

COMPETITION FORMAT AND SPECIFIC REGULATIONS TABLE TENNIS – BEIJING 2008 OLYMPIC GAMES

1 Olympic competition format

1.1 Events

1.1.1 The Table Tennis Olympic competition will consist of four events: men's singles, women's singles, men's teams and women's teams.

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 86 players, with not more than three players from the same NOC.

1.2.1.1 If the number of qualified players exceeds 64, preliminary rounds would take place to reduce the number of players to 64.

1.2.2 Men's singles and women's singles will follow a knockout (single elimination) format. The entries ranked 1 to 16 will qualify directly to the third round, the entries ranked 17 to 32 to the second round and the entries ranked 33 to the total number of participants will qualify to the first or preliminary rounds following the Annex 1 chart and explanations.

1.2.3 All matches shall be the best of seven games.

1.3 Team Events

1.3.1 In both men's and women's teams there will be a maximum of 16 teams entered.

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

1.3.3 A team consists of three players but a team of two players is allowed to participate in the contest if the third player is absent due to injury or disqualification (see 4.2.3.3 and 4.2.3.4). If a player is not able to play a match due to injury he will forfeit the match but he can participate in his subsequent matches of the contest. If a player is not able to play (due to injury or disqualification (see 4.2.3.3 and 4.2.3.4)) the team may continue the competition with two players.

1.3.4 Each contest consists of the best three out of five matches. Each match shall be the best of five games.

1.3.5 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.

1.3.6 For each contest, a team manager, coach or captain shall appoint the players who will play the first two singles matches. The third player will play in the doubles match (match number 3) with either of the two players who played the first two matches, selected by the team manager (coach or captain) after the second singles match is completed. The remaining matches (if necessary) will be set in a way to ensure that each player plays a maximum of two matches according to the following system:

Order	Type	ABC team	XYZ team
1	Singles	A	X
2	Singles	B	Y
<i>Captain chooses DBL pair. 5 minutes break</i>			
3	Doubles	C + A or B	Z + X or Y
<i>5 minutes break</i>			
4	Singles	A or B (non-playing Doubles)	Z
5	Singles	C	X or Y (non playing Doubles)

- 1.3.6.1 Before the start of the match, the team that won the toss shall choose either to be the ABC team or the XYZ team.
- 1.3.6.2 After tossing and choosing ABC or XYZ team, the captain shall give out the exact nomination of players on position A, B, C or X, Y, Z.
- 1.3.6.3 After the captain hands over the nomination sheet for doubles (once the 2 first singles matches have been played), the match order of the 4th. and 5th. matches is automatically decided.
- 1.3.6.4 There shall be a 5-minute break prior to and after the doubles match, considering the possibility of one player playing two consecutive matches.

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

1.3.7.1 First stage (round robin system). The teams will be divided into four groups of four teams. All teams 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 teams will be ranked according to the number of points gained. If two or more teams are tied with the same number of the points, the ties will be decided according to the ITTF rules.

1.3.7.2 The order of contests in each group at the first stage (round robin system) will be as follows:

1 st round	1 v 3 and 2 v 4
2 nd round	1 v 4 and 2 v 3
3 rd round	1 v 2 and 3 v 4

1.3.7.3 The two best teams from each group will qualify to the final stage.

1.3.7.4 Final stage ("Play-off" rounds). The winning teams of each group shall play-off, in a knockout semi-final format for the Gold and Silver Medals. The second placed teams of each group and the semi-final contest losers shall play-off for the Bronze medal (see Annex 3).

1.4 Procedure when a team has only 2 players.

1.4.1 A team of two players is allowed to participate in the team matches if the third player of the team is injured, ill or disqualified (see 4.2.3.3 and 4.2.3.4).

1.4.2 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, ill or disqualified player will lose the match/es supposed to be 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.

1.5 Procedure when both teams have only 2 players.

1.5.1 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

1.5.2 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).

2 Draws

2.1 For singles events

- 2.1.1 The draw for singles events will take place in a public session, at least two days prior to the first day of the competition. Proposed date: 11 August 2008.
- 2.1.2 The top sixteen ranked players will be seeded and drawn directly into the third round of play. The next sixteen (players ranked 17 to 32 by their World Ranking) will be drawn directly into the second round of play. The next sixteen players (33 up to 48) will be drawn into the first round of play. The remaining players (49 up to a maximum of 86 by their World Ranking) will be drawn into the preliminary round of play following the diagram attached as Annex 1.

