

JOMAKTIF Table Tennis League_2019 (Season 2)

FAQ		
1	JATTL	<p>JOMAKTIF Table Tennis League (JATTL) represents a New-Generation of table tennis players in Malaysia.</p> <p>We believe in bringing and developing table tennis for EVERYONE at grass-root community level. In sync with this philosophy, we welcome anyone (at any age) to join our weekly Table Tennis League:</p> <p>From first time/beginner players to Elite/National Champions and even Professionals.</p> <p>Live an active, healthy and passionate lifestyle with the sports of TT. Register TODAY ... and enjoy our Table Tennis Leagues.</p>
2	Team League	The League consists of Teams of Minimum Four (4) Players, male or female & Maximum Eight (8) Players.
3	Player Category	Open (Any Ages) & Player's Skills Rating @ 1) Beginner 2) Intermediate 3) Advance
4	Venue	All Matches will be played at Approved TT/Community/Sports Centers or Clubs nearest to you.
5	Schedule	Meet on Thursdays (7:00 to 10:00PM) and/or Sundays (3:00 to 6:00PM). The League lasts for 12 Weeks and ends on a definite period with a celebration and awards giving.
6	League Period	1 st September 2019 - 30 th November 2019
7	Awards	Prizes shall include Medals/Sports merchandise or Pro-shop gift vouchers for the following: League Champions - Teams with the 1 st 2 nd & 3 rd Ranking position at the end of the League.
8	Cost	RM 100.00 per Team, full 12-weeks season.
9	Participation	Sign-up by way of On-line Registration and Payment of Fees.
10	Team's Player List	<p>a) The Final Team's Player's List inc. Reserves with full details must be submitted to JATTL's Organizer before the Closing Date of Registration. Incomplete or late submission of Registration after the closing date may not be accepted;</p> <p>b) Each Team shall have registered Players of similar Skills Category eg. Beginners, Intermediate or Advance with Rating Assessment.</p> <p>c)</p>
11	Team Name	Each Team shall be "NAMED" appropriately and a TEAM CAPTAIN be appointed from any of the Min. Four (4) Team Players as part of Registration.
12	Format of Play	<p>a) Each Team shall play up to Six (6) other Team Matches i.e. Home & Away during a season;</p> <p>b) Each Team Match consist of Two (2) Doubles and Three (3) Singles;</p> <p>c) S-D-S-D-S shall be the order of play;</p> <p>d) A game of 11 points; best of 5 games wins;</p> <p>e) Each Player is permitted to play a Max. Two (2) Games i.e. One (1) Single & One (1) Doubles;</p>

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13	Rules & Procedures	<p>a) <u>Regulation</u>: The JATTL League will be held under ITTF regulations and the current Table Tennis Laws where the ITTF Handbook will be used as the authority.</p> <p>b) <u>Racket/Bat</u>: Every Player shall be responsible for their own TT racket/bat/paddle in conformance to ITTF's racket rule;</p> <p>c) <u>Balls</u>: The League's White 3-STAR D40+ plastic balls shall be provided by the HOME Team;</p> <p>d) <u>Score Sheets</u>: To be obtained from the Organizer via on-line. The HOME Team will supply the Master Score sheet and pen to fill out throughout each Team matches. The Home Team Captain shall have the honour to first fill in the Player's Name List before handing over to the Visiting Team Captain to fill-up, prior to start of the Games. There shall be no changes to the Player's List once the Games have started. All score sheets shall be kept clean and clearly recorded.</p> <p>e) <u>Responsibilities of HOME Team Each Week</u>: The HOME Team is responsible for forwarding Score Sheets to the Organizer via On-line. Score Sheets must be filled out completely, giving full surnames of players, correct adding up of games, points, players individual performances. In the event there is an error, the Captains of the Home and Away teams will be contacted in order to provide an accurate recollection of the result in question;</p> <p>f) <u>Dress Code</u>: Playing clothing must satisfy the conditions specified in Chapter 3.2.2 of the ITTF Handbook;</p> <p>g) <u>Starting Time of Matches</u>: Starting times for League matches is as per Scheduled or earlier by mutual agreement by Team Captains. If by unforeseen circumstances a member / members of a team will be late, then matches should be played out of sequence until they are able to be played in sequence again (i.e. the missing member / members become available). If after the completion of all matches that could be played and a member / members of a team is / are still missing, then and only then after a Fifteen (15) minutes waiting period should the remaining matches be considered a walkover at the discretion of the appointed match referee / consulting official. A player who has commenced playing a scheduled match cannot be substituted at any time during that scheduled match;</p> <p>h) <u>Finishing Time of Matches</u>: It is expected team matches will be completed as per Scheduled. It should be expected that teams should use an extra table should one become available in order to finish matches on time;</p> <p>i) <u>Warm-up Time/Practice Period</u>: Players are entitled to practice on the match table for up to 2 minutes immediately before the start of a match but not during normal intervals;</p> <p>j) <u>Intervals</u>: Play shall be continuous throughout a match except that a player is entitled to:</p> <ul style="list-style-type: none"> • An interval of up to 1 minute between successive games (i.e. at the end of each game); and • Brief intervals for toweling after every 6 points from the start of each game and at the change of ends (when one player reaches 5 points first) during the last and deciding game; <p>k) <u>Timeout Rule</u>: This applies to all Player Categories. Each player / pair (in doubles) may claim one time-out period of up to one minute during each match;</p> <p>l) <u>Advice</u>: Regulations regarding players receiving advice must satisfy the conditions specified in Chapter 3.5.1 of the ITTF Handbook. This is including but not limited to: 'Players may receive advice from anyone authorized to be in the playing area (i.e. their team)' and 'Players may receive advice at any time except during rallies provided the continuity of play is not affected';</p>

