

REGULATIONS FOR SPORTS COMPETITIONS OF
TABLE TENNIS
AMONG TEAMS OF AMATEURS AND PROFESSIONALS
HELD WITHIN THE FRAMEWORK OF MEMORABLE TOURNAMENTS
(January 15, 2021 edition)

I. GENERAL PROVISIONS

1. Sports competitions in the kind of sport "Table tennis" among amateur and professional teams, held within the framework of commemorative tournaments in accordance with clause 22. Calendar plan of sports events of the Table Tennis Federation in 2021. (hereinafter - sports competitions) are professional sports competitions, participation and victory in which involves receiving a prize in cash.

Sports competitions are held in accordance with the Rules of the game and the conduct of competitions approved by LLC "International Professional Sports League of Table Tennis" (decision No. 2 dated 10.12.2019), as well as taking into account the Rules of the sport of Table Tennis, approved by the International Table Tennis Federation (ITTF).

2. Sports competitions are held with the aim of developing table tennis in the Republic of Armenia and the world in general.

The tasks of holding sports competitions are:

- 1) identification of the strongest athletes;
- 2) selection of athletes to prepare for international competitions;
- 3) preparation of a sports shift.

3. It is forbidden to exert unlawful influence on the results of sports competitions included in these Regulations.

Athletes, their official representatives (coaches), referees and other persons participating in one way or another in the organization and conduct of sports competitions are prohibited from participating in gambling in bookmakers and sweepstakes by wagering on sports competitions.

II. RIGHTS AND OBLIGATIONS OF THE ORGANIZERS OF
SPORTS COMPETITIONS

These Regulations determine the procedure for holding sports competitions.

The distribution of other rights and obligations, including liability for harm caused to athletes and (or) third parties, is carried out in accordance with agreements, one of the parties to which are the organizers of sports competitions.

III. MEDICAL, ANTI-DOPING PROVISION
AND ENSURING THE SAFETY OF SPORTING COMPETITIONS

1. Ensuring safety at sports competitions is carried out in accordance with the general rules for ensuring public order and public safety at sports facilities.

In order to ensure public order and public safety during sports competitions, sports facilities must be equipped or supplied with:

- a) information boards and (or) stands;
 - b) access control and management system;
 - c) security and alarm system;
 - d) security lighting system;
 - e) an emergency communication system.
2. The basis for the admission of an athlete to a sports competition is an application for participation in a sports competition with the mark "Admitted" opposite each name of the athlete (Appendix No. 1).
 3. No athlete or other person in respect of whom a sports disqualification has been applied is not entitled to participate in sports competitions during the period of ineligibility, including as a judge or coach (athlete's representative).
 4. Anti-doping support of sports competitions is carried out in accordance with the World Anti-Doping Code approved by the Council of Founders of the World Anti-Doping Agency (WADA).

IV. TABLE TENNIS LEAGUE 2020

1. GENERAL PROVISIONS

- 1.1. The Table Tennis League is attended by athletes who are divided into three teams-groups (group A, group B and group C) depending on the level of their professional training (rating).
- 1.2. Regular Tournaments are held between athletes within each group in accordance with their schedule. Tournament matches are single. No more than 9 games can be played in one meeting. The winner is the athlete who wins in five games.
- 1.3. If the athlete does not appear at the beginning of the meeting, he is considered a defeat.
- 1.4. According to the results of each Tournament, the athletes are awarded League rating points.
- 1.5. With the end of the calendar month, the League stage ends.
- 1.6. Athletes' ratings are reset to zero values on the first day of each calendar month, after which a new stage of the League begins.
- 1.7. The athlete's rating depends on the number of his points in the current stage of the League.

2. REQUIREMENTS FOR ATHLETES AND CONDITIONS FOR THEIR ADMISSION

- 2.1. The strongest athletes, selected based on the results of one-time sports competitions, participate in sports competitions.
- 2.2. Persons who have reached the age of 18, both male and female, are allowed to participate in sports competitions. In addition to participating in competitions, athletes of younger age categories may be admitted by the decision of the coaching council.
- 2.3. An athlete's belonging to a physical culture and sports organization is determined on the basis of an employment contract between an athlete and a physical culture and sports organization. An athlete's affiliation to a physical culture and sports organization that carries out sports training may be determined by an administrative act on the person's enrollment in such an organization.
- 2.4. Meetings between men and women are allowed.
- 2.5. The total number of eligible athletes cannot exceed 100.

