

MISSISSAUGA & DISTRICT TABLE TENNIS LEAGUE (MTTL) RULES
(2018-2019 Edition – September 2018)
(Changes highlighted in yellow)

1. **OBJECTIVES.** The objectives of the League are to promote the playing of table tennis on a competitive basis in the area of Mississauga and adjoining municipalities and to encourage the formation of clubs in that area.

2. **ADMINISTRATION.** The administration of the League will be the responsibility of the League Committee. The League Committee will appoint the League secretary and League treasurer.

3. **LEAGUE COMMITTEE.** The Mississauga Table Tennis League (MTTL) Committee comprises, as a minimum, a Chairman, Secretary, Bulletins, Treasurer, and 5 members at large. The chairman of the Rattlers Table Tennis Club will function as the chairman of the MTTL League committee. The other members will be re-elected each year at the Annual MTTL meeting. Vacant positions during other times in the season can be filled by a majority vote of the remaining members of the League Committee. Each participating club will have the right to nominate one representative to serve on the League Committee.

For the 2018/2019 season, the League committee is as follows:

- Chairman: Dave Havard
- Secretary: Dave Havard
- Bulletins: Andy Hao
- Treasurer: Antonio Coimbra
- Member-at-Large: Joe Bidaisee
- Member-at-Large: Alex Leon
- Member-at-Large: Y.K. Leung
- Member-at-Large: Jose Oliveira
- Member-at-Large: Chris Wspanialy

4. **TEAMS.** Teams will consist of a minimum of three players whose names must be submitted with the team entry. New players to the team are allowed only during the first half of the schedule, subject to approval by the League secretary. Approval of additional players will not be unreasonably withheld, provided they conform to the rating limits set at the beginning of the season. A maximum of six players can be registered for any one team. Once 6 players are registered, no further changes can be made. Exceptions to this rule, for extenuating circumstances, can only be made through a majority vote of the league committee.

The team will nominate a captain, his/her telephone number, and e-mail address, as contact information for use by the other team captains. As back-up, teams should provide more than one working email and telephone number. The entry form must be accompanied by the League fees for the team. Teams not paying their entry fee prior to the first week of the schedule, will not be allowed to participate in the league.

All members of each team, including spares as defined in section 6, must have a valid MTTL rating **before** they are allowed to participate in their first match. It is the responsibility of the team captain to ensure that all their players, including spares, abide by the rule. Players without a valid rating should contact the league secretary to arrange for a rating session. Once a rating has been established, it will be

entered into the MTTL database after which the player is eligible to play in their first match. Any matches played without a valid MTTL rating will be forfeited to the opposing team.

Eligibility of players is subject to the following restrictions:

- (a) No player may play for more than one team in one division unless his transfer is approved by the League Committee.
- (b) All players in each division must have ratings within the rating limits set by the League committee as shown in the team registration form. This rule applies to new players or substitutes during the season.
- (c) The League secretary may decide that an unrated player is too strong for any division and default his wins under Rule 5.
- (d) No player may play in any division after he has played in three fixtures in a higher division or higher divisions unless his transfer is approved by the League Committee.

5. DIVISIONS. Teams entering the League will be organized into divisions by the League secretary. The League secretary will decide the appropriate division for each team and player. A team may be required to move to a different division at any time prior to its fourth fixture of the season. A player may be deemed too strong for any division (except the First Division) at any time prior to playing in his fourth fixture of the season. Whenever the League secretary decides a player is too strong for a division any games played by that player in that division are forfeit. Any decision of the League secretary may be appealed to the League Committee, whose decision shall be final.

6. SPARES. In accordance with Rule 4, any member of any team may spare for another team in a higher division, but must not play for more than one team in the same division. Any player who plays more than *three* games in a higher division or divisions may not return to the lower division. Spares are allowed provided they are registered members of the teams home club and their rating is no higher than the team average.

Spares can also be selected from players who are not registered for a team provided they are registered members of the team's home club and their rating is no higher than the team average.

Spares must be rated by a club official, and the rating communicated by the team captain to the league secretary and the captains of the opposing teams in that division, a minimum of three days before they play in a match.

Under no circumstances shall an individual player Spare more than *three times* in the same season. Under no circumstances shall a team utilize more than one Spare in the same fixture.

7. MATCHES. A fixture will consist of nine matches. Each match will be three out of five games to 11 points. Three members of one team will each play three members of the opposing team at singles. The sequence of playing the matches will be that shown on the preprinted scorecard, unless both team captains agree to a change. The home team will provide balls for the fixture and they must select an International Table Tennis Federation (ITTF) approved 3-star quality 40 mm plastic ball (marked with 40+).

All matches shall be played in accordance with the laws of table tennis as defined by section 2 of the ITTF Handbook 2010-2011 (www.ittf.com/ittf_handbook/ittf_hb.html). In addition, the following ITTF regulations shall apply to all matches played in the MTTL:

(a) The covering material on a side of the racket blade used for striking the ball shall be identified with the ITTF Logo, the supplier and the brand name, and shall be attached to the racket blade so that this identification is clearly visible near the handle. Lists of all Approved Racket Coverings (LARC) are maintained by the ITTF Office and details are available on the ITTF web site.

(b) Use of glues containing harmful volatile solvents is now banned. It is the responsibility of each player to ensure that racquet coverings are attached to their racket blade with adhesives that do not contain harmful volatile solvents.

7.2 INTERVALS

7.2.1 Play shall be continuous throughout an individual match except that any player is entitled to an interval of up to 1 minute between successive games of an individual match and brief intervals for toweling after every 6 points from the start of each game and at the change of ends in the last possible game of an individual match.

7.2.2 A player may claim one time-out period of up to 1 minute during an individual match.

(a) The request for a time-out may be made by the player, a designated team advisor(s), or the team captain.

(b) The request for a time-out, which can be made only between rallies in a game, shall be indicated by making a "T" sign with the hands.

(c) Play shall resume as soon as the player making the request is ready to continue or at the end of 1 minute, whichever is the sooner.

(d) There shall be no intervals between successive individual matches except that a player who is required to play in successive matches may claim an interval of up to 5 minutes between those matches.

7.3 MISBEHAVIOUR. Players and their team advisers shall refrain from behaviour that may unfairly affect an opponent, offend spectators or bring the sport into disrepute, such as excessively shouting-out after each winning point, abusive language, deliberately breaking the ball or hitting it out of the playing area, kicking the table or surrounds and disrespect of match officials.

If at any time a player or their adviser commits a serious offence, the opposing team captain should report the incident to the league secretary immediately following the fixture; for less serious offences the umpire may, on the first occasion, warn the offender that any further offence is liable to incur penalties, as deemed appropriate by the league committee.

7.4 ADVICE. Players may receive advice only during the intervals between games or during other authorized suspension of play (e.g. time-outs), and not between the end of practice and the start of a match. Only team members or authorized team advisers are allowed to advise the player. If any

authorized person gives advice at other times, or any unauthorized person gives advice at any time, the umpire shall dismiss the person from the playing area.

A pdf version of the MTTL regulations can be downloaded from the MTTL website noted in section 14.

8. FIXTURES. Each team entering the League will select its own home night at the beginning of the season. Such home night may not be Saturday or Sunday. The League secretary will issue a fixture list to all clubs at the beginning of the season. Fixtures are to be played on the home night of the home team in the week shown on the fixture list. If both captains agree, a fixture may be played at any time prior to the scheduled date.

Fixtures played at the Fallingbrook Church can only be played on the scheduled night. At this location, it is not allowed to play more than one fixture or partial fixtures, on the same night. Also, postponed matches can only be played at these locations if prior agreement has been reached with the league secretary.

9. LATENESS. Fixtures will start at 7:30 p.m. or the start time selected by the home team at the beginning of the season. The first match may be claimed as a default if either team fails to have at least one player present by 7:45 pm. or 15 minutes after the chosen start time. The second match may be claimed as a default if either team fails to have at least two players present by 8:00 p.m. or 30 minutes after the chosen start time. At 8:30 p.m., or one hour after the chosen start time, all the matches of players still not present may be claimed as defaults. If the progress in the fixture is slow, the home team may insist that two tables be used simultaneously to finish the fixture within the time available.

10. POSTPONED FIXTURES. Fixtures are to be played on time, in accordance with the schedule issued by the League Secretary at the beginning of the season. Failure to field one or more players of a team on the assign night will result in the team forfeiting the applicable matches. Postponement will **ONLY** be allowed for legitimate reasons (as determined by the league secretary) upon consultation with the opposing captain. Where a postponement is agreed by both captains, the fixture must be played within 2 weeks of the originally scheduled date. Notification of the postponement must also be given to the league secretary, or his delegate, before the originally scheduled start of the fixture.

11. TEAM REMOVAL. Teams which defaulted more than three fixtures will be removed from the league.

12. SCORECARDS. Official scorecards will be provided to each club at the beginning of each season. Additional copies can be downloaded from the league webpage (<http://www.mississaugarattlers.com>). It is the responsibility of the home team to provide a card for each fixture. Either captain may request that the names and sequence of play be recorded in writing by each captain prior to revealing the same to the opposite team. Once the names have been recorded in writing they can only be changed with the consent of both captains.

