

- 2.7 No player may play for two teams in the same league in the same round.
- 2.8 No player may transfer down to a lower league except at the end of the first round and before the commencement of the second round. The League Manager shall have discretionary powers where transfer downs are concerned
- 2.8.1 Where a player starts the season e.g. his/her first match, is the league they are assigned to i.e. cannot play down, only up from there on. No previous season Premier league player can start the league in first league if their club has a team in the premier league for the new year,
- 2.9 Players transferred down may not play for a higher league, **in any of the following rounds.**
- 2.10 Where a Club has more than one team in a league, no transfers of players will be permitted between those teams except at the end of the first round and before the commencement of the second round, when only **one** player per team may be transferred. Transfers intended to avoid relegation of a team will **not be authorized** by the League Manager.

3. Walkovers

- 3.1 All fixtures shall commence not later than 20h00 after which time play shall be continuous in the sequence set down on the score card. If by 20h00 pm a team is not represented, the non defaulting team may claim the fixture points, by submitting a score card listing three eligible players and claiming a walkover.
- 3.2 A team may play a league fixture with two of the three players whose names appear on the score card, **ALL** of whom shall be deemed to have played in that fixture. The order of play shall be adhered to and a player not in time for his/her matches shall forfeit those matches. If the third player does not turn up or play any matches the team forfeits the attendance point and will be required to pay a fine of R50.00. If only one player or no players turn up for the fixture then a walkover **must be claimed** and the defaulting team will be required to pay a fine of **R150.00 (if away)/ R100.00 (if home.)** Team composition rule does not apply to 5 match card formats except for the applicable fine.
- 3.2.1 If a team forfeits a match, as they are unable to reschedule/attend a postponed match, and the opposing team is so notified, the fine will be waived. If however no attempt is made to re-schedule or to notify the opponents to take the walkover, the erring team **WILL** be fined the R150.00 or R100.00

4. Playing Attire

- 4.1 A player shall be correctly dressed in his/her club colours at all league matches and Tournaments. For cases where the a foregoing cannot be adhered to, a temporary concession must be obtained from the League Manager.
- 4.2 Playing in Tracksuits or Jerseys is not allowed unless by concession of the League Manager, or in cases of extreme cold, by agreement from both League Team Captains. If granted, overall colour may not clash with ball in play.

5. Balls

- 5.1 All League Matches (and Tournaments) shall be played with **ITTF** recognized three star quality balls in the applicable, at-the-time, ITTF colour ruling.

6. Penalties

First offence (Further offences will be referred to the Executive Committee)

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|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6.1 | Unregistered player | : | R50.00 and team forfeits fixture |
| 6.2 | Uncleared transfers | : | R50.00 and team forfeits fixture |
| 6.3 | Player plays down | : | R50.00 and team forfeits fixture |
| 6.4 | Only one or no players (W/O) | : | R150.00/ R100.00 and opposing team claims walkover |
| 6.5 | Additional registration not confirmed | : | R50.00 and team forfeits fixture |
| 6.6 | Withdrawal of teams | : | R100.00 |
| 6.7 | No third Player | : | R50.00 and team forfeits attendance point |
| 6.8 | Player transferred down plays up | : | R50.00 and team forfeits fixture |
| 6.9 | Incorrect dress or racket | : | A player incorrectly dressed or using an illegal racket will be considered as absent and therefore his/her team will be penalized under 6.4 or 6.7
Incorrectly dressed: Not approved by GCTTA.
Illegal Racket: Blade, rubbers and glue not ITTF approved |
| 6.10 | Failure to fax/e-mail score card by the 21st day of the original set date the fixture was scheduled to be played. Thus maximum postponement time is 21 days from original set date. | : | R20.00/team and match declared null and void. |
| 6.11 | Falsified score cards | : | R100.00 and team forfeits fixture |
| 6.12 | Incorrect score cards | : | R20.00 and warning to <u>both</u> teams |

7. Provincial Player Selection

See Annexure B of the GCTTA Constitution

8. League Manager

In all cases, the League Manager has discretionary powers and his/her ruling shall be final.

9. Bank Account

Payments to the Association can be made in either Cash, EFT or cheque to the Association. Copies of the deposit slip must be faxed to the Financial Manager at 0880114754385

Bank Details

Name of Account : **Gauteng Central Table Tennis Association**
 Type of Account : **Current**
 Bank : **Standard Bank**
 Account Number : **401025462**
 Branch Code : **6105**