

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL  
RULES AND REGULATIONS FOR TABLE TENNIS  
(Amended in 2008)**

**1 RULES AND REGULATIONS**

All sports and games shall be conducted:

- 1.1 according to the laws/rules established by the International Table Tennis Federation (ITTF); and
- 1.2 as governed by the Rules and Regulations of the Singapore Primary Schools Sports Council.

**2 COMPETITION ORGANISING COMMITTEE**

**2.1 COMPOSITION**

2.1.1 The Competition Organising Committee shall consist of the following :

The National Convenor,  
The Games Advisor,  
The Zone Convenors and  
Any other co-opted members deemed necessary

2.1.2 The Competition Organising Committee and the Zone Convenors are empowered to appoint sub-committees and individual members to assist in the organisation and running of the competitions as and when required.

**2.2 DUTIES**

The Competition Organising Committee shall have the following roles and responsibilities:-

- 2.2.1 to draw fixtures
- 2.2.2 to fix venues, dates and times
- 2.2.3 to arrange for equipment and facilities, and perform any other tasks for conducting the competitions
- 2.2.4 to appoint judges/referees/umpires/linesman
- 2.2.5 to incur expenditure within the allocated budget approved by the SPSSC
- 2.2.6 to select players to represent SPSSC in approved local and overseas competitions, to appoint coaches to take charge of the teams
- 2.2.7 to deal with matters pertaining to discipline, protest and other aspects of the competition; and
- 2.2.8 to source and organise coaching and officiating courses to upgrade the technical knowledge and expertise of teachers.

### 3 AGE GROUP DIVISIONS AS OF 1<sup>ST</sup> JAN 2009

#### 3.1 TEAM GAMES

3.1.1 For team games, the following age group divisions apply:

Senior Division - 13 years & Under

Junior Division - 11 years & Under

3.1.2 For team games, pupils from a lower division may opt to play for a higher division. However, once the option is made, the player must remain in that division of that particular game within the same year.

#### 3.2 INDIVIDUAL CHAMPIONSHIPS

3.2.1 For individual championships, option to participate in a higher division is not permitted. All pupils must compete in their respective age groups.

### 4 ENTRIES

4.1 Each school is eligible to enter only one team in each of the following divisions:

Boys Senior Division

Boys Junior Division

Girls Senior Division

Girls Junior Division

4.2 When Zone competitions are used as qualifying rounds for the National competitions, the top 4 teams of each division from each zone will proceed to compete in the National competitions.

4.3 All entries must be **received by** the Convenor concerned on or before the stipulated closing date.

4.4 The registration forms of players must be **received by** the Convenor concerned on or before the stipulated closing date **which will be at least three (3) working days before the commencement of the competition.**

4.5 The registration forms must include the following details:

- a) Full Name as in NRIC/Student Pass
- b) Date of birth
- c) Birth Certificate or NRIC Number or Student Pass Number
- d) Race
- e) Nationality

### 5 REGISTRATION OF PLAYERS

5.1 The minimum number of players (per team) to be registered is 8 and the maximum number is 12 for both the Zone and National competitions.

5.2 Teams, which have qualified from the Zone competitions to the National competition, may register a new team list at the time of registration.

5.3 **Only** in the event that any player(s) registered be transferred or has/have to leave school **during the preliminary rounds**, the school shall be allowed to **replace the affected player(s).**

- 5.3.1 Schools **must write in** to inform the Convenors of the **replacement at least one (1) working day before the next match.**
- 5.3.2 However, no **replacement of player** is allowed once the competition reaches the semi-final stage.
- 5.4 **If a school chooses not to register the maximum number of players allowed by the sport/game, at the time of submitting the registration form to the convenor, the school shall not be permitted to register additional players subsequently.**
- 5.5 International students can only be registered to play for their school after they have been issued with the student passes from the Immigration and Checkpoints Authority.
- 5.6 International students who are in the schools on exchange programme are not allowed to represent the school.
- 5.7 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
- 5.8 Registration constitutes representation, that is, once a pupil is registered to play for a school, he or she is deemed to have represented his or her school. Hence, the pupil is not allowed to represent another school in the same sports/games.

