

COMPETITION FORMAT AND SPECIFIC REGULATIONS

TABLE TENNIS – RIO 2016 PARALYMPIC GAMES

1 Paralympic competition format

1.1 Events

1.1.1 The Table Tennis Paralympic competition will consist of 4 events: men's singles, women's singles, men's teams and women's teams with 29 medal events.

Men	
Class 1	12
Class 2	15
Class 3	24
Class 4	18
Class 5	15
Class 6	15
Class 7	15
Class 8	18
Class 9	15
Class 10	15
Class 11	12
Total	174

Women	
Class 1-2	12
Class 3	18
Class 4	12
Class 5	12
Class 6	8
Class 7	8
Class 8	8
Class 9	8
Class 10	8
Class 11	8
Total	102

Men	
Class 1-2	8
Class 3	10
Class 4-5	12
Class 6-8	12
Class 9-10	12
Total	54

Women	
Class 1-3	8
Class 4-5	12
Class 6-10	12
Total	32

1.2 Singles Events

1.2.1 In each of the men's and the women's singles events there will be a maximum of 24 players, with not more than 3 players from the same National Paralympic Committee (NPC) per class.

1.2.2 Men's and women's singles will follow a round robin format in the preliminary rounds with preference given to 3 players in a group with the winner and the runner up of each group progressing to the next phase

Qualifying athletes, will then progress to the next phase which will be a knock out (single elimination) format.

1.2.3 All matches will be the best of 5 games.

1.3 Team Events

1.3.1 In each men's and women's team event, there will be a maximum of 16 teams entered.

1.3.2 A team match at the Paralympic competition is called a "contest".

1.3.3 A team consists of a minimum of 2 and a maximum of 3 players. If a player is not able to play a match due to injury he or she will forfeit the match but he or she can participate in his or her subsequent matches of the contest. If a player is not able to play (due to injury or disqualification) the team may continue the competition with a minimum of two players.

1.3.4 Each contest consists of the best 2 out of 3 matches. Each match shall be the best of 5 games. A team match shall end when one team has won 2 matches.

1.3.5 A contest consists of 1 doubles and 2 singles matches. The doubles match will be played in first.

1.3.6 For each contest, the team captain shall nominate the doubles pair and the 2 singles players before the start of the doubles match.

Order	Type	AB team	XY team
1	Doubles		
2	Single	A	X
3	Single	B	Y

1.3.6.1 Before the start of the match, the team that won the toss will choose to be either the AB team or the XY team.

1.3.6.2 After tossing and choosing AB or XY team, the captains will nominate the players for the doubles and the players in position A, B or X, Y.

1.3.7 The team competition will be a knockout (single elimination) format.

2 Draws

2.1 For singles events

2.1.1 The preliminary draw for singles events (groups) will take place in a public session, at least 2 days prior to the first day of the competition.

2.1.2 The singles knock out draw will take place in a public session as soon as the groups have finished.

2.2 For team events

2.2.1 The draw for team events will take place in a public session, at least 2 days prior to the first day of the competition.

3 Ranking lists

3.1 Individual ranking lists

3.1.1 The ITTF PTT world ranking list published on 1 January 2016 will be used to select players.

3.1.2 The ITTF PTT world rating list published on 1 September 2016 will be used to decide the seeds for the draw.

3.2 Team ranking lists

3.2.1 Once the individual selections and the host nation direct entry are determined by April 2016, the teams will be confirmed for the team events with all the NPCs with 3 or 2 players qualified for singles.

3.2.2 The team ranking will be determined by adding the rating of the top 2 players in the team, regardless of whether there are 2 or 3 players in the team.

4 Special rules for disqualification during the Paralympic Games

4.1 General principles

4.1.1 The referee shall have power to disqualify a player or a team from a match, a contest, an event or a competition for seriously unfair or offensive behaviour, whether reported by the umpire or not; as the referee does so, he or she shall hold up a red card.

4.1.2 If a player is disqualified from 2 matches of the team or the singles event he or she shall automatically be disqualified from that team or singles event.

