



BETA RULES AND REGULATIONS FOR SANCTIONED TABLE TENNIS COMPETITION IN THE WORLD LEAGUE SYNDICATE TABLE TENNIS ECOSYSTEM. VERSION 1.0 9.7.2020

Introduction:

Why does WLS operate with a modified version of the Official ITTF Rules?

World League Syndicate has Addapted the existing ITTF Rules for the following reasons:

- WLS has Modified the ITTF Rules and Regulations concerning responsibility of Governance to better reflect What most players are able to enforce and are accustomed to enforcing in most normal conditions without the need for an official onsite Umpire. There are not any Dedicated League Directors or Official Umpires In Sanctioned WLS Competition so the Rules need to account for this style of governance and facilitate [Player Managed Competition](#). WLS designs and provides Table Tennis players with the tools and systems that enable [Player Managed Sanctioned](#) Competitive Play anytime, anywhere because WLS uses mobile devices to manage and run its entire Ecosystem.
- WLS has Modified the Rules and Regulations to better reflect What most players are able to enforce and are accustomed to enforcing in most normal conditions without the need for an official onsite Umpires.
- Accommodate and regulation of the use of mobile devices within the WLS Competitive Ecosystem. The ITTF Rules does not account for mobile devices in its current form.

- The WLS Rules have less restrictions and regulations (No ITTF approval/registration required) as well as no restriction on materials other than metal (for safety reasons) in terms of Equipment. This decision was made to lower the barrier of entry for players and give Companies and Tinkerers more Freedom to experiment and innovate with equipment development.
- **The Rules regarding Table Dimensions, The Ball and Game Play are all the same as in ITTF. The changes that WLS made to the rules only apply to Raquete material Regulations, Rubber Regulations, and Rules that involve Onsite Official Intervention and Relaxing Minimum Size of Court Dimensions.**
- **WLS Is No Way Affiliated With The ITTF Or Any Other National Table Tennis Federation or Body of Federation.**

This procedure applies to local round robin style Leagues every day, all around the world. There are millions of players. These millions of players, almost University play with ITTF rules to the best of their abilities. These Players range from beginners to experts and former pros and soon to be pros alike. This is The kind of player WLS hopes to focus on.

The WLS competitive ecosystem is Governed according to a modified version of the official ITTF rules. The WLS Competitive Ecosystem is designed with both casual and serious play in mind. **The Rules have been simplified and adapted to be pragmatic enough to facilitate self Governance among Players, even at a large scale, without the need for outside League Directors or Umpires.** The current ITTF Rules require Governance to be deferred mostly to onsite certified Umpires, because the ITTF's main focus is organizing and governing High Level International Competition at an international level. For most Table Tennis Players across the World at the local and regional level self Governance is the primary way Competition is regulated. Most Countries around the World do not have any Ranking or Ratings for Players at the lower levels. In combination with the newly developed Competition management tools and modified ITTF Rules, WLS provides players with a competitive ecosystem with sanctioned ranking + rating database, and a competition management system that lets players reliably manage competition, without any dedicated responsibilities that are traditionally associated with being a League Director.

Sanctioned in the WLS Ecosystem refers to any Result as processed through the TTaiR Rating System and Archived + Ranked in the TTR leaderboard database.

Responsibilities of a Traditional League Director at the Local & Regional Level:

- Collect everyone's name who is participating in the League and create a list or spreadsheet of them.