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13	Rules & Procedures (Con't)	<p>m) <u>Team Walkovers</u>: Teams giving walkovers are expected to notify their opponents as early as possible. In the event of a walkover the team receiving the walkover shall forward the score sheet within the specified time indicating that a walkover has been given to the team named on the score sheet (Individual names of winning teams must be filled in). A FINE of RM30.00 for each and every offense shall be imposed before the next round;</p> <p>n) <u>Player Fill-Ins</u>: A Max. of one (1) player fill-in or replacement is allowed at any match, subject to a valid reason and prior notification/consent from the other opposite Team. Teams requiring fill-in players are responsible to find a suitable fill-in player;</p> <p>o) <u>A Team Player</u>: Players can only play for one team per night;</p> <p>p) <u>Appeals</u>: A team wishing to lodge an appeal (against a result, fill-in or decision) must do so in writing to the Organizer within 48 hours after the conclusion of the team match the team is appealing against. The aim of this condition is so that matches can still be played without disruption. The organizing committee will have final discretion and will take appropriate action if necessary. In addition, an appeal must satisfy the conditions specified in Chapter 3.3.3 of the ITTF Handbook. The decision of the organizing committee will be final;</p> <p>q) <u>Count Backs</u>: If at the completion of the final round, two Teams finish equal, then a count back of games won over games lost will be undertaken. If Teams are still equal then a count back on points won, over points lost, will be undertaken;</p> <p>r) <u>Match Disruptions</u>: If any match is unable to be finished due to unavoidable circumstances (fire, light failure, etc.) the following rule shall apply – “If any game is in progress at the time of match disruption the player leading at the time of the disruption shall be awarded the match. Any un-played matches shall be evenly divided and all matches already played shall stand.” Examples – consider Team A/B/C versus Team X/Y/Z</p> <ul style="list-style-type: none"> • Player A is leading against Player X in the first game 5-4. Player A would be awarded the match. • It is 0-0 in the third game where Player B has won 2 games to Player Y who has 1. Player B would be awarded the match. • It is 0-0 in the first game against Player C and Player Z. This would be regarded as an un-played match and thus will be in the pool of matches to be evenly divided between A/B/C and X/Y/Z. <p>s) <u>Match Umpire</u>: The umpire for each game must be mutually agreed upon, and the scoring be generally undertaken alternately.</p>
14	Team Fixtures & Results	Please visit our <i>JATTL</i> Table Tennis' Website: TABLETENNIS.JOMAKTIF.COM i.e. League Page for more information about the Teams, Draw and Fixture.
15	Neutral Venue	If your Home venue is hosted at a place of Worship i.e. surau, mosque, church, temple, etc. At the request of the visiting Team, Captains of both teams may mutually discuss and agree to play those designated home games at a neutral TT Arena. It is advisable for the visiting Team Captain to communicate such neutral venue request at least 3 days prior to the designated match day. Any costs/expenses as a result of the change of venue shall be mutually agreed by both Team Captains beforehand.
16	Match Postponement	Any Team that initiates a request for postponement of fixtures must give prior notice with a valid reason eg. Sudden unavailability of TT Venue (at least 3 days before the scheduled match day) and obtain the consent of the opposite Team. The initiating Team is required to initiate dialogue and mutually confirm the new match date within the next 1 week. Failing which, a walkover shall be declared to the said Team which initially requested for such postponement.

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17	End of League	The End or closing of League shall be <u>30th November 2019</u> . All matches inc. any earlier postponed games must be played with submitted scores before the scheduled dateline. Failure to do so would result in a walkover by the defaulting Team.
18	Any Disputes	In the event of any question(s) arising, not provided for in these Rules, such questions shall be referred to JATTL's Organizing Committee, whose decision shall be final.
19	Contacts	For more detail enquiries, please visit <i>JATTL</i> Table Tennis' Website: TABLETENNIS.JOMAKTIF.COM or contact our <i>JATTL</i> League Director/Manager/Committee.