



Dumfries
TABLE TENNIS CLUB

DUMFRIES TABLE TENNIS LEAGUE 2024-2025 HANDBOOK



 Shakespeare Street, Dumfries

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 www.dumfriesttc.co.uk

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Season 2024-2025 Home Nights & Team Secretaries

Division	Team	Home Night
1	Top Bananas	Saturday
	Gaulty Towers	Wednesday
	The Spinners	Wednesday
	Netflicks	Wednesday
	The Smashing Pumpkins	Tuesday
	Longshots	Tuesday
2	Two Slips and a Gully	Tuesday
	Apple Crumble	Wednesday
	Blade Runners	Wednesday
	The Owd Coots	Tuesday
	Double Trouble	Tuesday
	Sultans of Spin	Wednesday
	Chuckle Chums	Tuesday
	The Broons	Friday
Bangers and Smash	Wednesday	

Division 1:

Top Bananas: Dylan De Silva, dylandesilva@hotmail.co.uk, 07708 805055

Gaulty Towers: Graham Gault, gaultyg@yahoo.co.uk, 07421 096207

The Spinners: Kay Solaja, solajak9@gmail.com, 07398 814676

Netflicks: Gordon Duff, gmclduff@outlook.com, 07598 418332

The Smashing Pumpkins: Barry Kirkpatrick, barryk1980@gmail.com, 07766 884597

Longshots: Anne Borrowdale, anne@anne.borrowdale.co.uk, 07729 999958

Two Slips and a Gully: Richard Ishmael, ishmaelrichard@hotmail.com, 07734 531162

Division 2:

Apple Crumble: Gail MacLeod, gailiain@gmail.com, 07786 050147

Blade Runners: Graeme Boyd, graemeboyd@live.co.uk, 07834 562030

The Owd Coots: Raymond Pirrie, raymondjp1964@gmail.com, 07585 971429

Double Trouble: Alison Telfer, goldiealison@hotmail.com, 07789 984555

Sultans of Spin: Phil Jones, philnjones51@gmail.com, 07774 093146

Chuckle Chums: Elaine Colquhoun, elainecolquhoun@icloud.com, 07947 442362

The Broons: Marian Haig, marianhaig@yahoo.co.uk, 07795 977811

Bangers and Smash: David Niven, david@clubfootball.com, 07500 982110

Season 2024-2025 Fixtures

Week Commencing 7th October (League Week 1)	
Division 1 The Smashing Pumpkins – Longshots Netflicks – Two Slips and a Gully The Spinners – Top Bananas Gaulty Towers – FREE WEEK	Division 2 Chuckle Chums – The Broons The Owd Coots – Sultans of Spin Blade Runners – Double Trouble Apple Crumble – Bangers and Smash
Week Commencing 14th October (League Week 2)	
Division 1 Two Slips and a Gully – Gaulty Towers Longshots – Netflicks Top Bananas – The Smashing Pumpkins The Spinners – FREE WEEK	Division 2 Double Trouble – The Owd Coots Bangers and Smash – Blade Runners Sultans of Spin – Chuckle Chums The Broons – Apple Crumble
Catch-Up Week Commencing 21st October (League Week 3)	
Week Commencing 28th October (League Week 4)	
Division 1 The Smashing Pumpkins – The Spinners Gaulty Towers – Longshots Netflicks – Top Bananas Two Slips and a Gully – FREE WEEK	Division 2 Chuckle Chums – Double Trouble The Owd Coots – Blade Runners Bangers and Smash – The Broons Apple Crumble – Sultans of Spin
Week Commencing 4th November (League Week 5)	
Division 1 Longshots – Two Slips and a Gully The Spinners – Netflicks Top Bananas – Gaulty Towers The Smashing Pumpkins – FREE WEEK	Division 2 The Owd Coots – Bangers and Smash Double Trouble – Apple Crumble Blade Runners – Chuckle Chums Sultans of Spin – The Broons
Week Commencing 11th November (League Week 6)	
Division 1 Gaulty Towers – The Spinners Netflicks – The Smashing Pumpkins Two Slips and a Gully – Top Bananas Longshots – FREE WEEK	Division 2 Chuckle Chums – The Owd Coots Apple Crumble – Blade Runners Bangers and Smash – Sultans of Spin The Broons – Double Trouble
Week Commencing 18th November (League Week 7)	
Division 1 The Smashing Pumpkins – Gaulty Towers The Spinners – Two Slips and a Gully Top Bananas – Longshots Netflicks – FREE WEEK	Division 2 Double Trouble – Sultans of Spin The Owd Coots – Apple Crumble Chuckle Chums – Bangers and Smash Blade Runners – The Broons