- Most leagues are made up of 10 to 60 players in two to six groups. If your director is affiliated with the US att or using another third party software, they then have to look up each reading for each individual, one by one, and organize the divisions from scratch on either computer printout, we're done with pen and paper.
- The director then hands the score sheet he created to the player in each division announces the start of the League.
- Once the director starts the League & announces the divisions and tables. It is up to the players to keep and record results by writing down the scores and winners of the sheet of each division. After each match the winner is supposed to do this for both players. The players are also responsible for keeping score during the match. There is rarely an ITTF Umpire on the premise, unless they happen to just be playing.
- After all the matches are finished the lead directory and makes sure everyone fills out the score sheet correctly and legibly on the league director gets home. They're responsible for inputting the results one by one into the rating system like USATT or Rating Central unless it is a bare bones league with no recorded rating and ranking of any kind. The operation can take hours away from a director's weekday inputting results. players reading.
- Provide ball to players and tell them what table they're playing
- Collect and authenticate scoresheet correctly if necessary. manually input results into the database archive to update rating plus rank.

WLS does NOT have Traditional League Directors. These are the responsibilities of Players who create Quick Matches and Quick Leagues:

Sanctioned Quick Match Competition:

- Generate Play Code
- Share Play Code with Opponent to Start Quick Match
- Opponent Enters Play Code
- Game Scoreboard is activated on both phones
- Players Keep Score during Game with scoreboard, Enter Score on Scoresheet after the Game, or has a third person keep score

- When the game is finished and both players press submit the results and Ratings are Instantly processed and the players new Ratings + Rank is established and Archived to the Leaderboard Database.

Sanctioned Quick League Competition:

- Any WLS Player Can Create and Manage a Quick League. The Responsibilities are much smaller in scope then that of a traditional League Director
- Name League and set size limit (min 1 table per every 5 players)
- Generate Play Code and Share Play Code with Players.
- Modify Division Sizes when all the Players have Signed up and begin Quick league. Once the League has begun all the players who have entered into the Quick League Will have Access to the League's Score sheet and their uniquely ordered Match Itinerary
- (Match Itinerary dictates optimal order of Play. players are allowed to go out of order but it is not recommended.
- Players Click the User icons in Match Itinerary to Sync with Opponent and Access the Game Board.
- Game Scoreboard is activated on both phones
- Players Keep Score during Game with scoreboard, Enter Score on Scoresheet after the Game, or has a third person keep score
- When the game is finished and both players press submit the results and Ratings are Instantly processed and the player's new Ratings + Rank is established and Archived to the Quick League Scoresheet.
- When the League is finished and the League Creator + 60 % of Quick League participants have Authenticated the results the results and Ratings are Instantly processed and the players new Ratings + Rank is established and Archived to the Leaderboard Database Automatically.

RULES AND REGULATIONS FOR SANCTIONED TABLE TENNIS COMPETITION IN THE WORLD LEAGUE SYNDICATE TABLE TENNIS ECOSYSTEM. VERSION 1.0 9.7.2020

1. THE TABLE

1.1 The table shall be in surface rectangular, 274 cm. (9 ft.) in length, 152.5 cm. (5 ft.) in width. It shall be supported so that its upper surface, termed the playing surface, shall lie in a horizontal plane 76 cm. (2 ft. 6 in.) above the floor.

1.2 It shall be made of any material and shall yield a uniform bounce of not less than 22 cm. (8 3/4 in.) and not more than 25 cm. (9 3/4 in.) when a standard ball is dropped from a height of 30.5 cm. (12 in.) above the surface.

1.3 The playing surface shall be dark colored and matte, with a white line 2 cm. (3/4 inch) wide along each edge.

1.3.1 The lines along the 152.5 cm. (5 ft.) edges or ends shall be termed end lines.

1.3.2 The lines along the 274 cm. (9 ft.) edges or sides shall be termed side lines.

1.5 The playing surface shall be considered to include the top edges of the table, but not the sides of the table top below the edge.

2. THE NET

2.1 The playing surface shall be divided into two "courts" of equal size by a vertical net running parallel to the end lines.

2.2 The net assembly shall consist of the net, its suspension, and the supporting posts, including the clamps attaching them to the table.

2.3 The net shall be suspended by a cord attached at each end to an upright post 15.25 cm. (6 in.) high, the outside limits of the post being 15.25 cm. outside the sidelines.