The winning captain will be responsible for e-mailing, or hand-delivering, the scorecard to the League secretary, or his delegate, within 48 hours of the fixture. It should be noted that a scorecard is not considered valid unless at least one team has all 3 players present

13. UMPIRING OF MATCHES . Matches should be umpired whenever possible. Each team should 5 assign players to umpire by turn. *Other club members may act as umpires with approval of both captains.*

14. LEAGUE BULLETINS. The League secretary, or his delegate, will issue bulletins periodically, ideally every week throughout the season, showing the fixture results, and the teams' and individual players' won/loss records. The updated weekly bulletins will be made available on the MTTL web site at <http://www.mississaugarattlers.com>.

15. TEAM CHAMPIONSHIPS. The point system for wins and losses is as follows:

Results	Winner's Points	Loser's Points
9-0	5	0
8-1, 7-2	4	1
6-3, 5-4	3	2

Results of defaulted matches give an unfair advantage to the winning team. Playing points are introduced to try to offset this.

The team with the most points in each division at the end of the season will be the divisional champion. The team with the most points in the first division will be the League champion and will be entitled to hold the Springbank Memorial Trophy for one year. Winning Teams from Divisions 2, 3 and 4 will hold the O'Neill, the John Lee and the Mississauga Rattlers Trophies respectively for one year. In the event that two or more teams are tied on points at the end of the season, the team which won the most fixtures will be the champion. In the event of a tie on points and fixtures, the team which won the most matches will be the champion.

16. INDIVIDUAL CHAMPIONSHIPS. The player winning the most matches in each division will be the divisional individual champion. In the event of two or more players being tied on matches won, then the winner will be the one with the fewest matches lost. In the event of a tie on wins and losses, two trophies will be awarded.

17. AWARD CEREMONY. Trophies for first, second and third-placed teams, and winning individual players, will be presented at an end of season ceremony organized by the League Committee. Trophies will be provided by the league for up to six *registered* players per team, provided that the player has played at least 3 full fixtures. Extra trophies will be provided for eligible teams' players on request, at the expense of the team. *Spare players are not eligible for trophies.*

18. RATING SYSTEM. Each player will be initially rated by the League secretary, or his delegate, based on:

- (a) C.T.T.A. rating, if known.
- (b) Reports from club representatives.
- (c) Results of each player's first League fixture.

Ratings will change in accordance with the following table:

Rating Difference	Rating Points Gained/Lost	
	If higher rated player wins	If lower rated player wins
500+	0	50
400-499	1	40
300-399	2	30
200-299	3	22
150-199	4	17
100-149	5	14
50-99	6	11
25-49	7	9
0-24	8	8

In the situation where one team member does not attend the fixture (i.e. defaults their 3 singles matches), the opposing team players will each be awarded a win and a rating gain of 8 points in lieu of the match against the defaulted player. The player(s) who did not attend the fixture will not be penalized for their absence.

In the situation where one team member is on site to play the fixture and defaults, the matches shall be recorded as if they lost all points from that point forward and the player ratings shall each be updated accordingly

19. PROMOTION OF TEAMS IN NEXT SEASON. Teams winning the championships in their divisions will to be promoted to a higher division in the next season, if the 2 highest rated players remain on the same team. *If the number of teams wishing to enter the league, or the rating differences are too high, the league secretary may use discretion in assigning teams to each division.*

20. CHANGE OF RULES. These Rules will be reviewed each year at the Annual MTTL meeting. Changes may be made by a two-thirds majority vote of the current MTTL Committee members, plus one representative from each team in the preceding season, excluding those Teams already represented by Committee members are excluded from voting. In order to vote, you must be present at the Annual meeting when the voting takes place.

Changes to these rules at other times during the season, will be on an exception basis whereby two-thirds of the League Committee agrees that it is in the best interest of the League to change mid-season rather than at the Annual meeting.

Revised October 5 2018

David Havard, League Secretary

Attachment A ITTF Handbook 2010 / 2011, Section 2, The Laws of
Table Tennis (Reprinted from
www.ittf.com/ittf_handbook/ittf_hb.html)

THE LAWS OF TABLE TENNIS

2.1 THE TABLE

2.1.1 The upper surface of the table, known as the playing surface, shall be rectangular, 2.74m long and 1.525m wide, and shall lie in a horizontal plane 76cm above the floor.

