

# MAHARASHTRA STATE VETERANS TABLE TENNIS COMMITTEE

## RULES AND REGULATIONS FOR STATE RANKINGS AND STATE CHAMPIONSHIPS

2026-27

### For Players

#### 1. **Entry Deadlines:**

- A. Entries for State Ranking Tournaments close five days before the draw date.
- B. Entries for State Championships close seven days before the draw date.

#### 2. **Draws:**

- A. Draws will be conducted at the M.S.T.T.A. Office at a date and time determined by the Seeding and Ranking Committee.
- B. Fixtures will be available on the M.S.T.T.A. website one day after the draw. The draw itself will not be displayed online.

#### 3. **Events:**

- A. State Ranking Tournaments will include the following mandatory events for men 40+, 45+, 50+, 55+, 60+, 65+, 70+, 75+, and 80+ and women: 40+, 45+, 50+, 55+, 60+, 65+, 70+.
- B. Note: A minimum of four entries is required to conduct an event. If fewer than four entries are received, players may opt to compete in a lower age group.

#### 4. **Eligibility:**

- A. 40+: Born between 1-01-1982 and 31-12-1986
- B. 45+: Born between 1-01-1977 and 31-12-1981
- C. 50+: Born between 1-01-1972 and 31-12-1976
- D. 55+: Born between 1-01-1967 and 31-12-1971
- E. 60+: Born between 1-01-1962 and 31-12-1966
- F. 65+: Born between 1-01-1957 and 31-12-1961
- G. 70+: Born between 1-01-1952 and 31-12-1956
- H. 75+: Born between 1-01-1947 and 31-12-1951
- I. 80+: Born before 1946

#### 5. **Event Restrictions:**

- A. Players are only allowed to participate in their respective age groups.
- B. A player needs to be registered via MSTTA website and have State Player ID to be eligible to participate in Singles or team events.

#### 6. **Scheduling:**

- A. All state rankings and Championship are scheduled for 3 days.
- B. A tentative schedule of events will be provided with tournament announcement.
- C. The schedule may change based on the number of entries, tables, and days available, at the discretion of the Chief Referee.

#### 7. **Playing System:**

- A. The tournament will be played as per the current laws, rules and regulations of TTFI.
- B. All Matches of all events will be played as best of 5 games.
- C. In any situation, regarding the interpretation of laws and rules, the decision of the Chief Referee will be final and abiding to all.

- D. The team events for age categories 40+ and 50+ (SMART GROUP) above will be played on the new Swaythling Cup system with minimum 3 players and Maximum 5 players per team. The format of play of the New Swaythling Cup System is as follows: A vs X, B vs Y, C vs Z, A vs Y, B vs X.
- E. The team events for age categories 60+ and above (CLEVER GROUP) will be played on the Corbillion Cup system with minimum two players and maximum 4 players per team. The format of play of the Corbillion System is as follows: A vs X, B vs Y, Doubles, A vs Y, B vs X.
- F. The Doubles Event - The doubles event will be announced along with each event announcement depending on the organisers space and schedule availability.

## Important Rule Update: Veterans Team Formation Guidelines

To ensure **fair competition and balanced team strength** across all veteran categories, a new rule has been introduced regarding **team composition** for upcoming tournaments. This aims to maintain healthy competitiveness and equal opportunities for all players.

### New Team Formation Rule –

1. **Restriction on Top Ranking Players:**
  - The **Top 2 ranking players** in any given category **cannot be part of the same team.**
2. **Smart Group Limitation (40+, 45+, 50+ & 55+ Age Categories):**
  - The **Top 2 ranking players from each of these four categories** cannot be grouped into one team.
  - In simple terms, the **8 top-ranked players (2 from 40+ and 2 from 45+, and 2 from 50+, and 2 from 55+)** cannot play together on the same team.
3. **Clever Group Limitation (60+, 65+, 70+, 75+ Age Categories):**
  - The **Top 2 seeded players from each of these four categories** cannot be grouped into one team.
  - This means a total of **8 top players across these categories** are restricted from playing on the same team.
4. **Dynamic Seeding Application:**
  - As seedings **change after every tournament**, the rule will dynamically apply to the **current Top 2** at the time of team registration.
  - Teams must take this into account before finalizing player combinations.
  - In case of same seeding the rule will be applied to all 1<sup>st</sup> and 2<sup>nd</sup> ranking position
5. **Rule Applies To Women Team Event (40+, 45+, 50+, 55+, 60+, 65+ Age Categories):**
  - The **Top 2 seeded players from each of women categories** cannot be grouped into one team in **Women's team.**
  - This means a total of **12 top players across these categories** are restricted from playing on the same team.