2.4 The net, with its suspension, shall be 183 cm. (6 ft.) long and its top, along its whole length, shall be 15.25 cm. (6 in.) above the playing surface. The bottom of the net, along its whole length,

shall be as close as possible to the playing surface and the ends of the net shall be as close as possible to the supporting posts.

3. THE BALL

The official rules state that the ball shall weigh 2.7g, but any weight between 2.67 and 2.77g is acceptable for any one ball. The sample mean must be between 2.69 and 2.76g.

BALL MUST BE ITTF APPROVED AND RATED 3 STARS. SUGGESTED BALLS FOR COMPETITION : DHS 40+ 3 STAR. NITTAKU PREMIUM 3 STAR

4. THE RACKET

4.1 The racquet may be of any size, shape, or weight.

4.2 The blade shall be continuous, of even thickness, flat, and rigid.

4.3 The visible surface of each side of the blade, whether used for striking the ball or not, shall be uniformly dark colored and matt. Any trimming or binding around the edge of the blade shall not be either wholly or partly white or brightly reflecting.

4.4 A side of the blade used for striking the ball shall be covered with either ordinary pimples rubber with pimples outward having a total thickness including adhesive of not more than 2 mm. or sandwich rubber with pimples inwards or outward having a total thickness including adhesive of not more than 4 mm.

4.4.2 After August 1, 1995, no adhesive that uses any solvent may be used to attach the rubber to the blade.

4.5 Booster is Legal as long as it contains no Volatile Organic Compounds.

4.5 Equipment Definitions:

4.5.1 Ordinary pimples rubber is a single layer of non-cellular rubber, natural or synthetic, with pimples evenly distributed over its surface at a density of not less than 10/sq. cm. and not more than 50/ sq. cm.

4.5.2 Sandwich rubber is a single layer of cellular rubber covered with a single outer layer of ordinary pimples rubber, the thickness of the pimples rubber not being more than 2 mm.

4.6 The covering material shall extend up to but not beyond the limits of the blade, except that the part nearest the handle and gripped by the fingers may be left uncovered or covered with any material and may be considered part of the handle.

4.7 The blade, any layer within the blade, and any layer of covering material or adhesive shall be continuous and of even thickness.

4.8 The two surfaces of the racquet blade shall be of clearly different colors unless the same rubber is on both sides, namely black and another color that is not white

4.9 It is the responsibility of the player to ensure that the colors of the two surfaces of the blade are clearly distinguishable under normal playing conditions. Unless the rubber is the same on both sides

4.10 Subject to the requirements of Rule 4.3, a side of the blade not intended for striking the ball may be painted or covered with any material; but if a player strikes the ball in play with a side of the blade whose surface does not comply with the requirements of Rules 4.4-4.9, he shall lose the point.

4.11 Slight deviations from uniformity of color or continuity of covering due to fading, wear, or accidental damage may be ignored provided they do not significantly change the characteristics of the surface.

4.12 At the start of a match and whenever he changes his racquet during a match, a player shall show his opponent and the umpire the racquet he is about to use and shall allow them to examine it.

4.13 ITTF Officially licenced rubber is not required for sanctioned competition. Any material is permitted for racket covering as long as its not bare wood, reflective does not remove material from the ball i.e. sandpaper, or add material i.e. saturates the ball with liquid oil, or any other form of particulate matter upon impact with the ball.

5. DEFINITIONS

5.1 A rally is the period during which the ball is in play.

5.2 A let is a rally of which the result is not scored.

5.3 A point is a rally of which the result is scored.

5.4 The racquet hand is the hand carrying the racquet.

5.5 The free hand is the hand not carrying the racquet.

5.6 A player strikes the ball if he touches it with his racquet, held in the racquet hand, or with his racquet hand below the wrist.

5.7 A player obstructs the ball if he, his racquet, or anything he wears or carries touches it in play when it has not passed over his court or an imaginary extension of his end line, and where it has not touched his court since last being struck by his opponent.