4.1.3 The referee may disqualify, for the remainder of a competition, anyone who has twice been sent away from the playing area during that competition.

4.2 Disqualification of a player

4.2.1 A player can be disqualified from a match, from a contest, from the event or from the tournament, depending on the gravity of the offence.

4.2.2 If a member of a team is found to have committed a violation of the ITTF Anti-Doping Rules the entire team shall be disqualified from the event and any title, medal, points and prize shall be withdrawn.

4.2.3 Except for anti-doping violations, if a player is disqualified from:

4.2.3.1 a match of a contest, he or she will forfeit the match but can participate in his or her subsequent matches of the contest. The final result of the forfeited match should be n:3. (Note: n refers to the games already gained by the disqualified player.)

4.2.3.2 a contest, he or she will forfeit all the matches scheduled for him or her to play in the contest but is allowed to participate in the subsequent contests of his or her team.

4.2.3.3 2 contests or from the event, he or she will not be allowed to participate in the subsequent contests of his or her team, but the other players of the team are entitled to continue the competition.

4.2.3.4 the tournament he or she is no longer considered a member of the team. The team may continue the competition with a minimum of 2 players. The player will not be allowed to participate in any event of the tournament.

4.3 Specific rules for team events - disqualification and withdrawal of a team

4.3.1 A team may be disqualified from the tournament due to unsporting behaviour of 1 or more team members, as a result of infringing major recognized sport ethics and rules (e.g. 1 or more team members tested positive for drugs) or due to a breach of other ITTF rules.

4.3.2 A team may withdraw from the contest. The team will be considered as withdrawn from the contest, if it does not start (walkover) the first match of a contest or decides not to finish the contest. If a team withdraws from a contest, the contest will be won 2-0 by the opponent.

4.3.3 If a team is disqualified or withdraws

4.3.3.1 *before the draw*: ITTF will try to replace it with a team from another NPC that has players qualified for the singles events.

4.3.3.2.1 *during a scheduled contest*: the team will lose that contest by forfeit (the contest by 2-0, each match by 3-0 and each game by 11-0). The opposing team will advance to the next round.

4.3.3.2.2 *after the results of a contest have been approved*: the team will lose the last contest by forfeit (the contest by 2-0, each match by 3-0 and each game by 11-0). The disqualified team will not be ranked, the ranks of the remaining teams will be adjusted accordingly, and the ranks of the teams that have already finished the competition will be shifted up.

4.3.4 The public statistics presented for the above mentioned situations shall be handled according to the system described in the "Exceptional Situations Handling" section of the Paralympic Results and Information System (PRIS) document.

5 Mixed zone and Press conferences

5.1 Mixed zone

5.1.1 All players must leave the field of play through the mixed zone.

5.2 Press conferences

5.2.1 All players must attend press conferences to be held at the Competition Venue after each medal event or as warranted by an outstanding performance or at the request of an NPC, ROCOG, IPC or ITTF.

5.2.1.1 If a player does not want to take part in a press conference this will be considered as unsporting behaviour.

6 Clothing and equipment

6.1 Clothing and equipment worn or used by table tennis players and other participants in the Paralympic Table Tennis competition must comply with ITTF Rules and with the IPC Manufacturers' Trademarks Guidelines.

6.2 For the Paralympic Games, each player must have with him or her at least 2 pairs of shirts and shorts or skirts in different colours. The players participating in team events must have at least 2 pairs of shirts and shorts or skirts in different colours but all the players of the team must be dressed uniformly. The name of the player and the 3 letter code of his or her NPC must be printed on the back of each shirt.