Season 2024-2025 Fixtures

Week Commencing 25th November (League Week 8)	
Division 1	Division 2
Two Slips and a Gully – The Smashing Pumpkins	Apple Crumble – Chuckle Chums
Longshots – The Spinners	Sultans of Spin – Blade Runners
Gaulty Towers – Netflicks	Bangers and Smash – Double Trouble
Top Bananas – FREE WEEK	The Broons – The Owd Coots
Week Commencing 2nd December (League Week 9)	
Division 1	Division 2
Two Slips and a Gully – Netflicks	Double Trouble – Blade Runners
Longshots – The Smashing Pumpkins	Sultans of Spin – The Owd Coots
Top Bananas – The Spinners	Bangers and Smash – Apple Crumble
Gaulty Towers – FREE WEEK	The Broons – Chuckle Chums
Week Commencing 9th December (League Week 10)	
Division 1	Division 2
Gaulty Towers – Two Slips and a Gully	Chuckle Chums – Sultans of Spin
Netflicks – Longshots	The Owd Coots – Double Trouble
The Smashing Pumpkins – Top Bananas	Blade Runners – Bangers and Smash
The Spinners – FREE WEEK	Apple Crumble – The Broons
Week Commencing 16th December (League Week 11)	
Division 1	Division 2
Longshots – Gaulty Towers	Double Trouble – Chuckle Chums
The Spinners – The Smashing Pumpkins	Blade Runners – The Owd Coots
Top Bananas – Netflicks	Sultans of Spin – Apple Crumble
Two Slips ad a Gully – FREE WEEK	The Broons – Bangers and Smash
Catch-Up Week Commencing 23rd December (League Week 12)	
Catch-Up Week Commencing 30th December (League Week 13)	
Catch-Up Week Commencing 6th January (League Week 14)	
Week Commencing 13th January (League Week 15)	
Division 1	Division 2
Two Slips and a Gully – Longshots	Chuckle Chums – Blade Runners
Netflicks – The Spinners	Bangers and Smash – The Owd Coots
Gaulty Towers – Top Bananas	Apple Crumble – Double Trouble
The Smashing Pumpkins – FREE WEEK	The Broons – Sultans of Spin
Week Commencing 20th January (League Week 16)	
Division 1	Division 2
The Smashing Pumpkins - Netflicks	The Owd Coots – Chuckle Chums
The Spinners – Gaulty Towers	Double Trouble – The Broons
Top Bananas – Two Slips and a Gully	Sultans of Spin – Bangers and Smash
Longshots – FREE WEEK	Blade Runners – Apple Crumble

Season 2024-2025 Fixtures

Week Commencing 27th January (League Week 17)	
Division 1	Division 2
Two Slips and a Gully – The Spinners Gaulty Towers – The Smashing Pumpkins Longshots – Top Bananas Netflicks – FREE WEEK	Apple Crumble – The Owd Coots Bangers and Smash – Chuckle Chums Sultans of Spin – Double Trouble The Broons – Blade Runners
Week Commencing 3rd February (League Week 18)	
Division 1	Division 2
The Smashing Pumpkins – Two Slips and a Gully The Spinners – Longshots Netflicks – Gaulty Towers Top Bananas – FREE WEEK	Chuckle Chums – Apple Crumble The Owd Coots – The Broons Double Trouble – Bangers and Smash Blade Runners – Sultans of Spin
Catch-Up Week Commencing 10th February (League Week 19)	
Catch-Up Week Commencing 17th February (League Week 20)	

League Tables 2023 / 2024

Division 1	P	W	D	L	SF	SA	GF	GA	Pts
Gaulty Towers	12	11	0	1	51	9	159	50	51
Smashing Pumpkins	12	6	0	6	32	28	112	100	32
Netflicks	12	7	0	5	31	29	109	103	31
The Spinners	12	6	0	6	29	31	109	110	29
Apple Crumble	12	0	0	12	7	53	36	162	7