2.2 For team events

- 2.2.1 The draw for the round robin stage will take place in a public session, at least one day prior to the Opening Ceremony of the Olympic Games. Proposed date: 7 August 2008.
- 2.2.2 Draw for the round robin stage. For the round robin stage, the highest-ranked team will be placed in Group A, the 2nd highest in Group B, the 3rd highest in Group C and the 4th highest in Group D. The teams ranked 5-6 will be drawn to groups C or D. The teams ranked 7-8 will be drawn to group A or B. The teams ranked 9-10 will be drawn to groups A or B. The teams ranked 11-12 will be drawn to groups C or D. The teams ranked 13-14 will be drawn to groups C or D and, finally, the teams ranked 15 -16 will be drawn to groups A or B. (see graphic below)

A	B	C	D
1	2	3	4
(7 or 8)	(7 or 8)	(5 or 6)	(5 or 6)
(9 or 10)	(9 or 10)	(11 or 12)	(11 or 12)
(15 or 16)	(15 or 16)	(13 or 14)	(13 or 14)

- 2.2.3 The draw for the final rounds will take place in a public session, the latest two hours after the last match of the round robin stage is finished. Proposed date and time: 14 August 2008, at 22:00 h.
- 2.2.4 Draw for the final stage. The winners of groups A and B will be placed in positions 1 and 4, and the winners of Groups C and D will be drawn in positions 2 and 3. The runners-up will be drawn for the Bronze medal contests at random (see Annex 3).

3 Ranking lists

3.1 Individual ranking lists

- 3.1.1 Qualification process. The first ITTF World ranking list published following the 2007 ITTF Pro-tour Finals to be held in December 2007 will be used to qualify the top 20 players from the World Ranking.
- 3.1.2 Draw for singles events. To decide the seeds for the draw of the Olympics the ITTF World ranking list published on 1st of July 2008 (RL 7/08) will be used. This will be the last ITTF World ranking published before the draw.

3.2 Team Ranking lists

- 3.2.1 The ITTF Computer Team Ranking method will be used to determine the order of Ranking of Teams, taking into consideration the NOCs concerned only and the qualified players from those NOCs.
- 3.2.2 Qualification process. Once the Continental quota and the host nation direct entry are determined the remaining teams will qualify for the Team events according to the May 2008 Team Specific Ranking List of all the NOCs with three or two players qualified for singles.

- 3.2.3 Draw for team events. A special team ranking list taking into consideration only the players qualified from each team will be produced on July 2008 (taking as a basis the individual ranking list 7/08) to establish the seeds for the round robin stage of the team events.

4 Special rules for disqualification during the Olympic Games

4.1 Disqualification. 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 he does so he 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 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:
- 4.2.3.1 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. (Note: n refers to the games already gained by the disqualified player.)
- 4.2.3.2 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.
- 4.2.3.3 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 two players of the team are entitled to continue the competition.
- 4.2.3.4 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 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 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.
- 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 3-0 by the opponent and the withdrawn team will earn zero team ranking points. A team can withdraw from two contests during the event. A team will automatically be disqualified from the event after a third withdrawal.
- 4.3.3 If a team is disqualified or withdraws
- 4.3.3.1 *before the draw of the first stage:* 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 team, there will be 15 teams in the first stage (Group A will have only 3 teams).

- 4.3.3.2 *during the first stage:* 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 ranking points and the disqualified or withdrawn team will earn zero team ranking points.
- 4.3.3.3 *after the first stage:*
- 4.3.3.3.1 *During a scheduled 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 advance to the next round. All the results of the first stage will be retained.
- 4.3.3.3.2 *After the results of a contest have been approved.* The team will lose the last contest by forfeit (the contest by 3-0, 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 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.
- 4.3.5 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 ORIS document attached as Annex 2.

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 NOC, BOCOG or the ITTF.
- 5.2.1.1 In case that a player doesn't want to take part in a press conference he will be considered as part of unsportsmanlike behaviour.

6 Clothing and equipment

- 6.1 Clothing and equipment worn or used by table tennis players and other participants in the Olympic Table tennis competition must comply with ITTF Rules, with the By-Law to Rule 53 of the Olympic Charter and with the IOC Manufacture Trademarks Guidelines for the Games of the XXIX Olympiad in Beijing.
- 6.2 For the Olympic Games, each player must have with him at least two pairs of shirts and shorts in different colours. The players participating in team events must have at least two pairs of shirts and shorts in different colours but all the players of the team must be dressed uniformly with the same colours of clothing. The name of the player and the three letters code of his NOC must be printed on the back of each shirt and it is optional on the front of the shirt, covering a total area of 40 cm².