Legend: Front of the shirt:

- The only "sponsor" logo allowed is the manufacturer's logo which has to comply with the size requirements of the IPC and it can be on either side of the shirt but this should be checked with the NPC
- The name of the player and NPC code is optional on the front but must be put on the back of the shirt
- The size of the player's name and NPC code should be no more than 1/3rd of the shirt's width – the same for the manufacturer's logo – on the front
- The font used is at the discretion of the NPC
- Minimum 3.8cm indicates there should be a space between the seam edge of the shirt and the first logo to appear





Legend: Back of the shirt:

- The name of the player and NPC code must be put on the back of the shirt
- The size of the player's name and NPC code should be no more than 1/3rd of the shirt's width
- The font used is at the discretion of the NPC
- Minimum 3.8cm indicates there should be a space between the seam edge of the shirt and the first logo to appear
- The format of the player's name can be according to national custom (2 examples are provided)

6.3 Each player must have with him or her at least 2 pairs of shirts in different colours during the clothing rehearsal to be held into the athletes' call room at a date and time to be announced.

7 Jury

7.1 Composition of the Jury

The Jury will consist of 3 representatives appointed by ITTF.

7.2 Protests and appeals

Appeals will be decided according to section 3.3.3 of ITTF Regulations for International Competitions.

7.3 Scope of responsibility and line of authority

7.3.1 Jury Chairperson

7.3.1.1 The Chairperson will chair the meetings of the Jury and schedule the duty roster of the Jury members.

7.3.1.2 The Chairperson of the Jury shall not have a vote at Jury meetings. In case of a tied vote, the Chairperson shall have the deciding vote.

7.3.1.3 The Chairperson of the Jury shall report all Jury decisions to the ITTF PTT Division. In turn, the ITTF PTT Division, through its Director of Operations & Olympic Games, shall report any sanctions to the IPC Governing Board.

7.3.2 Jury Members

7.3.2.1 At least 2 Jury members shall be on duty at all sessions of the table tennis competition.

7.3.2.2 The attendance roster shall be scheduled by the Jury Chairperson with the assistance of the ITTF Deputy Executive Director and the ROCOG Table Tennis Manager.

7.3.2.3 Jury members shall attend meetings called by the Jury Chairperson, examine appeals, determine sanctions and have the right to vote.

7.3.2.4 The quorum for the Jury shall be 2 Jury members in attendance, not counting the Chairperson (in case of a tied vote, the Chairperson shall have the deciding vote).

7.3.2.5 The Technical Delegate and Referee shall have the right to speak but not to vote.

7.3.3 ROCOG Table Tennis Manager

7.3.3.1 The ROCOG Table Tennis Manager is responsible for all organizational and logistical matters of the table tennis competition including the field of play.

7.3.4 Referees and Deputy Referees

The Referees and Deputy Referees responsibilities are according to ITTF regulations.

7.3.5 Technical Delegate

7.3.5.1 The Technical Delegate shall advise and assist the ROCOG Table Tennis Manager and the Referee in all their functions.

7.3.5.2 The Technical Delegate shall attend the Jury meeting.

7.3.5.3 The Technical Delegate shall supervise the draws and sign-off the final version of the draw and schedule.

8 Racket control procedure

8.1 Racket tests will be conducted according to ITTF procedures.

9 Clarifications

9.1 To avoid doubt, the Technical Delegate or Referee shall not be part of the Jury's deliberations if a decision under appeal was made by the Technical Delegate or Referee. The Technical Delegate or Referee shall explain the case to the Jury, but the Jury's deliberations shall take place without the presence of the Technical Delegate or Referee.

9.2 An appeal of a decision made by the Technical Delegate or Referee can only be made after the completion of a match and within 30 minutes of the conclusion of the match.

9.3 The Jury Chairperson cannot be in attendance at all times. Therefore, he or she will assign the responsibility to the 2 Jury members on duty to receive any protest or appeal. The Jury members on duty will then contact the Jury Chairperson, contact all members of the Jury (using the ITTF or ROCOG staff) and convene the Jury meeting. The Jury meeting will start when the Jury Chairperson is present.

9.4 Information regarding a sanction or disqualification of a player shall not be given to the Press until the decision is final and ready for transmission to the IPC Governing Board.

9.5 To avoid doubt, in the case that a matter is not covered by this document, then the necessary procedure will be implemented by consensus between the Technical Delegates, the ROCOG Table Tennis Manager, the Jury Chairperson and the ITTF President (or his or her designate).

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