2.1.2 The playing surface shall not include the vertical sides of the tabletop.

2.1.3 The playing surface may be of any material and shall yield a uniform bounce of about 23cm when a standard ball is dropped on to it from a height of 30cm.

2.1.4 The playing surface shall be uniformly dark coloured and matt, but with a white side line, 2cm wide, along each 2.74m edge and a white end line, 2cm wide, along each 1.525m edge.

2.1.5 The playing surface shall be divided into 2 equal courts by a vertical net running parallel with the end lines, and shall be continuous over the whole area of each court.

2.1.6 For doubles, each court shall be divided into 2 equal half-courts by a white centre line, 3mm wide, running parallel with the side lines; the centre line shall be regarded as part of each right half-court.

2.2 THE NET ASSEMBLY

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

2.2.2 The net shall be suspended by a cord attached at each end to an upright post 15.25cm high, the outside limits of the post being 15.25cm outside the side line.

2.2.3 The top of the net, along its whole length, shall be 15.25cm above the playing surface.

2.2.4 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.

2.3 THE BALL

2.3.1 The ball shall be spherical, with a diameter of 40mm.

2.3.2 The ball shall weigh 2.7g.

2.3.3 The ball shall be made of celluloid or similar plastics material and shall be white or orange, and matt.

2.4 THE RACKET

2.4.1 The racket may be of any size, shape or weight but the blade shall be flat and rigid.

2.4.2 At least 85% of the blade by thickness shall be of natural wood; an adhesive layer within the blade may be reinforced with fibrous material such as carbon fibre, glass fibre or compressed paper, but shall not be thicker than 7.5% of the total thickness or 0.35mm, whichever is the smaller.

2.4.3 A side of the blade used for striking the ball shall be covered with either ordinary pimples rubber, with pimples outwards having a total thickness including adhesive of not more than 2.0mm, or sandwich rubber, with pimples inwards or outwards, having a total thickness including adhesive of not more than 4.0mm.

2.4.3.1 *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 per cm² and not more than 30 per cm².

2.4.3.2 *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 2.0mm.

2.4.4 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.

2.4.5 The blade, any layer within the blade and any layer of covering material or adhesive on a side used for striking the ball shall be continuous and of even thickness.

2.4.6 The surface of the covering material on a side of the blade, or of a side of the blade if it is left uncovered, shall be matt, bright red on one side and black on the other.

2.4.7 The racket covering shall be used without any physical, chemical or other treatment.

2.4.7.1 Slight deviations from continuity of surface or uniformity of colour due to accidental damage or wear may be allowed provided that they do not significantly change the characteristics of the surface.

2.4.8 Before the start of a match and whenever he changes his racket during a match a player shall show his opponent and the umpire the racket he is about to use and shall allow them to examine it.

2.5 DEFINITIONS

2.5.1 A *rally* is the period during which the ball is in play.

- 2.5.2 The ball is *in play* from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until the rally is decided as a let or a point.
- 2.5.3 A *let* is a rally of which the result is not scored.
- 2.5.4 A *point* is a rally of which the result is scored.
- 2.5.5 The *racket hand* is the hand carrying the racket.
- 2.5.6 The *free hand* is the hand not carrying the racket; the *free arm* is the arm of the free hand.
- 2.5.7 A player *strikes* the ball if he touches it in play with his racket, held in the hand, or with his racket hand below the wrist.
- 2.5.8 A player *obstructs* the ball if he, or anything he wears or carries, touches it in play when it is above or travelling towards the playing surface, not having touched his court since last being struck by his opponent.
- 2.5.9 The *server* is the player due to strike the ball first in a rally.
- 2.5.10 The *receiver* is the player due to strike the ball second in a rally.
- 2.5.11 The *umpire* is the person appointed to control a match.
- 2.5.12 The *assistant umpire* is the person appointed to assist the umpire with certain decisions.
- 2.5.13 Anything that a player *wears or carries* includes anything that he was wearing or carrying, other than the ball, at the start of the rally.
- 2.5.14 The ball shall be regarded as passing *over or around* the net assembly if it passes anywhere other than between the net and the net post or between the net and the playing surface.
- 2.5.15 The *end line* shall be regarded as extending indefinitely in both directions.

2.6 THE SERVICE

- 2.6.1 Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- 2.6.2 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- 2.6.3 As the ball is falling the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.
- 2.6.4 From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden

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from the receiver by the server or his doubles partner or by anything they wear or carry.

2.6.5 As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net.

The space between the ball and the net is defined by the ball, the net and its indefinite upward extension.

2.6.6 It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he complies with the requirements of the Laws, and either may decide that a service is incorrect.