## 6 COMPETITION FORMAT

- 6.1 For Team Games, there must be a minimum of **three (3) registered** teams from **three (3)** different schools before a **team** competition can be organised.
- 6.2 The competitions at the preliminary rounds for Team Games shall be organised on an inter-school league. Where entries are grouped, **each group shall have a minimum of four (4) teams.**  
***(Please refer to Annex A for more info).***
- 6.3 The competition shall be conducted as follows:
- 6.3.1 The competitions at the preliminary rounds shall be organised on an inter-school league. Where entries are grouped, each group shall have a minimum of **four (4)** teams.
- 6.3.2 For zonal competitions, seeding shall be based on the top 4 placing of last year's zonal (2008) championships. When 2 groups are formed, the 1<sup>st</sup> and 4<sup>th</sup> seeds are placed in Group I and the 2<sup>nd</sup> and 3<sup>rd</sup> seeds in Group II. When 4 groups are formed, each seeded team is placed in a separate group.
- 6.3.3 After the teams have been seeded, the rest of the participating teams shall draw lots.
- 6.3.4 For national competitions, seeding shall be based on the current year's zonal (2009) championships. Each seeded team (zone champions) shall be placed in a separate group.
- 6.3.5 At the end of each round, only the best two teams from each group shall enter the next round.

6.3.6 For the semi-finals, the champion and runner-up of each group shall enter into a criss-cross competition. The winner of group I will meet the runner-up of group II and vice-versa.

6.3.7 The winners of the two semi-finals shall then play at the final to decide the champion and runner-up. The losers of the two semi-finals will play for 3<sup>rd</sup> and 4<sup>th</sup> positions.

## 7 GRACE PERIOD

7.1 Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (eg. in special cases when delay may be caused by traffic jams, etc). **However, the team concerned must contact the Convenor or his/her representative at the venue concerned to inform him/her of the delay.** Teams must abide by the decision of the Convenor or his/her representative.

## 8. MATCH LINE-UP

8.1 The **line-up for each match** should be as follows:

8.1.1 Each team may submit a fresh line-up of players before the commencement of each match.

8.1.2 The line-up of players shall be submitted to the Tournament Officials' table 10 minutes before the start of each match. No changes are allowed thereafter.

8.1.3 On the line-up form, players should use their statutory name as shown in NRIC and Registration Form.

## 9. ORDER OF PLAY

9.1 The **order of play** is as follows:

- i. 1<sup>st</sup> singles
- ii. 1<sup>st</sup> doubles
- iii. 2<sup>nd</sup> singles
- iv. 2<sup>nd</sup> doubles
- v. 3<sup>rd</sup> singles

**In instances where there is availability of tables, the matches can be played concurrently (e.g. 2<sup>nd</sup> doubles match can be played concurrently with the 3<sup>rd</sup> singles match). The Convenor has the authority to decide. The teams must abide by the decision of the Convenor.**

## 10. SUBSTITUTION

10.1 No substitution shall be allowed once play has commenced.

## **11. TIME-OUT**

11.1 One request of time-out per match by each team will be allowed during competitions. The duration of such time-outs will be one minute.

11.2 Player may take up to 1 minute break at the end of each game.

## **12. SCORING**

12.1 A game shall be won by the player or pair first scoring 11 points unless both the players or pair score 10 points, then the game shall be won by the first player or pair subsequently gaining a lead of 2 points. A match shall consist of the best of 5 games.

12.2 After 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 pair score 10 points, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

## **13. COMPLETION OF ALL MATCHES**

13.1 All matches must be played off. Any team giving a walkover on any match shall concede a 5-0 defeat.

## **14. COMPETITION BALL**

14.1 The 40 mm ball will be used.

## **15. POSTPONEMENT**

15.1 The Convenor or his representative shall, at his discretion, decide to postpone a match if he thinks the venue is unfit for play, or for any other valid reasons for which he deems a postponement is in order. Teams must abide by the decision of the Convenor or his/her representative.