### Purpose of This Rule:

To promote **competitive balance**, prevent concentration of top talent in one team, and encourage broader participation and opportunity across all teams and players.

8. **Reporting:**
  - A. Players should report to the Chief Referee 15 minutes before their scheduled match. If delayed, they must inform the Chief Referee of their expected arrival time.
9. **Ranking Points:**

A. A points chart for different events is provided below:

| Position            | State Ranking | State Championship | Nationals |
|---------------------|---------------|--------------------|-----------|
| Winner              | 60            | 90                 | 120       |
| Runners-up          | 50            | 75                 | 100       |
| Semi-finalist       | 40            | 60                 | 80        |
| Quarter-finalist    | 30            | 45                 | 60        |
| Pre-quarterfinalist | 20            | 30                 | 40        |

#### 10. Seeding and Ranking:

- A. The points mentioned above are ranking points only and not seeding points.
- B. Ranking for the first tournament will be based on the best 3 performances + State Championship and Nationals Points from the previous season.
- C. For the second tournament, Nationals and 1st veterans ranking points will be considered.
- D. From the third ranking tournament onwards, points will be based on the current season's accumulated points from the 1st and 2nd ranking tournaments.
- E. In cases where two or more players have the same number of points, the Seeding Committee reserves the right to determine their placement through an open chit draw or by using a software-based method to avoid similar players competing against each other.
- F. In the event of a tie between players with the same points, the following criteria will be applied sequentially to determine their positions:
  1. The most recent performance between the two players will be considered.
  2. The performance from the tournament immediately preceding the last one against each other will be taken into account.
  3. The player with the highest performance in the last tournament will be prioritised.
  4. The highest performance in previous tournaments will be evaluated.
  5. If a tie persists, the seeding committee reserves the right to assign the players to any position.

#### 11. Prize Money Distribution:

- A. All prize money will be given in Cash/Cheque post conduct of the event, and has to be collected by the player before the prize ceremony is concluded. Organisers & MSVTTC will not be responsible to later deliver the prize money by any other mode.
- B. If there are only four entries and the event is conducted, no prize money will be awarded.
- C. If there are between 5 to 8 entries, prize money will be awarded only to the finalists.
- D. If there are between 9 to 48 entries, prize money will be awarded to the semi-finalists.
- E. If there are 49 or more entries, prize money will be awarded up to the quarterfinalists of each category.

#### 12. Player Grievances:

- A. Any grievances or objections related to seeding, ranking, draws, or scheduling must be submitted by players before the event day via email or in writing. On the day of the event, players are not permitted to discuss or raise concerns with the organizers or Chief Referee, as this disrupts the event's workflow and atmosphere.

#### 13. Points Chart:

- A. A points chart will be released within two weeks following the closure of each tournament.

#### 14. Certificates:

- A. Certificates will be available for download on the MSTTA website one week after the conclusion of the tournament.

#### 15. Representation / Selection:

- A. To represent the Maharashtra team, players must participate in a minimum of 3 State Ranking tournaments & 1 State Championship if the association conducts 5 ranking tournaments and one championship. If fewer than 5 tournaments are conducted, a minimum of 2 State Ranking and 1 State Championship points will be considered.
- B. To represent Maharashtra participation in State Championship is Compulsory.
- C. To enter the nationals, a player must have participated in at least two state ranking tournaments organised by MSVTTC/MSTTA. Merely submitting entries and then giving a walkover will not be counted as participation in the State Tournament.
- D. In the event of a tie between players with the same points for National Selection , the following criteria will be applied sequentially to determine their positions:
  - 1. State Championship performance will be considered.
  - 2. If still equal, all tournament highest performance will be considered.
  - 3. If still equal, head-to-head performance in the entire season will be considered.
  - 4. If a tie persists, the seeding committee reserves the right to assign the players to any position.