5.8 The server is the player due to strike the ball first in a rally.

5.9 The receiver is the player due to strike the ball second in a rally.

5.10 WLS Players to decide the results of each rally amongst themselves.

5.13 Anything that a player wears or carries includes anything that he was wearing or carrying at the start of the rally.

5.14 The ball shall be regarded as passing over or around the net if it passes under or outside the projection of the net assembly outside the table or if, in a return, it is struck after it has bounced back over the net.

5.15 The part of the playing surface nearest the server and to his right shall be called the server's right hand court and to his left the server's left hand court. The part of the playing surface on the other side of the net from the server and to his left of the center line shall be called the receiver's right hand court and on the server's right the receiver's left hand court.

6. THE ORDER OF PLAY

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

7. SERVICE

7.1 At the start of service, the ball shall rest freely on the open, flat palm of the free hand and shall be stationary, above the level of the playing surface, and behind the server's end line.

7.2 The ball and the racquet shall be above the level of the playing surface and behind the end line of the server's court or an imaginary extension thereof from the last moment at which the ball is stationary on the palm of the free hand until the ball is struck in service.

7.3 The server shall then project the ball near vertically upwards, by hand only and without imparting spin, so that it rises at least 6 inches after leaving the palm of the hand.

7.4 As the ball is then descending from the height of its trajectory, the server shall strike it so that it touches first his own court and then, passing directly over the net or around or under the projection of the net and its supports outside the table, touches the receiver's court.

7.4.2 If, in attempting to serve, a player fails to strike the ball while it is in play, he shall lose a point.

7.5 When the ball is struck in service, it shall be behind the end line of the server's court or an imaginary extension thereof, but not farther back than the part of the server's body, other than his arm, leg, or head, whichever is farthest from the net.

7.6 It is the responsibility of the player to comply with the requirements for a good service.

7.6.2 Where, however, there is a clear failure to comply with the requirements for a good service no warning should be given and a point should be awarded against the server. This is left to democratic consensus

7.7 Exceptionally, strict observance of the prescribed method of service may be waived where before play begins, that compliance is prevented by physical disability.

8. A GOOD RETURN

8.1 The ball, having been served or returned in play, shall be struck so that it passes directly over or around the net and its supports and touches the opponent's court, except that:

8.1.1 If the ball, having been served or returned in play, returns with its own impetus over the net, it may be struck so that it touches directly the opponent's court.

8.1.2 If the ball, in passing over or around the net, touches the net or its supports, it shall be considered to have passed directly.

9. IN PLAY

9.1 The ball shall be in play from the last moment at which it is stationary before being projected in service until:

9.1.1 It touches something other than the playing surface, the net assembly, the racquet held in the hand or the racquet hand below the wrist.

9.1.2 The rally is otherwise decided as a let or a point.

10. A LET

10.1

A rally is a let:

10.1.1 If the ball served, in passing over or around the net, touches it or its supports, provided the serve is otherwise good or is volleyed by the receiver or his partner.

10.1.2 If the service is delivered when, in the opinion of the umpire, the receiving player or pair is not ready, provided that neither the receiver or his partner attempts to strike the ball.

10.1.3 If a Mobile

10.1.3 If, in the opinion of the umpire or assistant umpire, failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player.

10.1.4 If it is interrupted for correction of an error in playing order or ends.

10.1.5 If it is interrupted for introduction of the expedite system.

10.1.6 If it is interrupted for warning a player for a service of doubtful correctness or that he has failed to notify a change of racquet. If a player fails to notify the umpire and his opponent when he changes his racquet, the umpire shall immediately report this to the referee. On the first occasion, the referee shall warn the player; on any subsequent occasion, the referee shall disqualify him.

10.1.7 If the conditions of play are disturbed in a way which, in the opinion of the umpire or assistant umpire, is likely to affect the outcome of the rally.