- 6.3 Each player must have with him at least two pairs of shirts and shorts in different colours during the clothing rehearsal to be held into the Rules 53 Room at a date and time to be announced in due time.

7 Jury

7.1 Composition of the Jury

The Jury will consist of a Chairman appointed by the ITTF President, the Referee, the two Technical Delegates and one representative from each Continent (appointed by the respective Continental Federation).

7.2 Protests and appeals

Appeals will be decided according with section 3.3.3 of the ITTF regulations for International Competitions.

7.3 Scope of responsibility and line of authority

7.3.1 Jury Chairman

- 7.3.1.1 The ITTF President will appoint a Jury Chairman to chair the meetings of the Jury and to schedule the duty roster of the Jury members.
- 7.3.1.2 The Chairman of the Jury shall not have a vote at Jury meetings. In case of a tie vote, the Chairman shall have the decisive vote.
- 7.3.1.3 The Chairman of the Jury shall report all Jury decisions to the ITTF EC. In turn, the ITTF EC, through its Executive Director, shall report any sanctions to the IOC Executive Board.

7.3.2 Jury Members

- 7.3.2.1 At least two 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 Chairman with the assistance of the ITTF Executive Director and the BOCOC Competition Manager.
- 7.3.2.3 Jury members shall attend meetings called by the Jury Chairman, examine appeals, determine sanctions and have the right to vote. They may use video recording/DVD of any TV match or contest in the deliberations.
- 7.3.2.4 The quorum for the Jury shall be six Jury members in attendance, not counting the Chairman (In case of a tie vote, the Chairman shall have the decisive vote).
- 7.3.2.5 The Referee shall have the right to speak but not to vote.

7.3.3 BOCOC Competition Manager

- 7.3.3.1 The BOCOC Competition Manager is responsible for all organisational 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 the ITTF regulations.

7.3.5 Technical Delegates

- 7.3.5.1 The Technical Delegates shall advise and assist the BOCOC Competition Manager and the Referee in all their functions.
- 7.3.5.2 The Technical Delegates shall attend the Jury meeting and have the right to vote.

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

8 Racket control procedure

8.1 General procedures

- 8.1.1 Random racket tests will be conducted before matches.
- 8.1.2 If a racket fails the glue-test, the player has to play with another racket, which also has to be tested. If a racket fails in a different test than a glue one (thickness of rubbers, flatness, gloss, rubber not on the authorised list), the Referee shall decide which action to be taken.
- 8.1.3 If a player fails more than one glue-test is liable to be disqualified from the competition.
- 8.1.4 Racket controls shall be carried out in accordance with the procedures established on the last issue of the *ITTF Technical Leaflet T9 "Racket Control"* (except chapter 4).

8.2 Singles events

- 8.2.1 From quarterfinals on, racket tests will be conducted before all the matches.
- 8.2.2 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.
- 8.2.3 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.
- 8.2.4 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.

8.3 Team events

- 8.3.1 In the first stage of 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, C or X, Y, Z. The Referee has the right to request a test on more than one single match of the contest.
- 8.3.2 In the final stage of the Team events, racket tests will be conducted in each contest, minimum in one of the singles matches randomly selected. The captains shall be informed which of the singles matches will be tested after the umpires have received the exact nomination of players for positions A, B, C or X, Y, Z. The Referee has the right to request a test on more than one singles match of the contest.
- 8.3.3 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. If the players selected are C or Z the rackets must be submitted before the start of the second match of the contest.

9 Clarifications

- 9.1 For avoidance of doubt, the Referee shall not be a member of the Jury if a decision under appeal was made by the Referee. The Referee shall explain the case to the Jury, but the Jury's deliberations shall take place without the presence of the Referee.
- 9.2 An appeal of a decision made by the 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 Chairman cannot be in attendance at all times. Therefore, he will assign the responsibility to the two Jury members on duty to receive any protest or appeal. The Jury members on duty will then page the Jury Chairman, page all members of the Jury (using the ITTF office or BOCOC office staff) and convene the Jury meeting. The Jury meeting will start when the Jury Chairman 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 IOC Executive Board.

- 9.5 For avoidance of 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 BOCOG Competition Manager, the Jury Chairman and the ITTF President (or his designate).

Note. The masculine gender is used throughout the document but may refer to both men and women