



WTT SERIES HANDBOOK 2021



WTT Series Handbook

2021

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I. INTRODUCTION

1. DESCRIPTION

This handbook, alongside the relevant event manuals, stands for all participants and/or any other entity related to them who are interested in competing at any WTT Series event from 2021 and onwards.

This handbook among others:

- defines the rules and the WTT Series event formats,
- ensures a professional level playing field for all players,
- upholds and preserves the integrity of ethical sporting series events, and
- preserves the international nature and the high-class standard of WTT Series events.

2. CONSTITUTION

- This handbook incorporates and formulates a framework of essential standards, and guidelines which governs the participation in WTT Series events.
- This handbook may be amended or revised by WTT in its sole discretion and shall be updated online on the official WTT website at: <https://www.worldtabletennis.com>
- All matters relating to the regulations described in this handbook are subject to the determination by, and approval of, WTT in its sole discretion.
- All WTT decisions related to WTT Series events (including the regulations in this handbook) are final and binding to all participants.
- By participating in WTT Series events all participants acknowledge and agree that they shall comply with the WTT rules and regulations, as described in this handbook, and shall remain primarily liable to WTT for any non-compliance therewithin.
- In accordance with the regulations set in this handbook the WTT selects and schedules the WTT events being responsible for the resolution of any matter of dispute pertaining to WTT, including imposition of penalties on players, and any other entity related to WTT Series events.
- The International Table Tennis Federation (ITTF) rules of table tennis shall apply to all WTT Series events except as amended otherwise by this handbook. The current ITTF rules and regulations can be found in the ITTF Handbook at the official ITTF website at: <https://www.ittf.com>
- The rules, regulations, definitions, and terms included in this handbook are to be interpreted and applied in conjunction with relevant parts of the ITTF Handbook.

- WTT may impose appropriate sanctions, including monetary fines, upon any person or entity, subject to the rules and regulations described in this handbook, who participates in or helps and violates any part of them. Such rule violations which do not specify a process for imposition of a penalty shall be decided by the WTT Board.
- The rules and regulations on this handbook shall be governed by and construed in accordance with the laws of Singapore.

3. ADMINISTRATION

WTT Series events are owned, controlled, and managed by World Table Tennis (WTT), under licence from the ITTF.

4. DEFINITIONS/TERMS

Accreditation Policy	Means the WTT Accreditation Policy for every person participating in WTT Series events.
Anti-Corruption Policy	Means the ITTF's Code of Conduct on Sports Betting for players and officials and the Code of Ethics insofar as they relate to anti-corruption measures, and such other anti-corruption rules and regulations as the WTT may implement and/or communicate to players and match officials from time to time.
Anti-Doping Rules	Means the ITTF Anti-Doping Rules (which were implemented in accordance with the ITTF's responsibilities under the World Anti-Doping Code) as set out in the ITTF Handbook, and such other anti-doping rules and regulations as WTT may implement and/or communicate to players and match officials from time to time.
Anti-Harassment Policy	Means the ITTF Anti-Harassment Policy and Procedures as set out in the ITTF Handbook, and such other anti-harassment rules and regulations as the WTT may implement and/or communicate to players and match officials from time to time.

Automatic entry	Players or pairs who are directly accepted into a Main or Qualifying Draw by virtue of their position in the ITTF Table Tennis World Ranking.
Default	A player or pair who loses a match by default under the rules of the sport or via provisions in the Code of Conduct after a match has commenced.
Field of Play (FoP)	The floor space within the competition venue where the WTT event will take place. To include but not limited to the table, surrounds, benches, scoring tables and umpires' areas.
Host wild cards	Host wild cards are players or pairs included in the draw at the sole discretion of the host.
ITTF	International Table Tennis Federation.
ITTF Handbook	ITTF Handbook in force on the date of issue of this handbook and may be amended, updated, or revised from time to time.
ITTF Table Tennis World Ranking (ITTF TTWR)	The objective merit-based method used for determining entry and seeding of players and pairs into WTT Series events and the draws.
Local Organizing Committee (LOC)	The organizing entity of a WTT event.
Main Draw	The primary competition of the event (Main event) which takes place after the Qualifying competition (where applicable).
Match	Means a singles, doubles, or mixed doubles match between two players or pairs.
Match Officials	Refers to an official of a match including Referee, Deputy Referee, Umpire(s) and/or TTR system officials.
No Show	Player or pair who does not appear for their first match and there has been no contact or prior notification from the player that they would not appear for the match.
Player ITTF ID	The unique registration number that is mandatory to identify each player.