3. APPLICATIONS FOR PARTICIPATION

- 3.1. Applications for participation in sports competitions, as well as other documents are submitted to the commission for the admission of athletes. The Athlete Admission Commission is the full refereeing committee. In this case, the organizer of the Table Tennis League has the right to deny admission to the athlete.
- 3.2. If necessary, the application may be accompanied by:

- citizen's passport; for athletes under the age of 14 - a birth certificate;
- record classification book, certificate of sports title;
- medical insurance policy.

3.3. The responsibility to have a valid health insurance policy is the responsibility of the athlete.

3.4. An Athlete who has been subject to a Sporting Disqualification, who has not reported such a Disqualification to the Admissions Committee, shall be solely and fully responsible for such act.

4. LEAGUE REFEREE COMMITTEE

4.1. The league referees committee is formed from referees appointed by the league organizer.

5. RULES OF THE TOURNAMENT

5.1. Within the League stage, regular Tournaments are held, lasting eight hours.

5.2. Within the framework of the Tournament, 30 personal meetings are held. One athlete conducts 10 meetings (2 meetings with each of the athletes in his group).

5.3. The winner of the meeting is the athlete who wins in five games. Up to 9 games can be played in each meeting.

5.4. For winning the match, the athlete receives 1 point in the league table.

5.5. After the end of the last meeting in the tournament, the referee committee calculates the points, announces the winner and records the results in the protocol.

5.6. The winner of the tournament is the athlete with the most points after all the scheduled meetings.

5.7. For the first place in the tournament, the athlete receives 3 League rating points.

For the second place in the tournament, the athlete receives 1 League rating point.

5.8. In case of equal points for two or more athletes in individual competition, the athlete gains the advantage according to the following sequentially applied conditions:

- a) by the best difference between won and lost meetings;
- b) by the best difference between won and lost games;
- c) by lot.

5.9. The refereeing committee of the tournament consists of three equal referees. Each meeting is judged by at least two referees: one referee is personally present at the meeting, the second monitors the progress of the game remotely, being in the technical room.

5.10. The results of the meetings are recorded in the protocol, which is approved by the referee committee. The protocol can be drawn up and stored in electronic form.

6. TERMS OF SUMMING UP THE LEAGUE STAGE

6.1. According to the results of each tournament, the athletes are awarded League rating points.

6.2. The winner of the League stage is the athlete with the most rating points.

6.3. With the end of the calendar month, the League stage ends, the referee committee calculates the League's rating points, announces the winner and records the results in the League stage protocol. A Tournament ending in a new calendar month refers to a League Stage held in the start month of the Tournament.

6.4. If, when calculating the rating points of the League, two or more athletes scored an equal number of rating points in the League Stage, the athlete gains advantage according to the following sequentially applied conditions:

- a) by the best difference between won and lost meetings,

- b) by the number of games won,
- c) by lot.

6.5. After the end of the League stage:

- Athletes who take first place in groups with ratings B and C are guaranteed to move to groups with ratings A and B, respectively.
- the athletes who took the last place in the groups with ratings A and B move to the groups with ratings B and C, respectively.
 - athletes who took second place in groups with ratings B and C, at the decision of the organizer of the league, can move to groups with ratings A and B, respectively.

6.6. Any changes in group line-ups are made before the start of the League stage.

7. AWARDING OF WINNERS

The winners at the end of the League stage are awarded cash prizes in the following order.

Group A athletes:

- 1st place in the group is awarded with a cash prize of 90,000 AMD.
- 2nd place in the group will be awarded a cash prize of 60,000 AMD.

Group B athletes:

- 1st place in the group is awarded with a cash prize of 54,000 AMD.
- 2nd place in the group will be awarded a cash prize of 36,000 AMD.

Group C athletes:

- 1st place in the group will be awarded a cash prize of 36,000 AMD.
- 2nd place in the group will be awarded a cash prize of 24,000 AMD.

8. ADDITIONAL NOMINATIONS

The organizer of sports competitions introduces additional nominations among athletes of groups A, B and C based on the results of the completion of the League stage to increase entertainment. The athlete with the most bonus points, which are calculated based on the following, wins in additional nominations.