Division 2	P	W	D	L	SF	SA	GF	GA	Pts
Table Toppers	9	9	0	0	36	9	120	53	36
Two Slips and a Gully	9	6	0	3	34	11	115	48	34
The Owd Coots	9	3	0	6	15	30	66	100	15
Sultans of Spin	9	0	0	9	5	40	26	126	5

Division 3	P	W	D	L	SF	SA	GF	GA	Pts
Blade Runners	12	10	0	2	50	10	150	36	50
Double Trouble	12	9	0	3	42	18	137	81	42
Titans	12	8	0	4	38	22	127	84	38
Chuckle Chums	12	3	0	9	16	44	68	142	16
Falcons	12	0	0	12	4	56	33	172	4

Averages 2023 / 2024

Only those who have played at least 2/3 of the available matches and won at least 50% are included as qualifying averages in the handbook. In season 2023/24 the minimum requirement was 16 matches in D1, 12 matches in D2, and 14 matches in D3.

Division 1				
Qualifying Averages	Team	P	W	%
Shannon Brown	The Smashing Pumpkins	20	17	85
Paul Borrowdale	Gaulty Towers	20	16	80
Gordon Duff	Netflicks	24	14	58
Kay Solaja	The Spinners	24	13	54

Division 1				
Non Qualifying Averages	Team	P	W	%
Danny Bajwa	The Spinners	2	2	100
Graham Gault	Gaulty Towers	14	13	93
David Niven	Gaulty Towers	10	9	90
Jason Fleming	Gaulty Towers	4	3	75
Paul Dowson	The Smashing Pumpkins	6	4	67
Brian Kirkpatrick	The Spinners	22	9	41
Shona Morton	Netflicks	24	9	38
Iain Macleod	Apple Crumble	24	6	25
Barry Kirkpatrick	The Smashing Pumpkins	20	5	25
Craig Wilson	Apple Crumble	24	0	0

Division 2				
Qualifying Averages	Team	P	W	%
Anne Borrowdale	Table Toppers	18	17	94
Cory Dawson	Two Slips and a Gully	18	14	78
James Hutchinson	Table Toppers	18	13	72
Isaac Ishmael	Two Slips and a Gully	18	12	67

Division 2				
Non Qualifying Averages	Team	P	W	%
Raymond Pirrie	The Owd Coots	18	6	33
Steven Cussell	The Owd Coots	18	5	28
Colin McGlynn	Sultans of Spin	12	4	33
Derek Rogers	Sultans of Spin	6	1	17
Jim Boyle	Sultans of Spin	2	0	0
Philip Jones	Sultans of Spin	16	0	0

Averages 2023 / 2024

Only those who have played at least 2/3 of the available matches and won at least 50% are included as qualifying averages in the handbook. In season 2023/24 the minimum requirement was 16 matches in D1, 12 matches in D2, and 14 matches in D3.

Division 3				
Qualifying Averages	Team	P	W	%
Finley Boyd	Blade Runners	20	20	100
Graeme Boyd	Blade Runners	20	20	100
Evan Robertson	Titans	22	18	82
Boyd Telfer	Double Trouble	24	18	75
Olivia Maxwell	Double Trouble	24	16	67
Theuns Wiese	Titans	22	13	59

Division 3				
Non Qualifying Averages	Team	P	W	%
Jane Shearn	The Chuckle Chums	16	6	38
Jean Campbell	The Chuckle Chums	18	4	22
Elaine Colquhoun	The Chuckle Chums	14	2	14
Flora Howie	Falcons	24	2	8
Anne Beattie	Falcons	24	1	4

Important Information

The following is a guide for all teams and players who are playing in the Dumfries Table Tennis Club League. The League Rules, from which this guide is based, are also included at the end for your information.