2.6.6.1 If either the umpire or the assistant umpire is not sure about the legality of a service he may, on the first occasion in a match, interrupt play and warn the server; but any subsequent service by that player or his doubles partner which is not clearly legal shall be considered incorrect.

2.6.7 Exceptionally, the umpire may relax the requirements for a correct service where he is satisfied that compliance is prevented by physical disability.

2.7 THE RETURN

2.7.1 The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

2.8 THE ORDER OF PLAY

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

2.8.2 In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

2.8.3 When two players who are in wheelchairs due to a physical disability are a pair playing doubles, the server shall first make a service, the receiver shall then make a return but thereafter either player of the disabled pair may make returns. However, no part of a player's wheelchair shall protrude beyond the imaginary extension of the centre line of the table. If it does, the umpire shall award the point to the opposing pair.

2.9 A LET

2.9.1 The rally shall be a let

- 2.9.1.1 if in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise correct or the ball is obstructed by the receiver or his partner;
- 2.9.1.2 if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball;
- 2.9.1.3 if failure to make a service or a return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
- 2.9.1.4 if play is interrupted by the umpire or assistant umpire;
- 2.9.1.5 if the receiver is in wheelchair owing to a physical disability and in service the ball, provided that the service is otherwise correct,
 - 2.9.1.5.1 after touching the receiver's court returns in the direction of the net;
 - 2.9.1.5.2 comes to rest on the receiver's court;
 - 2.9.1.5.3 in singles leaves the receiver's court after touching it by either of its sidelines.
- 2.9.2 Play may be interrupted
 - 2.9.2.1 to correct an error in the order of serving, receiving or ends;
 - 2.9.2.2 to introduce the expedite system;
 - 2.9.2.3 to warn or penalise a player or adviser;
 - 2.9.2.4 because the conditions of play are disturbed in a way which could affect the outcome of the rally.

2.10 A POINT

- 2.10.1 Unless the rally is a let, a player shall score a point
 - 2.10.1.1 if an opponent fails to make a correct service;
 - 2.10.1.2 if an opponent fails to make a correct return;
 - 2.10.1.3 if, after he has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;
 - 2.10.1.4 if the ball passes over his court or beyond his end line without touching his court, after being struck by an opponent;
 - 2.10.1.5 if an opponent obstructs the ball;
 - 2.10.1.6 if an opponent deliberately strikes the ball twice in succession;
 - 2.10.1.7 if an opponent strikes the ball with a side of the racket blade whose surface does not comply with the requirements of 2.4.3, 2.4.4 and 2.4.5;
 - 2.10.1.8 if an opponent, or anything an opponent wears or carries, moves the playing surface;

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- 2.10.1.9 if an opponent, or anything an opponent wears or carries, touches the net assembly;
 - 2.10.1.10 if an opponent's free hand touches the playing surface;
 - 2.10.1.11 if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
 - 2.10.1.12 as provided under the expedite system (2.15.4).
 - 2.10.1.13 if both players or pairs are in a wheelchair due to a physical disability and
 - 2.10.1.13.1 his opponent does not maintain a minimum contact with the seat or cushion(s), with the back of the thigh, when the ball is struck;
 - 2.10.1.13.2 his opponent touches the table with either hand before striking the ball;
 - 2.10.1.13.3 his opponent's footrest or foot touches the floor during play.
 - 2.10.1.14 as provided under the order of play (2.8.2).
- 2.11.1 A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

2.12 A MATCH

2.12.1 A match shall consist of the best of any odd number of games.

2.13 THE ORDER OF SERVING, RECEIVING AND ENDS

2.13.1 The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.

2.13.2 When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.

2.13.3 After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

2.13.4 In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

2.13.5 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

2.13.6 The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.

2.13.7 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

2.14 OUT OF ORDER OF SERVING, RECEIVING OR ENDS

2.14.1 If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.

2.14.2 If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.

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

2.15 THE EXPEDITE SYSTEM

2.15.1 Except as provided in 2.15.2, the expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.

2.15.2 The expedite system shall not be introduced in a game if at least 18 points have been scored.

2.15.3 If the ball is in play when the time limit is reached and the expedite system is due to come into operation, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted; if the ball is not in play when the expedite system comes into operation, play shall resume with service by the player who received in the immediately preceding rally.

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2.15.4 Thereafter, each player shall serve for 1 point in turn until the end of the game, and if the receiving player or pair makes 13 correct returns in a rally the receiver shall score a point.

2.15.5 Introduction of the expedite system shall not alter the order of serving and receiving in the match, as defined in 2.13.6.

2.15.6 Once introduced, the expedite system shall remain in operation until the end of the match.