8.1. The luckiest athlete

During a match, when the ball is in play, the organizer of the sporting event keeps track of the number of times the ball hits the tennis table surface. Only significant hits of the ball on the tennis table are taken into account.

A significant blow is understood as the touch (hit) of the ball on the surface of the table when it moves from one half of the table to the opposite. The impact of the ball on the table, which occurred as a result of the ball hitting the net and flew to the opposite side, is counted. The impact of the ball on the table, which occurred as a result of the ball hitting the net and did NOT fly to the opposite side, is not counted.

The counting of the number of blows is carried out using special technical devices (scoreboards), which can be periodically disabled. In the case when the scoreboard is turned off, the counting of significant hits is not carried out.

Scoreboard operation algorithm:

- a) "ball in game 2" (board 1), on which 37 numbered cells are lit in a random order, along which the cursor continuously moves, captures every eighth hit of the ball on the table surface. At the moment of the eighth significant hit of the ball on the table surface, the cursor stops, thereby defining a cell with a numerical value from 1 to 37. The numerical value corresponds to the number of bonus points that are added to the bonus score of the current match. After that, the display goes out and after a while the cycle starts over.

- b) "ball in game 7" (scoreboard 2), on which 38 numbered cells light up, arranged in random order, along which the cursor continuously moves, records every eighth hit of the ball on the table surface. At the moment of the eighth significant hit of the ball on the table surface, the cursor stops, thereby defining a cell with a numerical value from 1 to 38. The numerical value corresponds to the number of bonus points that are added to the bonus score of the current match. After that, the display goes out and after a while the cycle starts over.
- c) "ball in game 3" (scoreboard 3), on which 80 numbered cells light up in random order, along which the cursor continuously moves, records every first significant hit of the ball on the table surface. At the moment of the second significant hit of the ball, the cell on which the cursor is located goes out. From now on, when moving the cursor, this cell is skipped. At the moment of the fortieth significant hit of the ball on the table surface, the cursor stops, thereby defining a cell with a numerical value from 1 to 80. The numerical value corresponds to the number of bonus points that are added to the bonus score of the current match. After that, the scoreboard goes out and after a while the cycle starts over.
- d) "ball in game 4" (scoreboard 4), on which 90 numbered cells light up in random order, along which the cursor continuously moves, records every second significant hit of the ball on the table surface. At the moment of the first significant hit of the ball, the cell on which the cursor is located goes out. From now on, when moving the cursor, this cell is skipped. At the moment of the seventieth significant hit of the ball on the table surface, the cursor stops, thereby defining a cell with a numerical value from 1 to 90. The numerical value corresponds to the number of bonus points that are added to the bonus score of the current match. After that, the scoreboard goes out and after a while the cycle starts over.
- e) "ball in game 8" (scoreboard 5), on which 40 numbered cells light up in random order, along which the cursor continuously moves, records every fifth significant hit of the ball on the table surface. At the moment of the fifth significant hit of the ball, the cell on which the cursor is located goes out. From now on, when moving the cursor, this cell is skipped. At the moment of the seventieth significant hit of the ball on the table surface, the cursor stops, thereby defining a cell with a numerical value from 1 to 40. The numerical value corresponds to the number of bonus points that are added to the bonus score of the current match. After that, the scoreboard goes out and after a while the cycle starts over.

Bonus points from the match bonus account are awarded to the match winner.

Bonus points are summed up and accumulated during the League stage.

Based on the results of the completion of the League stage and the number of bonus points gained, the winner in the "Lucky Athlete" nomination is determined, which is awarded a cash prize of AMD 10,000.

9. TERMS OF FINANCING

9.1. Financial support related to organizational costs for the preparation and holding of sports competitions is provided at the expense of the organizer of the sports competition.

9.2. The costs of commanding (travel, meals, accommodation, etc.) of athletes are borne by the athletes themselves, or by the sending organizations.

Director of "International Professional
Sports League of Table Tennis" Limited liability Company

Ohanyan A.V. / signature/ Round Seal



To the commission for the admission of athletes

Application for participation in

(name of competition)

at _____

(place and date of the competition)

Full name, surname of the athlete	Date of birth	Sports category (rank)	Name, surname of the personal trainer	Admission to the competition (put by the judge)

Judge (full name, surname, city): _____

Information about medical institution in which the athlete attended the medical examination	
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(date)

(athlete's signature)

(surname, initials)

Athlete contact phone: