



## ROMP 20 (Table Tennis) TECHNICAL RULES AND REGULATIONS (Accurate as of March 2020)

### 1 Rules and Regulations

- 1.1 The tournament shall be administered in accordance with the ROMP 20 (Table Tennis) Rules and Regulations.
- 1.2 The Competition will be conducted present rules & regulations governing the games as adopted by the International Table Tennis Federation (ITTF).

### 2 Player Eligibility

- 2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens with the following identification that are valid:

- Student's Pass;
- Long Term Pass;
- Dependent's Pass;
- Work Permit;
- S Pass;
- Employment Pass or
- Passport

- 2.2 All Teams are only allowed one national/ex-national in the team.

\*National player refers to anyone who has been selected to represent the national team in any competition in the past 3 years.

### 3 Registration

- 3.1 All Teams are required to pay a registration fee for their participation.

Category	Registration Fees
Men's U15	\$60
Women's U15	\$60
Men's Open	\$90
Women's Open	\$90

CONTACT:  
Harvest Care Centre

165 Sims Avenue, #04-02  
Singapore 387606

Tel: 6494 2780  
Fax: 6547 8843

Email: [enquiry@harvestcare.org.sg](mailto:enquiry@harvestcare.org.sg)



- 3.2 All players are to submit the registration and indemnity forms. All fields in the forms must be filled up unless stated otherwise. Registration will not be accepted if forms are ***incomplete*** or if ***payment has yet to be received***.

*\*Players under age of 21 are required to get the consent of their parent/legal guardian by completing part B of the personal particulars form.*

- 3.3 Reporting details on event date will be communicated to the respective Captains via the contact details indicated in the registration forms.
- 3.4 There will be a mandatory Captains' Briefing whereby the date and venue will be communicated to the respective captains nearer the actual event date.

#### **4 Captain's Duties**

- 4.1 The team captain will be the sole spokesperson for his/her team.
- 4.2 Another player within the team can be designated as the team captain if the team captain is not able to participate during the match day. However, the responsibility still lies with the team captain specified in the registration form to ensure the stand-in is properly briefed.
- 4.3 Questions, complaints or any other comments regarding the game/s shall be taken up with the Umpire.
- 4.4 Captains are to ensure that teams are present at the holding area before their scheduled match time, even if the earlier/ongoing games are delayed.

#### **5 Team Composition**

- 5.1 Each team must have minimum four (4) and maximum six (6) players in their roster and be registered as a team.

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5.2 The age eligibility of the respective categories is as follows:

Category	Age	Registered Team Size	
		Min	Max
Men's U15	≥ 9 and ≤ 15 yrs old	4	6
Women's U15	≥ 9 and ≤ 15 yrs old	4	6
Men's Open	≤ 35 yrs old	4	6
Women's Open	≤ 35 yrs old	4	6

5.3 The age of participants eligible to participate will be taken according to the age for that year without considering the month and day.

## 6. Reporting

6.1 Participants must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at the point of registration. Failing which, he/she will not be allowed to compete in the tournament.

6.2 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along and produce one of the following valid passes:

- Student's Pass;
- Long Term Pass;
- Dependent's Pass;
- Work Permit;
- S Pass;
- Employment Pass or
- Passport

6.3 Team Captains shall undertake to submit their players' identifications and ensure that the players playing on court are actually the players whose identity cards are submitted. Teams that do not comply will be disqualified from the competition, applicable even post-competition.

## 7. Tournament Format

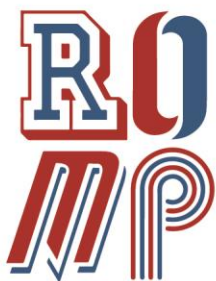
7.1 The tournament shall consist of a group phase and a knock-out phase.

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7.1.1 During the captains' briefing, lots will be drawn to determine which group the respective team belongs to in the group phase. Fixtures for the tournament will be prepared by the Organizers and the fixtures shall be given to all team captains before the tournament starts.

7.1.2 The Organizers reserve the right to alter the match time or tournament format at any point of time depending on the number of participating teams.

7.1.3 Each player is only eligible to play one singles or doubles game in a match.

## 7.2 Group Phase

7.2.1 Teams will be playing using a round-robin format at group phase. The winners and first runner-up of each group will advance to the knock-out phase.

7.2.2 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

NB: If a team concedes a walk-over on a tie, the opposing team shall be deemed to have 6 points in the group ranking equivalent to winning 3 games at (11– 0) in each game.

7.2.3 If two or more teams of the group have gained the same number of group ranking points, their ranking shall be determined by the results of the head-to-head ties between them, by considering the following in this order of sequence:

- i. the numbers of group ranking points,
- ii. the differences between wins and losses first in ties,
- iii. games
- iv. points

as far as is necessary to resolve the order, with greater difference ranked higher. If at any point, the results of the head-to-head ties among the involved teams still leave two teams equal, the winner of the tie between them will be ranked higher.

7.2.4 If Rule 7.2.3 still leaves two or more teams equal, ranking order will be established by the drawing of lots.

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## 8 Match Composition

8.1 Each match consists of a total of 3 games:

<u>Game</u>	<u>Men's/Women's Categories</u>
#1	Singles (Male/Female)
#2	Singles (Male/Female)
#3	Doubles (Male/Female)

8.2 Each individual match consists of best of 3 sets of 11 points during the round-robin group phase, and best of 3 sets of 11 points during the knockout phase.

8.2.1 The results of each team match shall be based on the best of 3 individual matches. Once a team has won 2 individual matches, that team shall be declared the winner. However, the remaining individual matches will still have to be played and the results will be recorded for purpose of the eventual ranking of teams in a round- robin group.

### 8.3 Walkover

8.3.1 A team shall be conceded a walkover if the team fails to report within one (1) minute from the start of the game time.

8.3.2 A team shall concede a walkover if they fail to register and be present at the scheduled time of play, this also applies if the team registered late and do not make it in time for their first game. (Teams are encouraged to register early to avoid a walkover).

8.3.3 If the line-up form has not been submitted after the final reminder by the organizing committee, a walkover is awarded to the other team.

## 9 Tournament Rules

### 9.1 Definitions

9.1.1 A *rally* is the period during which the ball is in play.

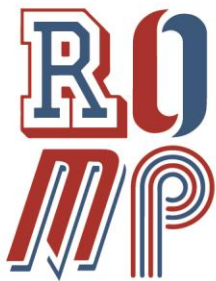
9.1.2 The ball is *in play* from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until the rally is decided as a let or a point.

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- 9.1.3 A *let* is a rally of which the result is not scored.
- 9.1.4 A *point* is a rally of which the result is scored.
- 9.1.5 The *racket hand* is the hand carrying the racket.
- 9.1.6 The *free hand* is the hand not carrying the racket; the free arm is the arm of the free hand.
- 9.1.7 A player *strikes* the ball if he or she touches it in play with his or her racket, held in the hand, or with his or her racket hand below the wrist.
- 9.1.8 A player *obstructs* the ball if he or she, or anything he or she wears or carries, touches it in play when it is above or travelling towards the playing surface, not having touched his or her court since last being struck by his or her opponent.
- 9.1.9 The *server* is the player due to strike the ball first in a rally.
- 9.1.10 The *receiver* is the player due to strike the ball second in a rally.
- 9.1.11 The *umpire* is the person appointed to control a match.
- 9.1.12 Anything that a player *wears or carries* includes anything that he or she was wearing or carrying, other than the ball, at the start of the rally.
- 9.1.13 The *end line* shall be regarded as extending indefinitely in both directions.
- 9.2 The Service
- 9.2.1 Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- 9.2.2 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- 9.2.3 As the ball is falling, the server shall strike it so that it touches first his or her court and then touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.

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9.2.4 From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry.

9.2.5 As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net. The space between the ball and the net is defined by the ball, the net and its indefinite upward extension.

9.2.6 It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he or she complies with the requirements of the Laws, and either may decide that a service is incorrect.

9.2.6.1 If either the umpire or the assistant umpire is not sure about the legality of a service he or she may, on the first occasion in a match, interrupt play and warn the server; but any subsequent service by that player or his or her doubles partner which is not clearly legal shall be considered incorrect.

9.2.7 Exceptionally, the umpire may relax the requirements for a correct service where he or she is satisfied that compliance is prevented by physical disability.

### 9.3 The Return

9.3.1 The ball, having been served or returned, shall be struck so that it touches the opponent's court, either directly or after touching the net assembly.

### 9.4 The Order of Play

9.4.1 In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.

9.4.2 In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

### 9.5 A Let

9.5.1 The rally shall be a let:

#### CONTACT:

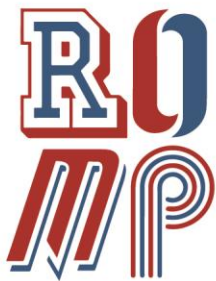
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- 9.5.1.1 if in service the ball touches the net assembly, provided the service is otherwise correct or the ball is obstructed by the receiver or his or her partner;
- 9.5.1.2 if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his or her partner attempts to strike the ball;
- 9.5.1.3 if failure to make a service or a return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
- 9.5.1.4 if play is interrupted by the umpire or assistant umpire;
- 9.5.2 Play may be interrupted
  - 9.5.2.1 to correct an error in the order of serving, receiving or ends;
  - 9.5.2.2 to introduce the expedite system;
  - 9.5.2.3 to warn or penalize a player or adviser;
  - 9.5.2.4 because the conditions of play are disturbed in a way which could affect the outcome of the rally.
- 9.6 A Point
  - 9.6.1 Unless the rally is a let, a player shall score a point
    - 9.6.1.1 if an opponent fails to make a correct service;
    - 9.6.1.2 if an opponent fails to make a correct return;
    - 9.6.1.3 if, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;
    - 9.6.1.4 if the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;
    - 9.6.1.5 if the ball, after being struck by an opponent, passes through the net or between the net and the net post or between the net and playing surface;

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- 9.6.1.6 if an opponent obstructs the ball;
- 9.6.1.7 if an opponent deliberately strikes the ball twice in succession;
- 9.6.1.8 if an opponent strikes the ball with a side of the racket blade whose surface does not comply with requirements;
- 9.6.1.9 if an opponent, or anything an opponent wears or carries, moves the playing surface;
- 9.6.1.10 if an opponent, or anything an opponent wears or carries, touches the net assembly;
- 9.6.1.11 if an opponent's free hand touches the playing surface;
- 9.6.1.12 if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
- 9.6.1.13 as provided under the expedite system (9.11).

#### 9.7 A Game

- 9.7.1 A game shall be won by the player or pair that scores 11 points first. However, if both players or pairs score 10 points, the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

#### 9.8 A Match

- 9.8.1 A match shall consist of the best of any odd number of games. (See 8.2 for the format of the tournament)

#### 9.9 The Order of Serving, Receiving and Ends

- 9.9.1 The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
- 9.9.2 When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.

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- 9.9.3 After each 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 pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- 9.9.4 In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him or her in the preceding game.
- 9.9.5 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
- 9.9.6 The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
- 9.9.7 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.
- 9.10 Out of Order of Serving, Receiving or Ends
- 9.10.1 If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
- 9.10.2 If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
- 9.10.3 In any circumstances, all points scored before the discovery of an error shall be reckoned.

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#### 9.11 The Expedite System

9.11.1 Except as provided in 9.11.2, the expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.

9.11.2 The expedite system shall not be introduced in a game if at least 18 points have been scored.

9.11.3 If the ball is in play when the time limit is reached and the expedite system is due to come into operation, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted; if the ball is not in play when the expedite system comes into operation, play shall resume with service by the player who received in the immediately preceding rally.

9.11.4 Thereafter, each player shall serve for 1 point in turn until the end of the game, and if the receiving player or pair makes 13 correct returns in a rally the receiver shall score a point.

9.11.5 Introduction of the expedite system shall not alter the order of serving and receiving in the match, as defined in 9.9.6.

9.11.6 Once introduced, the expedite system shall remain in operation until the end of the match.

### 10 **Conduct of the Game**

10.1 The game shall be played in the spirit of fair game.

10.2 Any form of cheating, rough play (pulling of shirts, pushing, hacking, tripping etc), and unsporting behavior, use of vulgarities and/or intentional breaching of any game rules will not be tolerated.

10.3 Continuous misconduct/flagrant/intentional fouling will result in immediate dismissal of the player or team in question for the current game and/or all remaining games. This will be done at the discretion of the organising committee. Fighting will not be tolerated under ANY circumstances and will result in immediate disqualification. Team disqualified under such circumstances will not be refunded.

10.4 In the case of violence, the player(s) involved will be banned from further participation in the tournament.

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10.5 Teams and supporters are to respect the decisions of the Umpire. Umpire's decision shall be final.

## **11 Substitutions**

11.1 Substitution of players after the submission of the team line up form is strictly prohibited except for the following:

- Injury during warm up prior to the game
- Emergency which requires immediate attention prior to the game

## **12 Equipment and Attire**

12.1 The Organizers shall decide on the tournament table tennis balls to be used.

12.2 3-Star size 40+ white balls will be used. White playing attires are not allowed. Long pants, track pants and jockey cap should not be worn in a match unless the Tournament Referee permits.

12.3 All Team Managers, Assistant Team Managers, Coaches, captains and participants must be appropriately attired for the matches. Participants shall preferably wear non-marking shoes during the tournament.

12.4 All doubles players from the same team are encouraged to be in uniformed attire throughout their individual match.

12.5 It is the responsibility of each player to ensure that the racket coverings are attached to their racket blade with adhesives that do not contain harmful volatile solvents. Random tests may be carried out and any player whose racket is found to contain such solvent is liable to disqualification from the tournament.

*\*\*The rules and regulations are correct and updated at the time of print.  
It is subject to change at the discretion of the Organizers*

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