League Format – Divisions 1 & 2:

- Two players per team per match.
- Five ties are to be played each match (two singles, one doubles and reverse singles).
- Each tie is played to the best-of-five sets.
- One point for each tie won.
- In the event that two or more teams are tied at the end of the season, a countback based on the results between those teams involved will be used.
- Please note that players are required to hold a Club membership (either Basic or Standard) as well as pay the Table Tennis Scotland affiliation fee. Players that are on a basic membership must pay the appropriate per session fee (This can be paid up front based on the number of fixtures and can be done by cash (via the tin at the Club), card (as long as a Committee member is at the Club) or bank transfer). Club membership application forms are available on the DTTC website at <https://www.dumfriesttc.co.uk/membership/>

Cup Format – Logan Trophy:

- If there is time at the end of the season and if there is enough interest, a further cup competition will be held.
- Format is a group stage followed by crossover semi-final matches and a final.
- Two players per team per match.
- Five ties are to be played each match (two singles, one doubles and reverse singles).
- Handicap format – 21-up. Handicaps to be revised after group stages.
- Each tie is played to the best-of-three sets.
- Results based on number of matches won.
- In the event that two or more teams are tied, a countback based on the results between those teams involved will be used.
- Please note that Basic members must pay the appropriate per session fee.

Important Information Cont.

Arranging Fixtures:

- The team secretaries will be added to a league WhatsApp group by the league organiser to facilitate match organisation as well as discuss access / setting up the hall for matches.
- Please make every effort to play your games on the designated home night/week. All teams are playing out of Dumfries Table Tennis Club.
- Team secretaries are advised to contact their team members AND opponents to confirm arranged fixtures. If there are any problems regarding fixtures, please contact the team secretary who should contact the rest of the team and opponents in order to rearrange fixtures, if necessary.
- There is no rule against playing more than one match in a week, depending on hall availability. It may even be possible to play two matches in a night – this may be an idea if a cup match is to be played.
- The main league nights will be Tuesdays, Wednesdays, and Fridays which avoids coaching and open sessions though Mmatches can be played any night (or day) of the week, if absolutely necessary, depending on hall availability. It is advised that secretaries check the table chart (see below) before rearranging any fixtures.
- You may wish to arrange a match earlier in the day, e.g. at 6pm, which will free up a table for another team to play later on. The hall may also be available at the weekend. Please check hall availability with the committee before arranging a match to avoid disappointment.
- If a match is cancelled for any given week, please consider arranging a match with another team or bringing another match forward to clear a future date.
- If there is a match in the future which is unable to be played in the scheduled week due to a prearranged event e.g. exams, holidays etc, please consider bringing this match forward to keep on/ahead of schedule.
- There will be free weeks throughout the season which should also be used for rearranged fixtures.

Important Information Cont.

Arranging Fixtures Cont.:

- In the situation where there is difficulty in arranging fixtures, substitutions are allowed.
- For Division 1 & 2 teams:
 - If a substitute is a coaching member or a Club member, they can play up to four times.
 - A substitute can only play for one team during the season.
 - Matches include cup fixtures as well.
 - A substitute who is non-member a Basic member must pay the appropriate per session fee. This can be paid up front based on the number of fixtures and can be done by cash (via the tin at the Club), card (as long as a Committee member is at the Club) or bank transfer.

Table Chart:

- There is a Table Chart, located in the Club, which shows the scheduled fixtures for a given week. The scheduled fixtures are also available on the league website www.tabletennis365.com/Dumfries, however, this may not reflect any changes made on the Chart.
- The Chart also shows that the fixtures have been assigned to specific tables from 1 to 4. Please try to play on the specified table.
- It is essential that cancelled matches are crossed off the Table Chart and rearranged ones are entered on it. There's nothing worse than turning up for a match, only to discover you have no table!
- Extra tables should be left for non-match players to practice on until 9.00 p.m.
- If a match is scheduled to play earlier, e.g. 6pm, please indicate on the Table Chart which will allow other teams to consider booking the free table.

Important Information Cont.

Table Chart Cont.:

- The use of two tables per match is permitted if there are tables available has been vacated. Teams should set up the extra barriers themselves, if required.
- Tables should be set up for matches according to the table plan set out on the hall noticeboard on league nights. If you are organising matches at other times then you can chose to play on any table that suits.
- We don't expect teams to set-up the whole hall. If you are the first to arrive, just lay out what is necessary and the next teams to arrive can arrange as appropriate. If your match is not to be played on Court 1, just lay out some barriers to ensure that courts are in the right position.
- Extra tables should be left for non-match players to practice on until 9.00 p.m.
- If moving tables without wheels (the large blue ones) then it is essential that each half of the table is lifted by at least 2 people into position and not dragged as this will damage the floor. If tables need to be put away to create space, then place tables at the side of the hall out of the way. If it is a table with two separate halves, then these should be stacked FACE TO FACE so as to avoid damage to the playing surface. Do not just shove tables into a corner as this makes it difficult for others who may wish to come in and play.

