm, note that whether your team member has arrived or not, you will be sure to get a hit.

Completion of a match typically takes three (3) hours from the start time, give or take up to 15 minutes.

If three (3) junior (under 18) players wish to play in a team together, HWATT will provide two table for their match to help complete the match by 9:30pm.

2. Basic Rules

Three vs Three system with no doubles is used for each night of pennant, where three players in each team play all three opponents.

Rubber Format is best of five set's up to 11 advantage points with each player serving twice and alternative serves if a rubber reaches 10-all
Shirt Colour should be anything other than white as the ball is white. (Ask us about a club **TT shirt**).

3. Payment

Payment - New Players must have made payment by no later than two week's prior to round .

Full payment by no later than end of round three (3) for existing players please. Should you wish to discuss other anything further, please do not hesitate to contact me directly or check out our website for more details.

4. Club Options

HWATT have partnered with Table Tennis Victoria and affiliated clubs to deliver this competition, please consider joining the following clubs:

Maccabi Table Tennis ph. 9523 8811 em. ckl@ckllaw.com.au

St Kilda Cricket Club ph. 0419311239 em. wseaman@bigpond.net.au

4. Score Sheet - Please take note of the sample score sheet below.

Grade/Section	Round	Date ___/___/___
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HW&TT
OFFICIAL SCORESHEET



TEAM	REG'N NO.	MAT. WON	MAT. LOST	TEAM	REG'N NO.	MAT. WON	MAT. LOST
A				X			
B				Y			
C				Z			

		Matches					Games				Point					
		1	2	3	4	5	ABC	XYZ	ABC	XYZ	ABC	XYZ				
-----	A						-----	X								
-----	B						-----	Y								
-----	C						-----	Z								
-----	B						-----	X								
-----	A						-----	Z								
-----	C						-----	Y								
-----	B						-----	Z								
-----	C						-----	X								
-----	A						-----	Y								
Totals																

MATCH SUMMARY		Matches	Games	Points	Signature of Captain
Winning Team					
Losing Team					

EXTENDED RULES

1. RACKET RULE

One side of the racket must be red colour and the other side must be black colour and have ITTF logo on each rubber covering. Rackets cannot be exchanged at any stage during a match except when accidental breakage of a racket occurs.

2. BALLS

A white 3 STAR plastic ball will be supplied, by the organizer, to all home teams each night. For the duration of time when the organizer is present at MSAC each week he/she will supply a used 3 STAR plastic ball if the one provided is broken. If any table requires an extra ball after the organizer has left then it's expected the Home Team will provide a used 3 STAR plastic ball to complete matches. At the end of the night each Home Team should leave the match ball in the place provided next to results box, unless the ball was provided by the Home Team.

3. SCORE SHEETS

A score sheet will be supplied, by the organizer, to all home teams. It's expected the home team will supply a pen to fill out the sheet throughout each night.

4. RESPONSIBILITIES OF HOME TEAM EACH WEEK

The HOME Team (First named team on the draw) is responsible for lodging Score Sheets in the results box in the Table Tennis Hall at MSAC. Score Sheets must be filled out completely, giving full surnames of players, correct adding up of games, points, players individual performances.

5. DRESS REGULATIONS

It's expected all teams will wear their Club shirt or at the very least the same colour shirt as other team mates. Jeans, WHITE shirts/shorts are not permitted. Shorts must be mainly plain, no checks or bright patterns allowed.

6. STARTING TIME OF MATCHES

Starting times for pennant matches is 7.30pm or earlier by mutual agreement. If no member of a team is ready to play by 7:40pm the first match can be forfeited. The second match can be forfeited by 7:50pm or at the finish of the first match, whichever is the later. The third match can be forfeited by 8.05pm or at the finish of the second match, whichever is the later. A player is still eligible to play in later matches even though they may have forfeited earlier provided they are ready to play when their next match is due. Matches may be played out of sequence by mutual agreement of both teams. If no member of a team is ready to play by 8.05pm the match shall be forfeited as a walkover. A player who has commenced playing a scheduled match cannot be substituted at any time during that scheduled match.

7. FINISHING TIME OF MATCHES

Its expected team matches will be completed between 10 - 10:30pm. If any team match appears to be struggling to achieve this, then both teams should choose to use an extra table once another team match has been completed.

8. WARMUP TIME

A 2 minute hit is permitted before the start of each match.

9. TOWELLING DOWN

Brief intervals for toweling are permitted,

- After every 6 points from the start of each set
- At the change of ends (when one player reaches 5 points first) during the last and deciding set.

10. TIMEOUT RULE

This applies to all grades. A player may claim one timeout period of up to one minute during each match

11. TEAM WALKOVERS

A FINE OF \$30.00 for each and every offence must be paid before the next round. Teams giving walkovers are expected to notify their opponents as early as possible. In the event of a walkover the team receiving the walkover shall forward the score sheet within the specified time indicating that a walkover has been given to the team named on the score sheet. (Individual names of winning teams must be filled in).

12. MOVEMENT OF PLAYERS BETWEEN GRADES

- Where a Club has two or more teams in the League a player from a lower grade can only play up to three matches in a higher grade and still be eligible to return to his/her original grade. On completion of four matches in a higher grade, the player cannot return to the lower grade.

- No player can move down in a grade without permission of the organizer.

13. FILL-INS

- For players not on the original entry form, if in the opinion of the organizer a player is deemed to be above the standard of the grade, then his/her matches, games and points will be deleted at any time during the season.

- Teams/Clubs requiring fill-in players are responsible to find a suitable fill-in player.

- Where a club has two or more teams in the League, a player from the lower grade can only play up to three matches in a higher grade and still be eligible to return to the original grade. No player can move to a lower grade without the permission of the organizer. Players can only play for one team per night.

- Playing for other teams in a higher grade is allowed.

14. PROTESTS

A team wishing to lodge a protest must do so in writing to the organizer within 48 hours of the the team is protesting against a team match.

15. COUNT BACKS

If at the completion of the final round, two sides finish equal, then a count back of games won over games lost will be undertaken. If teams are still equal then a count back on points won, over points lost, will be undertaken. RE Leading Player/s - If at the completion of the final round, two or more players are equal on wins, the player/s with the least amount of loses shall be awarded the Leading Player for that grade.

16. ELIGIBILITY TO PLAY IN FINALS

A player must have played a minimum of four matches during the season with that team or teams in lower grades from the same club on the same night. If there is a "bye" in any grade then three matches will be the required amount.

17. FINALS

All finals matches will be played at MSAC.

18. MATCH DISRUPTIONS

If any match is unable to be finished due to unavoidable circumstances (fire, light failure, etc.) the following rule shall apply - "If any game is in progress at the time of match disruption the player leading at the time of the disruption shall be awarded the match. Any un-played matches shall be evenly divided and all matches already played shall stand."

Sincerely yours,
Simon Gerada

Health, Wellness & Table Tennis

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