## **16. WITHDRAWAL AND WALK-OVER**

16.1 Any withdrawal or walk-over is considered contrary to the spirit of the game.

16.2 Schools participating in the competition should not withdraw or give walk-over.

16.3 For each withdrawal or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the convenor within **two (2)** working days. A copy is to be sent to the Game Adviser.

16.4 In the play-off for top 4 placing, any walk-over will disqualify the team from placing

## **17. ABANDONED GAME**

17.1 The referee/umpire/match manager is required to submit a written report on an abandoned game within **one (1) working day**.

17.2 For decision on abandoned game, refer to Para 21 on disqualification.

## 18 PROTEST

- 18.1 Any clarification on points of laws/rules, must be lodged immediately by the teacher-in-charge to the referee/umpire/judge. **The decision taken by the referee/umpire/judge will be final.**
- 18.2 All protests shall be referred to the Competition Organising Committee. The protest(s) must reach the Committee within **one (1)** working day following the match to which it relates. The protest(s) must be in writing and duly signed by the principal. **All protests must also be accompanied by a protest fee of fifty-dollars (\$50).**
- 18.3 The Competition Organising Committee will deliberate on the **protest within three (3) working days.** The decision will then be made known in writing to the school concerned by the next day.
- 18.4 If the protest is upheld the protest fee will be refunded to the school concerned. If it is overruled, the protest fee will be kept by the Council.

## 19 APPEAL

- 19.1 Upon the release/disclosure of the decision of the Organising Committee, **only** schools may appeal to the Council.
- 19.2 Notice of appeal shall be lodged with the Honorary Secretary of the Zone/Main Council within **two (2) working days** on receiving the Organising Committee's Decision.
- 19.3 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final. **(Please refer to Annex B)**

## 20 SUSPENSION

- 20.1 A player suspended by any one of the following bodies is barred from participating in SPSSC/SSSC competition for that sport/game for the period of suspension:
- i. The School
  - ii. The Zone Council
  - iii. The Singapore Primary Schools Sports Council
  - iv. The National Association of the sport/game

## 21 AWARD OF LEAGUE POINTS

- 21.1 The following scoring system shall apply:
- i. 2 points for a win
  - ii. 1 point for a loss
  - iii. 0 point for conceding a walk-over

## 22 TIE IN LEAGUE POINTS

- 22.1 In the event of two or more teams of the group have gained the same number of team match points, their relative positions shall be determined only by the results of the matches between them, by considering successively the number of team match points, the ratio of wins to losses first in individual matches (for a team event), games and points as far to resolve the order.

## **23 PRIZES AND PLAQUES**

23.1 The number of prizes and plaques (for team championships only) to be awarded at the Zone and National Championship shall be as follows :

- |                              |   |  |
|------------------------------|---|--|
| 3 team/participants          | - | Prizes and plaques for 1 <sup>st</sup> & 2 <sup>nd</sup>                                     |
| 4 team/participants          | - | Prizes and plaques for 1 <sup>st</sup> , 2 <sup>nd</sup> & 3 <sup>rd</sup>                   |
| 5 or more teams/participants | - | Prizes and plaques for 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> & 4 <sup>th</sup> |

## **24 TEACHER-IN-CHARGE OF TEAM**

24.1 Each participating team must be accompanied by a teacher who shall remain with the team throughout the duration of play.

24.2 Teachers-in-charge are not allowed to interfere with the final decision taken by the referee/umpire/judge on points of laws/rules after clarification has been sought. If such interference results in disruption of any match/game, a report shall be made by the Convenor and the matter brought to the attention of the Competition Organising Committee for appropriate action.

## **25 REFEREES / UMPIRES / OFFICIALS**

25.1 For Team Games, all participating schools must provide a referee/umpire/official or make payment for a referee/umpire/official arranged by the Convenor for the preliminary rounds.

## **26 EXTERNAL INSTRUCTORS**

26.1 External instructors are expected to conduct themselves with decorum during competitions.

26.2 External instructors are not allowed to approach the game officials to query their decisions. Only teachers-in-charge are allowed to approach game officials to seek clarifications.

