## Technical Information for Players and Team Managers

## Competition Events

The Table Tennis competition will consist of 24 medal events.

MEN (13)
Individual Class 1
Individual Class 2
Individual Class 3
Individual Class 4-5
Individual Class 6
Individual Class 7
Individual Class 8
Individual Class9-10

Team-Class 1-2
Team-Class 3
Team-Class 4-5
Team-Class 6-8
Team-Class 9-10

WOMEN(11)
Individual Class 1-2
Individual Class 3
Individual Class 4
Individual Class 5
Individual Class 6-7
Individual Class 8
Individual Class 9
Individual Class 10

Team-Class 1-3
Team-Class 4-5
Team-Class 6-10

## Competition Format

## Individual events:

The Singles Events will consist of two stages: First stage (round robin system) and Final stage (knock-out system).

First Stage: Group Competition - Round Robin System
Priority will be given to groups of 3 players; Only the winner will proceed to the second stage:

Examples: 12 players $=4$ groups of $3-4$ players proceed to the $1 / 2$ finals
30 players $=10$ groups of $3-10$ players proceed to the $1 / 8$ finals
16 players $=4$ groups of $4-4$ players proceed to the $1 / 2$ finals
Except when there are only 2 groups: 2 players will proceed to the $1 / 2$ finals
8 players $=2$ groups of $4-4$ players (2 top players from each group) proceed to the $1 / 2$ finals

All players of the group shall compete against each other and shall gain 2 team points for a win, 1 for a loss in a played match and 0 for a loss in an unplayed or unfinished match. The players will be ranked according to the number of points gained. If two or more players are tied with the same number of the points, the ties will be decided according to the ITTF rules.

Second Stage: Will be played in K.O. system + Bronze medal competition
All matches shall be best of 5 games.

Team events: will be played in K.O. system in each class organized
Examples: 8 teams $=4 \times 1 / 4$ finals, $2 \times 1 / 2$ finals, bronze + final
12 teams $=4 \times 1 / 8$ finals, $4 \times 1 / 4$ finals, $2 \times 1 / 2$ finals, bronze + final 16 teams $=8 \times 1 / 8$ finals, $4 \times 1 / 4$ finals, $2 \times 1 / 2$ finals, bronze + final

A contest consists of two singles matches followed by a doubles match, followed, if necessary, by one or two singles matches, until a team wins three matches.
Each match shall be the best of five games.

| Order | Type | AB Team | XY Team |
| :---: | :--- | :--- | :--- |
| 1 | Single | A | X |
| 2 | Single | B | Y |
| 3 | Double | Captain chooses Double Players |  |
| 4 | Single | A | Y |
| 5 | Single | B | X |

All matches shall be best of 5 games.

## Draw

## Individual Events

## First Stage - Group Competitions (Round Robin)

To decide the seeds for the draw, the PTT World Ranking list published on 1st of July 2008 will be used. This will be the last ranking published before the draw.

The highest seeded players will be placed in the position 1 of each group with the highest ranked player in Group A, the second highest ranked player in Group B, and so on. Position 2 of each group will be drawn into the groups by hand. Rest of the players will be drawn into the remaining places of each level by computer, as follows:

M1


M2, M6, M7, M8, F1-2, F3, F4, F5,

|  | A | B | C | D |
| :---: | :---: | :---: | :---: | :---: |
| $\mathbf{1}$ | $\mathbf{1}$ | 2 | 3 | 4 |
| 2 | $(5-8)$ |  |  |  |
| Hand Draw |  |  |  |  |
| 3 | $(9-12)$ |  |  |  |
| 4 | $(13-16)$ |  |  |  |
| Computer Draw |  |  |  |  |

M3, M9-10


M4-5

|  | A | B | C | D | E | F | G | H | I | J | K | L |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |  |
| 2 | ( 19-24) |  |  |  |  |  | ( 13-18) |  |  |  |  |  | Hand Draw (6 at a time) |
| 3 | ( 25-36) |  |  |  |  |  |  |  |  |  |  |  | Computer Draw |