11. A POINT

Unless the rally is a let, a player shall lose the point:

11.1 If he fails to make a good service.

11.2 If he fails to make a good return.

11.3 If he obstructs the ball, except as provided in Rule 10.1.1.

11.4 If the ball touches his court and then again the playing surface.

11.5 If he strikes the ball twice successively obviously and intentionally.

11.6 If he strikes the ball with a side of the racquet blade having an illegal surface.

11.7 If he, or anything he wears or carries, moves the playing surface while the ball is in play.

11.8 If his free hand touches the playing surface while the ball is in play.

11.9 If he, or anything he wears or carries, touches the net or its supports while the ball is in play.

12. A GAME

12.1 A game shall be won by the player first scoring 11 points unless both players or pairs have scored 11 points. In this case, the winner shall be the player or pair first scoring 2 points more than the opposing player or pair.

WLS Sanctioned one off special challenges & events may be subject to special novel formats.

13. A MATCH

13.1 A match shall consist of the best of three games or the best of five games. Unless otherwise specified.

13.2 Play shall be continuous throughout, except that any player shall be entitled to claim an interval of not more than 2 minutes between any successive games, except:

13.2.1 if a player is temporarily incapacitated by an accident, provided that in the opinion of the referee the suspension is not likely to be unduly disadvantageous to the opposing player or pair.

13.3 Short reasonable pauses for such purposes as toweling may be taken, but only after every 6 points or at the change of ends in the last possible game of a match.

13.4 A player who breaks his racquet shall immediately resume play with a spare racquet kept close to the playing area or one handed to him in the playing area. The player has 5 mins to find a replacement.

14. THE CHOICE OF ENDS AND SERVES

14.1 The choice of ends and the right to serve or receive first in a match shall be decided by ball roll. The server is then imputed into the Scoreboard and the game begins.

14.2 The winner of the toss may:

14.2.1 Choose to serve or receive first and then the loser shall have the choice of ends.

14.2.2 Choose an end and then the loser shall have the right to choose to serve or receive first.

14.3.2 In subsequent games of a match, the serving pair will choose their first server and the first receiver will then be established automatically to correspond to the first server as provided in Rule 16.6.

15. THE CHANGE OF ENDS

15.1 The player or pair who started at one end in a game shall start at the other end in the immediately subsequent game and so on until the end of the match.

15.2 In the last possible game of a match, the players or pairs shall change ends when first either player or pair reaches the score of 10.

16. THE CHANGE OF SERVICE

16.1 In singles: After five points, the receiver shall become the server and so on until the end of the game, the score 11-11, or the introduction of the expedite system.

16.2.1 The first second services shall be delivered by the selected partner of the pair who has the right to serve and shall be received by the appropriate partner of the opposing pair.

16.2.2 The second second services shall be delivered by the receiver of the first five services and shall be received by the partner of the first server.

16.3 If both players or pairs have scored points or if the expedite system is in operation, the sequence of serving and receiving shall remain the same but each player shall serve only one point in turn until the end of the game.

16.4 The player or pair who served first in a game shall receive first in the immediately subsequent game and so on until the end of the match.

16.5 In the last possible game of a doubles match, the pair due next to receive shall change the order of receiving when first either pair scores 10 points.

16.6 In each game of a doubles match, the initial order of receiving shall be opposite to that in the immediately preceding game.

17. OUT OF ORDER OF SERVING, RECEIVING OR ENDS

17.1 If by mistake the players have not changed ends when ends should have been changed, play shall be interrupted as soon as the error is discovered and the players shall change ends.

17.2 If by mistake a player serves or receives out of his turn, play shall be interrupted and shall continue with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.

17.3 In any circumstances, all points scored before the discovery of an error shall be reckoned.

19. ADVICE TO PLAYERS DURING PLAY

19.1 A player may receive advice from anyone in team events (in individual events, advice may be given only by persons between games or during other authorized suspension of play but not at any other time such as during a momentary break for toweling or at the change of ends in the last possible game of a match).

