

3.1.1 Exceptional Situations Handling

There are a number of exceptional situations that can arise that range from reasonably common to extremely rare. The OC computer systems must be able to handle a variety of actions that might be taken by the ITTF.

In any case of postponement, forfeiture, disqualifications, etc. the output:

- Official Communication (C67)

should be produced. The procedures for this output are described in Section 3.1.4.1. This process should be followed by the appropriate one of the following procedures:

Suspension/resumption of a match (“SUSP”):

During a match or matches it is possible that play must be suspended, for example due to lighting problems on the field of play. Should this occur, the OC computer systems must be able to handle any of the possible ITTF decisions, such as:

- resumption of the match at exactly the game and point at which it was suspended
- replaying the entire match from the beginning

In the latter case, the OC computer systems must be able to appropriately adjust results and statistics.

In any case, when a match is suspended, in addition to an official communication being issued, the output:

- Matches in Progress (Singles) (C70A), or
- Matches in Progress (Teams) (C70B)

must clearly indicate the suspension and any information that is known regarding the resumption should be briefly explained.

If the match is not completed on the day on which it started, the partial result of the match will not be included in any of the final results outputs. At the same time the suspended match must be included in the schedules for the session in which it will be continued.

Player failing to appear for a singles match (walkover - “W/O”):

If a player is not able to play at the scheduled time of the match, the opponent is awarded the win by walkover. There are no points or games won and no statistics are recorded. The outputs must clearly indicate the manner in which the match was won.

Player failing to finish a singles match (retired - “RET”):

If a player is not able to play a match to its conclusion (due to injury, for example), the match is awarded to the opponent with the appropriate indication in the results. The results and statistics for any game (completed or not) are retained. If a game was in progress at the time of retirement, then this game and any game not played necessary to give the opponent four (4) wins are awarded to the opponent.

Disqualification -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 the referee does so he/she shall hold up a red card.

If a player is disqualified from two (2) matches of the team or the singles event, that player shall automatically be disqualified from that 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.

Player disqualification from a match:

A player can be disqualified (**DSQ**) by a referee from a match. If a player is disqualified his/her match will be forfeited. Results and statistics of the contested match will be erased. The opponent will qualify for the next round.

Player disqualification from the tournament:

A player can be disqualified (**DSQ**) from the tournament due to unsportsmanlike behaviour, due to a positive drug test or due to the breach of other ITTF rules. If a player is disqualified his/her match will be forfeited. Results and statistics of the contested match will be erased. The opponent will qualify for the next round.

The statistics of the previous matches will be maintained. A disqualified player will not be listed on the output "Players Statistics (C83)".

A disqualification in one event does not necessarily mean disqualification from other events.

If the player is disqualified after the completion of the event, the final rankings will be adjusted and medals re-awarded.

OC Technology will make any required updates, with a note explaining the disqualification, and produce the outputs:

- Medallists (Singles) (C92A)
- Medallists by Event (C93)
- Medal Standings (C95)
- Players Statistics (C83) - for singles

for checking and approval. After approval these outputs will be distributed as "Corrections" according to the ORIS distribution rules.

If for any of the above reasons the results of a match are annulled, the system must be able to reinstate them if the annulment is subsequently over-ruled.

Team disqualification (**DSQ**) and withdrawal (**WD**):

A player can be disqualified from a match, from a contest, from the event or from the tournament.

If a player is disqualified from a match of a contest he/she will forfeit the match but can participate in his/her subsequent matches of the contest. The final result of the forfeited match will be "n:3", where "n" is the number of games already won by the disqualified player.

If a player is disqualified from a contest he/she will forfeit all the matches scheduled for him/her to play in the contest. He/she is allowed to participate in subsequent contests of his/her team.

If a player is disqualified from two contests or from the event, he/she will not be allowed to participate in the subsequent contests of his team, but the other two players of the team are entitled to continue the competition.

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

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

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

A team can 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 3-0 by the opponent and the withdrawn team will earn zero (0) team points. A team can withdraw from two contests during a tournament. A team will automatically be disqualified from the tournament after a third withdrawal.