F6-7

|  | A | B | C | D |
| :---: | :---: | :---: | :---: | :---: |
| $\mathbf{1}$ | 1 | 2 | 3 | 4 |
| 2 | $(5$ | 6 | 7 | $8)$ |
|  |  |  |  |  |
| 3 | $(9$ | 10 | 11 | $12)$ | Computer Draw $\quad$ Draw

F8, F9, F10

|  | A | B |  |
| :---: | :---: | :---: | :---: |
| 1 | 1 | 2 |  |
| 2 | ( 3 | 4) | Hand Draw |
| 3 | ( 5 | 6) | Computer Draw |
| 4 | ( 8 | 7) | Computer Draw |

## Individual Events - Second Stage (K.O.)

Draw for the second stage will be conducted upon completion of group competition of stage 1.

Winner of Group A will be placed on the top of the upper half, and Winner of Group $B$ will be placed at the bottom of the lower half. Winner of Group C and D will be drawn into the bottom of the upper half and top of the lower half. Players from the same group will not play each other in the first round of the KO.

## Team Events:

Team Events will be played in K.O. system in each class organized.
The ITTF Regulation on Draw for Knock-Out Competitions will be observed.
If changes in team composition or withdrawal due to illness or injury, the draw will not be altered!

To decide the seeds for the draw, the World ranking list published on 1st of July 2008 will be used. This will be the last ranking published before the draw.
Seeding of the teams will be based on the total of points of the two best players

## Order of Matches for Group Competitions

If one entry from the group is to qualify, the final match will be between the entries initially ranked 1 and 2 , if two are to qualify; it is the match between those initially ranked 2 and 3 that will be in the final round. When a group contains several players who are from the same Association, the match between these players will be played in the first round.

For Group of 3 Players, only the winner to proceed to Second Stage
1-3
2-3
1-2
For Group of 4 Players, only the winner to proceed to Second Stage
For all classes except M1, F8, F9, F10
1-4
2-3
1-3
4-2
1-2
3-4

When there are only two Groups, 2 players will proceed to the Second Stage. For M1, F8, F9, F10 only

1-3
4-2
1-2
3-4
1-4
2-3

## Clothing and Equipment

Clothing and equipment worn or used by table tennis players and other participants in the Paralympic Table tennis competition must comply with ITTF Rules, with the By-Law to Rule 51 of the Olympic Charter and with the IPC Manufacture Trademarks Guidelines for the Games of the XXIX Olympiad in Beijing.

Players and other participants (including coaches and team captains) for all events (Singles and Team) must arrive the Rule 51 Area at the Waiting Area outside the FOP Entrance at least 30 minutes before the start of match for inspection of clothing, equipment and any other items to be brought into the FOP to ensure that all are according to the requirement of the Rule 51.

For the Paralympic Games, each player must have with him / her at least two shirts in significantly different colours, preferably a dark and a light colour of different colour schemes (warm and cold colours).

For Team Events, all the players of the team must be dressed uniformly with the same colours of clothing.

## Racket Control Procedure

## General procedures

Random racket control will be conducted throughout the competitions.
All tests will be conducted before the matches.
Racket Control Area is located in Room 170, adjacent to the Marshal Area.

Other than the selected players for racket control, umpires are also required to inspect the legality of the rackets before start of each match for thickness, gloss, flatness, authorization of coverings, and any other compliance of racket legality.

If a racket fails the test or during the pre-match inspection, the player has to play with another racket, which also has to be tested. Matches should not be delayed due to replacement of rackets. The Referee shall decide which action to be taken.

If a player fails more than one glue-test is liable to be disqualified from the competition.

Glue testing will be carried out using the normal Draeger tube system and the thickness will be tested using the loop magnification system.

## Singles events

The players or their coaches must submit the rackets to be tested 30 minutes before the match's scheduled starting time; after this test, the rackets shall not be re-glued. The rackets will be given to the umpires, who will give them back to players just when the players come on to the court immediately before the match commences.

If a player has to change a tested racket during play because it was accidentally damaged, then the new racket shall also be tested. The test will be conducted once the match is finished.

All players are liable to be tested and no advanced notice needs to be given. Matches to be tested shall be randomly drawn by the Racket Control Panel and supervised by the Referee, who may, at any time, choose any other match to be tested.