19.2 bluetooth headsets are permitted for coach player communication. Communication is permitted during the entire match.

20. CLOTHING (DRESS CODE)

20.2 You can wear anything you want as long as it is not white. White socks, shirt side panels are ok.

21. DISABLED COMPETITION

21.5 Standing disabled players follow all standard rules; there are a few modifications for wheelchair play.

22. WHEELCHAIR COMPETITION

22.8 A service in singles shall be as in Law 7 except that a let shall be called if in service the ball:

22.8.1 Leaves the table by either of the receiver's side lines (on one or more bounces) or

22.8.2 On bouncing on the receiver's side returns in the direction of the net or

22.8.3 Comes to the rest on the receiver's side of the playing surface.

22.9 However, if the receiver strikes the ball before it crosses a side line or takes a second bounce on his side of the playing surface, the service shall be considered good and no let shall be called.

22.12 During play, a player may touch the playing surface with the free hand, only to restore balance after striking the ball (provided the playing surface is not moved).

22.13 The playing surface shall not be used as a support with the free hand while playing the ball.

22.14 The footrests or the feet touching the floor during play shall result in the loss of a point.

22.17 In open events, strapping and other aids are allowed.

23. PLAYING CONDITION

23.1 Space. The minimum playing space for each table should be at least 11' w 24'. (40 ft.) long, 6 m. (20 ft.) wide and 3.5 m. (11.5 ft.) high.

23.3 Flooring. The floor should be made of hard, non-slippery wood. Stone, concrete, linoleum, tile, etc. are not recommended.

23. PLAYER SAFETY RULES

23.1 Offensive behavior is forbidden in the World League Syndicate Ecosystem. Any unsanctioned behavior must be reported to info@wlstt.com. Any Players who are ruled to have participated in Offensive players by WLS will be banned or suspended for using WLS Ecosystem

- Bullying
- Harassment
- Coercion and/or discrimination
- Aggressive/abusive behaviour
- Theft
- Cheating/Match Fixing

24. SCOREBOARD

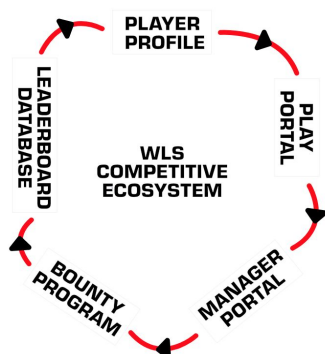
24.1 Phone must be in do not disturb during play being used as a Scoreboard for Sanctioned Play. Receiving a phone call during a match will result in a let. If it goes off twice the player whose phone went off will lose the point.

24.2 If a Player's phone dies during a match the results can be submitted with the other player's phone

24.3 If both Player's phones die in Quick Match the match will be aborted with no point penalty.

24.4 If both Player's Mobile devices die during a match the Creator of the Quick League can enter the score. If a player fails to turn their phone back on and resume League within 10 mins they will automatically be defaulted.

25. WLS COMPETITIVE ECOSYSTEM DEFINITIONS INDEX



25.1 Player Managed Competition

25.2 A Quick Match is a one off sanctioned match comprising three out of five games, between two WLS players. Using the WLS app to keep score, and achieve results that determine rating + ranking by location. Among mutual friends or globally against everyone else in the system.

25.3 A Quickly League is a Player Managed Sanctioned Round Robin style, League of theoretically infinite scale.

25.4 Leaderboard Database Manages Player's rank, according to their **TTaiR** Rating, based on Location Range, or Globally.

25.5 Player Profile Players rating, History graph and players match history and play your match video and head to head

25.6 **The Play Portal** facilitates the creation of Quick Matches and Quick League. Plus Scorekeeper access.

25.7 **Manager Porter** facilitates the management of quick leagues, plus events posts and table posts. This lets any player Create and Manage Leagues + Share Tables and Events.