### For Organizers

#### 1. Playing Conditions:

- State Ranking Tournaments must be played on at least 8 tables over a minimum duration of 2 days or 3 days as required, the same would be informed during the time of event announcement.
- State Championships must also be played on at least 8 tables.
- The playing hall flooring must be wooden or synthetic mat.
- Lighting must be 600 lux on the playing surface and 400 lux in the surrounding area.
- A comfortable playing area must be provided.
- A generator must be available in case of power failure.
- The playing hall must be open from 06:00 hrs on all tournament days for practice.
- The hall should be handed over to the referee with complete setup on the evening before the tournament.
- ITTF-approved 40+ seamless plastic balls will be used throughout the tournament.

#### 2. Fees:

- Annual registration fee: Rs. 500 per player/year.
- Entry fee for State Ranking Tournament: Rs. 800 per event (40% to M.S.T.T.A., 60% to the organizer).
- Entry fee for Teams Championship: Rs. 1500 per team (goes to the organizer).
- Dummy entry fee: Rs. 1600.

- Entry fee for doubles event: Rs. 1600 per pair (goes to the organizer).
- 3. Technical Officials' Allowances:**
  - Referee: Rs. 5000 per tournament.
  - Deputy/Joint Referee: Rs. 4000 per tournament.
  - Table Umpire: Rs. 800 per day.
  - Computer Operator & Assistant: Rs. 3000 per tournament.
  - Travel and hospitality reimbursement for MSTTA President, Secretary & Treasurers, & MSVTTC Chairman.
  - Draw charges: Rs. 3000 for State Ranking Tournament, Rs. 5000 for State Championships.
- 4. Awards:**
  - For Ranking events Prize Money chart as mentioned on MSTTA website is compulsory to be provided to all players in cash/cheque during the prize ceremony only. Providing Medals, Trophies or additional forms of felicitation to players are at the discretion of the organizer.
  - For Championships along with prize money trophies are also compulsory to be provided winners and runner-up of each category. Rest any form of felicitation to players is at the discretion of the organiser.
  - If a player does not collect cash/cheque, trophy or medal during the event, the organizer is not responsible for sending or delivering these items afterward.
- 5. General:**
  - Organizers must ensure that refreshment stalls are set up within the venue premises. If the event is held across two venues, separate refreshment stalls must be arranged at each location.
  - It is **not** mandatory for organizers to provide free lunch or snacks to the players.

## For Chief Referees

- 1. Match Conduct:**
  - Matches should be conducted in two stages:
    - Stage one: Group matches on a round-robin basis with groups of three or four, depending on the number of entries.
    - Stage two: The top two players from each group qualify for the knockout stage.
    - If entries exceed 40 players in any category, the first 8 seeded players will directly qualify for the main draw and skip league matches.
    - If the number of entries exceeds 60, the top 16 players will automatically advance to the main draw.
    - Team Event Seeding will be given only on the points of last tournament performance.
    - While giving team seeding, team name will only be considered and not the players in the team. To clarify if players change their team name seeding will not be given to them.

- Time is Essence of any tournament. Players should report before time to avoid any hassles in smooth conducting of the tournament. In any delays Chief Referee retains the right to give away the walkover and no arguments will be entertained.

**2. Result Submission:**

- The concerned referee must provide a copy of the complete tournament results to the M.S.T.T.A., Seeding Committee, and Selection Committee, within 3 days of the conclusion of the event.

**3. Draws:**

- Draws for all State Ranking and State Championships will be held at the M.S.T.T.A office.

**4. General:**

- The Chief Referee would be appointed by MSTTA.
- The Chief Referee must strictly adhere to the rules and regulations set by the MSVTTC Committee and MSTTA.
- The Chief referee/computer operator will only share the final draw to the MSVTTC committee assigned member to be published and will not be shared directly across any platforms.
- The chief referee will ensure all results are properly uploaded on MSTTA website within 4-5 days of the completion of the event and players are able to fetch Certificates from the website.
- The Chief Referee will ensure to follow the TTFI laid rules of conducting the Main draw and will invite players in evidence while placing the names of in main draw post league matches are conducted.
- Groups will be formed based on number of players. Number of groups will be made in even numbers and not odd numbers.

Yatin Tipnis  
GENERAL SECRETARY  
M.S.T.T.A.