The action that must be taken by the OC computer system is different depending on the point in the tournament at which the disqualification or withdrawal occurs. There are number of cases to be handled by the OC computer system.

The first stage is considered to be the period of time from the draw for the first stage groups until the draw for the quarterfinals. Once the groups of the first stage are set there will be no possibility of replacing one team with another.

The ITTF Referee is responsible for the scheduling of the draw for the quarterfinals. It is recommended to schedule this draw at the latest two (2) hours after the end of the last contest of the first stage. The pairings of the quarterfinals cannot be changed after the results of this draw are approved by the ITTF.

The different points in the tournament and the respective actions to be taken are as follows:

- a) Team is disqualified or withdraws from a contest before the draw for the first stage

If a team withdraws or is disqualified from the tournament before the draw, the ITTF will try to replace it with a team from another NOC that has players qualified for the singles events. If the ITTF is not able to replace the withdrawn team, there will be 15 teams in the first stage (Group A will have three teams).

- b) Team withdraws from a contest during the first stage

If a team withdraws from any contest, the team will lose that contest by forfeit (contest 3-0, each match 3-0, and each game 11:0). The opposing team will earn two (2) team points and the withdrawn team will earn zero (0) team points. The results of any such contests will be reported through the outputs C70B, C73B, C74 and C76, as well as through RTDS. All the statistics accumulated until this point in the tournament will be retained. The individual player statistics will be calculated as for a singles match for each player of both teams (each match won or lost 3-0, each game won or lost 11:0). The "Tournament Statistics (C84A)" will be calculated based on the win/loss by forfeit (contest 3-0, each match 3-0, each game 11:0) with points scored as "Other" and length of the contest zero (0) minutes).

- c) Team is disqualified during the first stage:
 - c) (i). From a contest

The team will lose that contest by forfeit (the contest by 3-0, each match by 3-0 and each game by 11:0). The opposing team will earn two team points and the disqualified or withdrawn team will earn zero team points.

- c) (ii). from the full event

If a team is disqualified from the full event during the first stage all contests played by the disqualified team will be discarded. The group will become a group of three teams. The disqualified team will be listed as the last in the group with no rank.

All the statistics accumulated until this point in the tournament will be recalculated. All three team members will be removed from the individual statistics.

The disqualified team will be listed at the bottom of the final classification with no rank and a “DSQ” indication.

The outputs:

- Results Summary (C74) - for teams
- Competition Summary (C76)
- Players Statistics (C83) - for teams
- Tournament Statistics (Teams) (C84B)

will be re-issued for checking and approval. All the contest results of the disqualified team should be removed from INFO. After approval these outputs will be distributed as a “Correction” according to the ORIS distribution rules. A free text note explaining that the team is missing and the reason for its disqualification must be provided on the report.

d) Team withdraws from a contest after the first stage

If a team withdraws from any contest, the team will lose that contest by forfeit (contest 3-0, each match 3-0, and each game 11:0). The opposing team will advance to the next phase. The results of any such contests will be reported through the outputs C70B, C73B, C74 and C76, as well as through RTDS. All the statistics accumulated until this point in the tournament will be retained. The individual player statistics will be calculated as for a singles match for each player of both teams (each match won or lost 3-0, each game won or lost 11:0). The “Tournament Statistics (C84B)” will be calculated based on the win/loss by forfeit (contest 3-0, each match 3-0, each game 11:0 with points scored as “Other” and length of the contest zero (0) minutes).

e) Team is disqualified after the first stage

e) (i). Disqualification occurs during a scheduled contest

The team will lose the contest(s) by forfeit (contest 3-0, each match 3-0, and each game 11:0). The results of any such contests will be reported through outputs C70B, C73B, C74 and C76, as well as through RTDS. All the statistics accumulated until this point in the tournament will be retained. The individual player statistics will be calculated as for a singles match for each player of both teams (each match won or lost 3-0, each game won or lost 11:0). The “Tournament Statistics (C84B)” will be calculated based on the win/loss by forfeit (contest 3-0, each match 3-0, each game 11:0 with points scored as “Other” and length of the contest zero (0) min). If the team disqualification occurs due to a player disqualification, the disqualified player will not be listed on the “Player Statistics (C83)”.

A disqualified team will not be ranked and will be identified as “DSQ”. 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.

e) (ii). Disqualification occurs after the results of a contest have been approved

The team will lose the last contest(s) by forfeit (contest 3-0, each match 3-0, and each game 11:0). The results of any such contests will be reported through outputs C73B, C74 and C76. All the statistics accumulated until this point in the tournament will be re-calculated taking in consideration the new result (forfeit) of the last contest (excluding the results already approved for the last contest and taking into account the forfeit). The individual player statistics will be calculated as for a singles match for each player of both teams (each match won or lost 3-0, each game won or lost 11:0). The “Tournament Statistics (C84B)” will be calculated based on the win/loss by forfeit (contest 3-0, each match 3-0, each game 11:0 with points scored as “Other” and length of the contest zero (0) min). If the team disqualification occurred due to a player disqualification, the disqualified player will not be listed on the player statistics (C83).

A disqualified team will not be ranked and will be identified as “DSQ”. 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.

OC Technology will re-produce the following outputs:

- Contest Results (C73B)

with updated results of the last contest and with a note at the bottom of the report explaining the reasons for disqualification;

- Results Summary (C74) - for teams

with updated results and with a note at the bottom of the report explaining the reasons for disqualification;

- Competition Summary (C76)

with a new final ranking and updated results of the last contest and with a note at the bottom of the report explaining the reasons for disqualification;

- Player Statistics (C83) - for teams

if the team disqualification occurs due to a player disqualification, with the disqualified player not listed and with a note explaining the reasons for disqualification and

- Tournament Statistics (C84B)

with a note explaining the reasons for disqualification.

The above outputs will be produced for checking and approval by ITTF. After approval these outputs will be distributed as “Corrections” according to the ORIS distribution rules.

f) The team is disqualified after the tournament:

The final rankings will be re-calculated. A disqualified team will be moved to the bottom of the final ranking with no rank and an indication of “DSQ”. OC Technology will re-produce the following outputs:

- Competition Summary (C76)

with a new final ranking and with a note at the bottom of the report explaining the reasons for disqualification;

- Players Statistics (C83) - for teams;

if the team disqualification occurs due to a player disqualification, with the disqualified player not listed and with a note explaining the reasons for disqualification;

- Medallists (C92B) - teams (if the medallists changed)

with a new list and with a note at the bottom of the report explaining the reasons for disqualification;

- Medallists by Event (C93) (if the medallists changed)

with a new list and with a note at the bottom of the report explaining the reasons for disqualification and

- Medal Standings (C95) (if the medallists changed)

with a new list and with a note at the bottom of the report explaining the reasons for disqualification.

The above outputs will be produced for checking and approval by ITTF. After approval these outputs will be distributed as “Corrections” according to the ORIS distribution rules.

Contests in which one team has only two players:

A team of two players is allowed to participate in the team matches if the third player of the team is injured.

Before the start of the match, the team winning the toss shall choose either to be the ABC team or the XYZ team, and the two teams captains should decide the order of players. The team with the injured player will lose the match/es that would have been played by this player automatically by walkover following the established order of matches. The final result of the contest will be the playing matches scored plus walkover matches scored.

Contests in which both teams have only two players:

The competition format will be as follows:

Order	Type	ABC team		XYZ team
1	Singles	A		X
			<i>5 minutes break</i>	
2	Doubles	AB		XY
			<i>5 minutes break</i>	
3	Singles	B		Y

If both teams have only two players participating in the contest the final score will not reach a third match point for any of them. The contest shall end when one team has won a majority of the possible matches and this team will be declared the winner of this contest (2:0 or 2:1).

Note: Authors of the Table Tennis ORIS document do not imply that this is a complete list of exceptional situations that could occur before, during or after the event. BOCOG and their technology suppliers are responsible for researching any missing information in the relevant ITTF and/or IOC documents and for gaining and analysing experience from other competitions.