26.3 Schools must ensure that their external instructors adhere to the SPSSC Rules and Regulations.

26.4 External instructors who have breached any of the rules and the schools which engaged him/her, will be referred to the respective Competition Organising Committee by the respective convenors for appropriate action to be taken.

## **27 SUPPORTERS**

27.1 Schools sending supporters to any competition shall ensure that their pupils are in proper school uniform and that there is sufficient number of teachers on duty to maintain discipline.

## **28 DISQUALIFICATION**

**A school will be disqualified if it commits any of the following:**

- a) fielding overaged pupils**
- b) fielding unregistered player**
- c) fielding pupils without a valid student pass**
- d) fielding a non bona fide pupil**
- e) team/participant not accompanied by school's MOE staff**

**f) team/participant which caused the game/match to be abandoned**  
**All results involving the team which has been disqualified will be considered null and void.**

**29 ATTIRE**

29.1 All school athletes must be suitably attired in accordance with the requirement of the game/sport. The attire should bear the school colours/logo/badge or name.

**30 MATTERS NOT PROVIDED FOR**

30.1 All matters not provided for in these Rules and Regulations shall be dealt with by the respective Tournament Organising Committees.

**31 AMENDMENTS**

31.1 The Singapore Primary Schools Sports Council shall have the right to delete, add or amend the rules and regulations laid down herein.

**COMPETITION FORMAT**

6.3 The competitions at the preliminary rounds for Team Games shall be organised on an inter-school league. Where entries are grouped, **each group shall have a minimum of four (4) teams.**

**Groupings for 3 to 11 participating teams**

Number of Teams	Group A	Group B	Remarks
3 to 7 teams	3 to 7		The competition will be played in a one group round robin format. The results will be based on the final placing of the teams.  <b><u>OR</u></b> The top 2 placed teams will play-off for 1 <sup>st</sup> & 2 <sup>nd</sup> position and the 3 <sup>rd</sup> and 4 <sup>th</sup> placed teams will play-off for 3 <sup>rd</sup> & 4 <sup>th</sup> position
8 teams	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
9 teams	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
10 teams	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
11 teams	5	6	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

**Groupings for 12 to 15 participating teams**

Number of Teams	Group A	Group B	Remarks
12 teams	6	6	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	6	7	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	7	7	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	7	8	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

**OR**

Number of Teams	Group A	Group B	Group C	Remarks
12 teams	4	4	4	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
13 teams	4	4	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
14 teams	4	5	5	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
15 teams	5	5	5	Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.

**Groupings for 16 or more participating teams**

Number of Teams	Group A	Group B	Group C	Group D	Remarks
16 teams	4	4	4	4	Convenor may draw to determine the number of teams per group. Except for the seeded teams, grouping will be determined by drawing of lots. The top 2 teams from each group will advance to the next round.
17 teams	4	4	4	5	
18 teams	4	4	5	5	
19 teams	4	5	5	5	
20 teams	5	5	5	5	
21 teams	5	5	5	6	
22 teams	5	5	6	6	
23 teams	5	6	6	6	
24 teams	6	6	6	6	
25 teams	6	6	6	7	
26 teams	6	6	7	7	
27 teams	6	7	7	7	
28 teams	7	7	7	7	

**SEEDING****For two-group competition format**

The champion and the fourth teams of the preceding tournament shall be seeded in Group A. The runner-up and the third teams of the preceding tournament shall be seeded in Group B.