The Match:

- Please note the etiquette of a match. Before the match starts, you may wish to have a knock-up with your teammate(s) or, if they have not arrived yet, another player but do aim to start the match at the agreed time.
- Before each individual tie, it is normal for the players to have a knock-up. This consists of a forehand to forehand drive rally across the diagonal and then a backhand to backhand drive rally across the other diagonal. This should last up to but no more than two minutes. The knock-up should be comfortable for both players and the aim is to not beat each other in the rally so a reasonable pace should be adopted.

Important Information Cont.

The Match Cont.:

- The umpire is usually one of the players not playing as per the scoresheet. At the start of a match the choice of serving, receiving and ends is decided by lot, usually by tossing a coin or disc having two distinct sides. Alternatively flip for odd or evens on the score card or hide the ball in your hand under the table. The umpire should ask the opposing team player to make the choice (as the umpire's team player should not be the one to choose). The player who wins the right to choose first may decide to serve or to receive first or to start playing at a particular end of the table. If he or she decides to serve or receive first his or her opponent has the right to choose an end and vice versa, so that both players have a choice to make.
- For the doubles when playing in two person teams, someone else in the hall may be willing to umpire the match if agreeable. If not, then scoring must be carried out by the teams themselves. This can be done by saying the score out loud between points or by players turning over the scorer between points. To allow for fairness, teams should alternate the responsibility of scoring for each end. If you are playing a team who is less experienced at scoring, then the more experienced team may score the whole match if this is agreed.
- Each player gets two serves each. A set is played out until a player reaches 11 points. If a set reaches 10-all, players get one serve each and must win by two clear points e.g. 12-10, 18-20 etc.
- In the deciding set, please change ends when a player reaches five points. Service continues as normal.
 - In the doubles, the order must also be changed as if changing a set (see below).
- When serving, please note that you must serve from behind AND above the table. The ball must be tossed near vertical from the flat of the palm of your hand at least 6 inches (16cm) high and struck so as to land on your side of the table and then your opponent's side of the table. The opponent must be able to see the ball throughout the whole service motion. The serve can be played in any direction.
 - If the serve clips the net but bounces on your opponent's side as if it were a legal serve, then this is called a let and the serve can be taken again with no points lost.

Important Information Cont.

The Match Cont.:

- A let can also be called if a ball comes into your court and in turn distracts either player in the middle of a rally. If your match ball goes into another live match court, you should NOT enter the court but wait for either one of the players or the umpire of the affected match to return the ball ensuring some signal to confirm it is yours e.g. a wave of your bat/hand. In this case, you should not shout 'let' as this should be left to the umpire or players from the court which has been affected.
- During a rally, there may be occasions when the ball clips the net or edge of the table and you win the point. It is courtesy to not celebrate this point but to apologise to your opponent in recognition of your good fortune – either verbally or with a gesture.
- Please also be courteous to your opponent by not excessively celebrating points. If losing, do not show your disappointment by shouting out or hitting equipment e.g. barriers, tables or bats. Also, be aware that there may be other matches being played so try not to be too noisy.
- When a match has ended, please shake your opponent's hand as well as the umpire's hand. An alternative is to give each other a high five or a simple slap of each other's hand. Due to previous CoVID guidelines, further alternatives include fist bumps, tapping of bats or simple nods of acknowledgement.

Important Information Cont.