## Team events

In the Team events, racket tests will be conducted minimum in one of the singles matches, in contests randomly selected. The captains shall be informed which of the singles match will be tested after the umpires have received the exact nomination of players for positions A, B or X, Y. The Referee has the right to request a test on more than one single match of the contest.

The players or their coaches must submit the rackets to be tested, at latest before the previous match's scheduled on the contest starts; after this test, the rackets shall not be re-glued. The rackets will be given to the umpires, who will give them back to players just when the players come on to the court immediately before the match commences.

## Gluing of Rackets

Gluing of rackets is confined to the Racket Gluing Area, which is near the athletes' entrance. Gluing in any other places in the venue is not allowed, and disciplinary action may be taken against the offending player/team by the Referee.

## Special rules for disqualification during the Paralympic Games

## General principles

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 he does so he shall hold up a red card.

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

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

## Disqualification of a player

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.

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.

Except for anti-doping violations:

- if a player is disqualified from a match of a contest, he will forfeit the match but can participate in his subsequent matches of the contest. The final result of the forfeited match should be n : 3 or 4 . (Note: n refers to the games already gained by the disqualified player; 3 or 4 refer to the number of games necessary to win the match in Team or Singles competitions.)
- if a player is disqualified from a contest, he will forfeit all the matches scheduled for him to play in the contest but is allowed to participate in the subsequent contests of his team.
- if a player is disqualified from two contests or from the event, he will not be allowed to participate in the subsequent contests of his team, but the other players of the team are entitled to continue the competition.

If a player is disqualified from the tournament he is not longer considered a member of the team. The team may continue the competition with two or three players. The player will not be allowed to participate in any event of the tournament.

## Disqualification and withdrawal of a team

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

## Checking-In

Players are required to arrive the Marshal Area in Room 170 of the PKG for ball selection, shirt colour inspection and racket control 60 minutes prior to start of competition for Single Class Events; and 90 minutes for Team Events.

## Technical Meeting

Technical meeting for all Teams will take place on Friday, $5^{\text {th }}$ September in Room 162 of the PKG at 14:00, and be followed by Draws for Singles and Teams at 16:00.

Competition Schedule

| Day 1 Sunday:(07/9) |  |  |  |
| :---: | :---: | :---: | :---: |
| Session TT01 | Start: 10:00 | End: 14:40 | PKG |
| 10:00-10:40 | MS-7 round 1 |  |  |
| 10:40-11:20 | MS-6 round 1 |  |  |
| 11:20-12:00 | MS8 round 1 |  |  |
| 12:00-12:40 | WS-4 round 1 |  |  |
| 12:40-13:20 | WS-5 round 1 |  |  |
| 13:20-14:00 | WS-6-7 round 1; WS-8 round 1 |  |  |
| 14:00-14:40 | WS-9 round 1; WS-10 round 1 |  |  |
| Session TT02 | Start: 16:00 | End: 21:20 | PKG |
| 16:00-16:40 | MS-1 round 1; WS-1-2 round 1 |  |  |
| 16:40-17:20 | MS-2 round 1 |  |  |
| 17:20-18:00 | MS-4-5 round 1 |  |  |
| 18:00-18:40 | MS-4-5 round 1; WS-3 round 1 |  |  |
| 18:40-19:20 | WS-4 round 2 |  |  |
| 19:20-20:00 | MS-9-10 round 1 |  |  |
| 20:00-20:40 | MS-3 round 1 |  |  |
| 20:40-21:20 | MS-3 round 1; MS-9-10 round 1; WS-8 round 2 |  |  |
| Day 2 Monday:(08/9) |  |  |  |
| Session TT03 | Start: 10:00 | End: 14:40 | PKG |
| 10:00-10:40 | WS-5 round 2 |  |  |