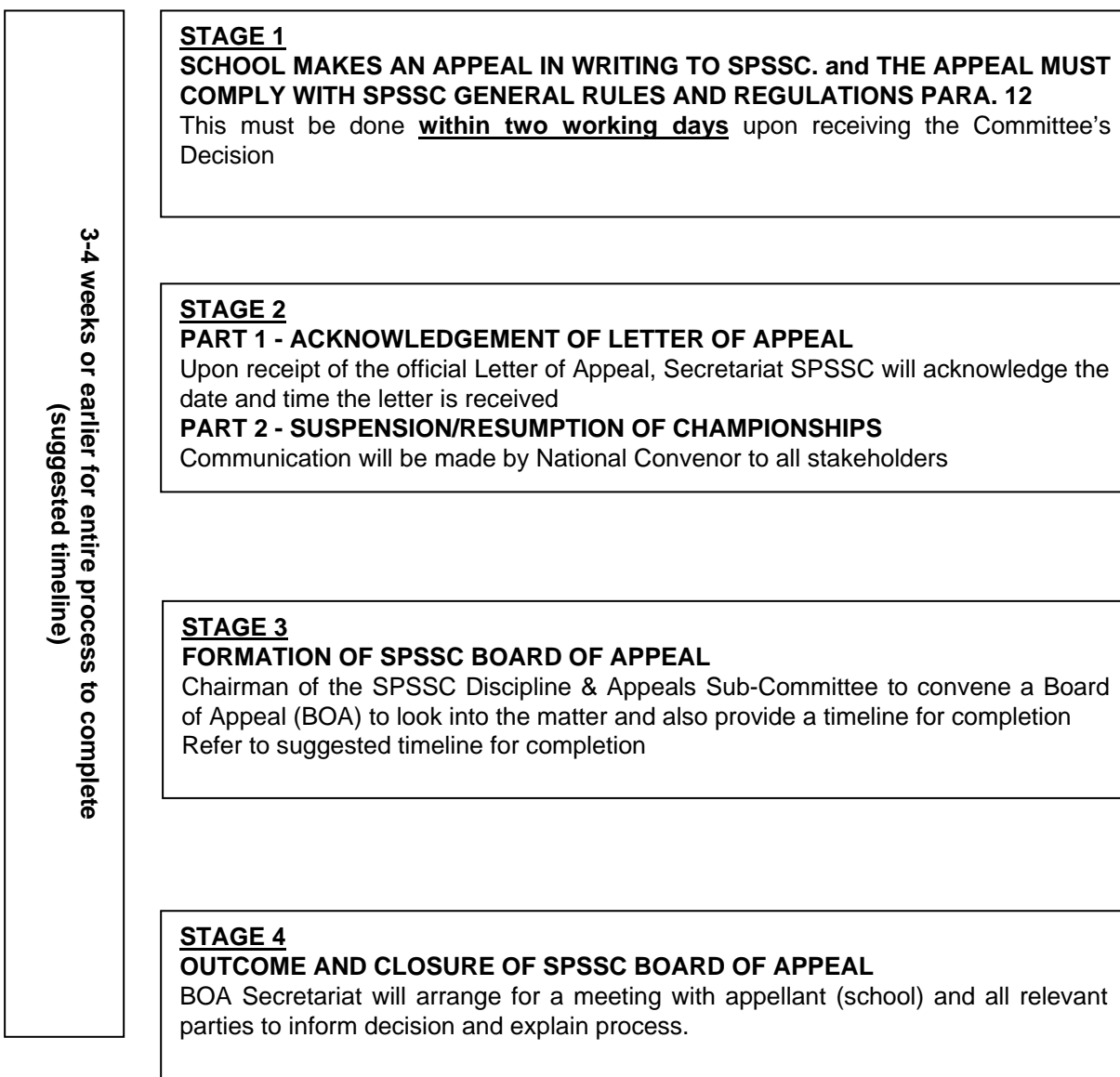
**For three-group competition format**

The champion of the preceding tournament shall be seeded in Group A, the runner-up and third placed teams in Group B and Group C respectively. In the event that one of the seeded team withdraws from the tournament, the fourth placed team of the preceding tournament will be seeded.

For four-group competition format

The champion of the preceding tournament shall be seeded in Group A, the runner-up, third placed and the fourth placed teams in Group B, Group C and Group D respectively.

**SPSSC PROCEDURE FOR APPEALS**  
**WORKFLOW**



**As in accordance with the SPSSC General Rules and Regulations under para.12, the decision of the Board of Appeal or the Standing Committee shall be absolute.**