How To Play Doubles:

- Each player must play alternate shots with their partner i.e. take turns to play a shot.
 - Example: A/B v X/Y – Order of play: A -> X -> B -> Y -> A -> X etc.
- This also determines the order of serve which must be from the right-hand court and played to the diagonal. The ball can be played anywhere after this. As per singles, each player has two serves each and it is first to 11 points in each set by two clear points. If a set reaches 10-all then it is one serve each until the required two clear points are obtained e.g. 12-10, 20-18, etc.
- In our example, at the beginning of the match, A/B decide to serve (or are nominated to serve by the opposing team) – either player can choose to serve first. Either of X/Y can choose to receive first, however, this is the only time that this can be done and so may be an important decision – choose wisely!
- In the first set, the order may be as follows:
 - A serves to X
 - X serves to B
 - B serves to Y
 - Y serves to A and the cycle repeats.
- At the change of ends for the next set, this order is reversed. As before, X/Y can now choose either player to serve, however, there is no choice of receiver as the order has already been determined at the start of the game.
- In this set, the order is now as follows:
 - X serves to A
 - A serves to Y
 - Y serves to B
 - B serves to X and the cycle repeats.
- At the change of ends for the next set, the order reverts back to the original order and as before A/B can choose their server. This repeats until a team wins the match.

Important Information Cont.

How To Play Doubles Cont.:

- If a match goes to a deciding set, then teams must change ends when either team reaches five points (or appropriate score in a handicap match). It is important to note the following:
 - The order of play must also change as if changing a set.
 - The point at which the serve is due to change.
- In our example, the set will continue as follows:
 - If A has served their first serve to X before the change of ends then their second serve will be to Y and the set continues with Y serving to B etc.
 - If A has served both serves to X before the change of ends then X will serve to A and the set continues.

Scoresheets:

- Please ensure that the Home Team is entered first on the scoresheet with their player choices made and the Away Team entered second.
- For cup matches, we also suggest writing down the handicaps for each player and the starting difference for each tie.
- Matches should be played in the order on the scoresheet. However, teams may wish to play out of order by mutual agreement given a valid reason. Please be proactive, if a player is due to turn up late do not put them first on the scoresheet allowing other matches to be played first.
- At the end of the match, completed scoresheets should be signed by both Team Secretaries (or representative players) and placed in the letter basket on the fire door in the Club.
- Match results appear in the local paper and on social media – any comments pertaining to the match, perhaps about tight matches or key results to help the write ups are appreciated and can be written as a short note on the back of the scoresheet.

Important Information Cont.

Time-outs and team discussions:

- A team (either the player or a teammate) is permitted to call one time-out per tie. Time-outs should last for no more than 1 minute.
- Players are permitted to discuss match tactics between ends with their teammate(s). Any between end discussions are permitted for up to a maximum of 1 minute only.

3* Poly (Plastic) Balls:

- Thanks to our sponsor TeeSport match balls are provided for the league. Each team will be issued with 2 butterfly R40 balls at the start of the season for use in the league. Should these be damaged or broken then new ones can be purchased from the club at the cost of £1 per ball.
- The match ball should be provided by the home team. If the home team does not have one, or theirs is not in satisfactory condition, then the away team can supply one by simple agreement. Alternatively, purchase a new one at the club as per above.
- This should be the same ball throughout the whole match. In the case that matches are played on two tables, a second 3* ball is allowed. A ball can be replaced, if it breaks – watch out for an unusual sound or bounce! If a ball is replaced then players are allowed to have small rally to get “tuned in” to the new ball.

Important Information Cont.

Cup Competitions

- Cup matches are to be played using a handicap system. Instructions are available in the Club or on the league website www.tabletennis365.com/Dumfries.

Service

- If there is an odd numbered handicap e.g. 0-1, 5-0 etc. then the first server will serve only once and then the set will continue as normal with the opponent serving twice and so on. Please remember that whoever wins the toss at the beginning of a match can choose who serves first.

Sudden Death

- PLEASE NOTE, when handicaps are in operation, if a set reaches 20-all, sudden death comes into play i.e. the next point wins. If it is a scratch game i.e. no handicap then a set must be decided by two clear points as normal e.g. 22-20, 28-30 etc.

Change of Ends

- In the final deciding set, players will change ends depending on when one of the players reaches a specific score as follows:
 - If player starts on 0 points then change ends if this player reaches 10 points.
 - If player starts on 1 or 2 points then change ends if this player reaches 11.
 - If player starts on 3 or 4 points then change ends if this player reaches 12.
 - If player starts on 5 or 6 points then change ends if this player reaches 13.
 - If player starts on 7 or 8 points then change ends if this player reaches 14.
 - If player starts on 9 or 10 points then change ends if this player reaches 15.
 - If player starts on 11 or 12 points then change ends if this player reaches 16.
 - If player starts on 13 or 14 points then change ends if this player reaches 17.
 - If player starts on 15 or 16 points then change ends if this player reaches 18.
 - If player starts on 17 or 18 points then change ends if this player reaches 19.
 - If player starts on 19 points then change ends if this player reaches 20 points.