| 12:15-13:00 | MS-6 1/2 Final; MS-7 1/2 Final;MS-8 1/2 Final; MS-9-10 1/2 Final |  |  |
| :---: | :---: | :---: | :---: |
| Session TT08 | Start: 16:00 | End: 21:15 | PKG |
| 16:00-16:45 | WS-1-2 Final \& Bronze Medal |  |  |
| 16:45-17:30 | WS-3 Final \& Bronze Medal |  |  |
| 17:30-18:15 | WS-4 Final \& Bronze Medal |  |  |
| 18:15-19:00 | WS-5 Final \& Bronze Medal |  |  |
| 19:00-19:45 | WS-10 Final \& Bronze Medal |  |  |
| Day 5 Thursday:(11/9) |  |  |  |
| Session TT09 | Start: 10:00 | End: 14:30 | PKG |
| 10:00-10:45 | MS-1 Final \& Bronze Medal;MS-3 Final \& Bronze |  |  |
| 10:45-11:30 | WS-6-7 Final \& Bronze Medal; WS-8 Final \& Bronze Medal |  |  |
| 11:30-12:15 | MS-7 Final \& Bronze Medal; WS-9 Medal Ceremony |  |  |
| Session TT10 | Start: 16:00 | End: 22:45 | PKG |
| 16:00-16:45 | MS-4-5 Final \& Bronze Medal |  |  |
| 16:45-17:30 | MS-6 Final \& Bronze Medal |  |  |
| 17:30-18:15 | MS-2 Final \& Bronze Medal |  |  |
| 18:15-19:00 | MS-8 Final \& Bronze Medal |  |  |
| 19:00-19:45 | MS-9-10 Final \& Bronze Medal |  |  |
| Day 6 Friday (12/9) |  |  |  |
| Rest |  |  |  |
| Day 7 Saturday:(13/9) |  |  |  |
| Session TT11 | Start: 10:00 | End: 15:00 | PKG |
| 10:00-12:30 | MT-9-10 1/8 Final; MT-4-5 1/8 Final |  |  |
| 12:30-15:00 | MT-1-2 1/4 Final; FT-4-5 1/8 Final |  |  |
| Session TT12 | Start: 16:30 | End: 21:30 | PKG |
| 16:30-19:00 | MT-3 1/4 Final;WT-6-10 1/8 Final |  |  |
| 19:00-21:30 | MT-6-8 1/8 Final; WT-1-3 1/4 Final |  |  |
| Day 8 Sunday:(14/9) |  |  |  |
| Session TT13 | Start: 10:00 | End: 15:00 | PKG |
| 10:00-12:30 | MT-9-10 1/4 Final; WT-6-10 1/4 Final |  |  |
| 12:30-15:00 | MT-6-8 1/4 Final; WT-6-10 1/4 Final |  |  |
| Session TT14 | Start: 16:30 | End: 21:30 | PKG |
| 16:30-19:00 | WT-6-8 1/2 Final; MT-3 1/2 Final; WT-4-5 1/4 Final |  |  |
| 19:00-21:30 | MT-4-5 1/2 Final; MT-6-8 1/2 Final; MT-1-2 1/2 Final;WT-1-3 1/2 Fina |  |  |
| Day 9 Monday:(15/9) |  |  |  |
| Session TT15 | Start: 10:00 | End: 15:00 | PKG |
| 10:00-12:30 | WT-4-5 1/2 Final; MT-9-10 1/2 Final; |  |  |
| 12:30-15:00 | WT-6-10 Final \& Bronze Medal; MT-3 Final \& Bronze Medal |  |  |
| Session TT16 | Start: 16:30 | End: 20:45 | PKG |
| 16:30-19:30 | WT-1-3 Final \& Bronze Medal; MT-1-2 Final \& Bronze Medal |  |  |
| Day 10 Tuesday:(16/9) |  |  |  |
| Session TT17 | Start: 10:00 | End: 15:00 | PKG |
| 10:00-12:30 | WT-4-5 Final \& Bronze Medal |  |  |


|  | MT-4-5 Final \& Bronze Medal |  |  |
| :---: | :---: | :---: | :---: |
| Session TT18 | Start: 16:30 | End: $22: 45$ | PKG |
| 16:30-19:00 | MT-6-8 Final \& Bronze Medal |  |  |
| 19:00-21:30 | MT-9-10 Final \& Bronze Medal |  |  |

Notes: MS-Men's Singles; WS-Women’s Singles; MT-Men's Teams; WT-Women's Teams

## Cindy Leung

ITTF Referee