Important Information Cont.

League Rules:

General:

- Any team wishing to join the league must pay a subscription per annum to be fixed at the AGM.
- Each team shall be represented by two or more players, each of whom is a registered Club player. No player shall play for more than one league team in the same division.
- Teams are permitted to use substitutes as follows:
 - A non-league player who is not a member of the Club may be fielded in a maximum of three matches per season. Fees shall be as agreed at the AGM.
 - A non-league player who is a member of the Club may be fielded in a maximum of four matches per season. Fees shall be as agreed at the AGM.
 - At any time during the season, up to and including February 28th, a team in a higher division may nominate two players from a lower division as substitutes. They may turn out in a maximum of four matches each but cannot play for any team other than their own and the nominated one. After February 28th, such nominations will require the prior approval of the committee.
- A team secretary must be 14 years of age or over. If all members of a team are under 14 a parent must assume this role. An adult must be present at all matches played by such a team.

Conduct of League and Matches:

- Each team shall have a stated night for home fixtures and this will be circulated to all the other teams in the league.
- Promotion and relegation shall normally be as follows: The bottom two teams in a higher division shall play off against the top two teams of a lower division. The results will determine if promotion or demotion occurs.
- Subject to Committee discretion, all new teams are to be entered in the lowest division.

Important Information Cont.

Conduct of League and Matches Cont.:

- Playing conditions shall be as follows:
 - Lighting should be at least 150 watts central and 100 watts at each end.
 - Balls to be used in matches must be 3* poly (plastic) balls and should be supplied by the home team.
 - All bats must comply with I.T.T.F. regulations.
- Starting times are as follows:
 - All matches should start no later than 7.30 pm unless by prior agreement. Visiting teams are allowed the use of the table for practice.
 - Any team unable to meet the stated date and time of the fixture must notify their opponents at least 24 hours prior to the match.
- League Format:
 - In divisions of two-person teams a match shall consist of four singles, (each team member playing both opponents) and one doubles.
 - Order of play shall be as per the scorecard, the home team filling in their order first. Play shall be continuous. All matches to be played in accordance with TTS rules.
 - One 1-minute timeout is permitted per best-of-5 match and may be called by the player or their coach at any time when a point is not in play. The player ultimately decides whether to accept the timeout and may refuse the request made to the umpire by the coach. If the player taking the timeout returns to the table before the full minute is over, the opponent must return to the table simultaneously and may not continue to consult with their coach for the full minute.
 - Coaching of a player by a teammate or nominated coach is permitted between ends during a match. Coaching advice may be given during breaks of play between points as long as there is no stoppage of play.
- Umpires shall take their turn in accordance with the order indicated on the scorecard.
- Completed scorecards, duly signed by both team secretaries, must be forwarded to the records secretary by 5.00pm on the Friday of the same week.

Important Information Cont.

Problems, Defaults and Penalties

- Protests and appeals relating to any violation of the laws of the game or rules of the League shall be lodged with the Secretary within seven days of the match. Appeals received after this period will be dismissed.
- Any team that fails to notify their opponents of match cancellation at least 24 hours prior to the match must play the match with a substitute or only with the team members that are available; the team shall forfeit the points for absent member(s).
- Any team that fails to turn up for a scheduled match within 30 minutes of the agreed start time shall forfeit the match.
- Matches to be rearranged and completed:
 - Postponed matches shall be arranged by mutual consent. If teams fail to reach an agreement, the case shall be forwarded to the Committee for a ruling.
 - All matches must be completed by the dates specified in the Fixture List.
- Points allocation as follows:
 - Teams cannot 'share' or give away points without reference to the Committee, whose decision shall be final.
 - Where a match is deemed forfeited the points shall be distributed or withheld by committee decision.
 - Points will; however, be awarded for unplayed ties when a team completes a fixture in the absence of one or two of its players.
 - In the event of any team being withdrawn from the League during the season, all the matches which have been played by that team will be declared void.

Thank you!
Please contact us for further
inquiries



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