Qualifiers	Qualifiers are players or pairs who are included in the Main Draw as a result of their success in the last round of the Qualifying competition.
Qualifying (Qualifying Draw)	The Qualifying competition which takes place prior to the Main Draw.
Retirement	A player or pair who retires (and loses) from a match because of illness or injury after a match has commenced.
Seeded players (Seeds)	The highest ranked players or pairs who take part in the respective Main Draw and Qualifying competition and given a pre-determined position in the respective draw.
Seeding	A player or pair who is allocated a pre-determined position in the draw according to the ITTF TTWR at the time of the applicable draw.
Table Tennis Laws	The Laws of Table Tennis as set out in the ITTF Handbook.
Table Tennis Review (TTR)	The electronic system which gives players the right to review a decision made by an umpire, they believe is incorrect.
Walkover	A match that is not played due to illness or injury or absence of a player or pair for any reason, resulting in an automatic win to the opposing player or pair.
World Table Tennis (WTT)	Governing body of the WTT event program, an affiliated commercial arm of the International Table Tennis Federation.
WTT Champions Series	A series of eight (8) Main Draw singles events, four (4) male and four (4) female events, and WTT's premier global event.
WTT Contender Series	A series of 14 events, includes male and female singles, doubles, and mixed doubles Main Draw events, as well as, Qualifying competition for singles and doubles events.
WTT Cup Finals	Season-Ending WTT finals singles and doubles events, one (1) male and one (1) female event for the Top 16 singles and Top 8 pairs in the ITTF TTWR.
WTT Event Manager	The person who is appointed by WTT, and he/she is responsible for ensuring all aspects of the WTT event delivery.

WTT Event Supervisor	The person who is responsible for overseeing the event, ensuring that it is delivered in accordance with the WTT Handbook and the respective WTT Event Manual requirements overseeing the conduct of the events and player sanctioning.
WTT Grand Smash	One of four pinnacle events owned by WTT and the highest tier of WTT Series events. Brings together the best Table Tennis players in the world. Includes Main Draw of singles, doubles, and mixed doubles events, as well as, Qualifying for singles events.
WTT nominations	The players included in the Main Draw at the sole discretion of WTT.
WTT Star Contender Series	A series of six (6) events, includes male and female singles, doubles, and mixed doubles Main Draw events, as well as, Qualifying competition for singles and doubles events.

In this handbook, the above definitions/terms used shall have their respective meaning unless the context requires to be expressed differently.

5. POLICIES & RULES

A. Anti-Doping

All WTT Series events shall be governed by the ITTF's Anti-Doping Rules

(<https://documents.ittf.sport/document/250>)

B. Anti-Harassment policy

All WTT Series events shall be governed by the ITTF's Anti-Harassment Policy and/or any additional anti-harassment policies established by the WTT Board.

C. Anti-Corruption policy

All WTT Series events shall be governed by the ITTF's Anti-Corruption Policy and/or any additional anti-corruption policies established by the WTT Board.



D. Accreditation policy

All WTT Series events shall be governed by the operational standards defined in the WTT Event Manual applicable to each event.

II. GENERAL REGULATIONS

The regulations are applied in all WTT Series events unless specified otherwise in any other relevant documents (e.g., Host Agreement, WTT Event Manuals). All WTT Series events are subject to the jurisdiction of WTT and shall comply with, be bound by and conduct WTT Series events in accordance with all WTT regulations and as required by the WTT Board.

1. CATEGORIES

There are five (5) categories of WTT Series events.

- i. WTT Grand Smash
- ii. WTT Cup Finals
- iii. WTT Champions
- iv. WTT Star Contender
- v. WTT Contender

Each category includes Men's and/or Women's events as follows:

A. WTT Grand Smash

- 1) Men's & Women's Singles
- 2) Men's & Women's Doubles
- 3) Mixed Doubles

B. WTT Cup Finals

- 1) Men's Singles or Women's Singles depending on the event.
- 2) Men's Doubles or Women's Doubles depending on the event.

C. WTT Champions

- 1) Men's Singles or Women's Singles depending on the event.

D. WTT Star Contender

- 1) Men's & Women's Singles
- 2) Men's & Women's Doubles
- 3) Mixed Doubles

E. WTT Contender

- 1) Men's & Women' Singles
- 2) Men's & Women's Doubles
- 3) Mixed Doubles

2. EVENTS

A. Main Event

Each WTT Series event shall take place over a pre-determined number of Main Draw days for Singles, Doubles and Mixed doubles events. The length of WTT Main Draw events shall be:

- WTT Grand Smash: Ten (10) days
- WTT Cup Finals: Five (5) days
- WTT Champions: Six (6) days
- WTT Star Contender: Six (6) days
- WTT Contender: Four (4) days

WTT shall determine the length of any WTT Series event.

B. Qualifying competition

A Qualifying competition may precede the Main Draw of a WTT Series event. The number of days is dependent to the structure of the Qualifying at each event. The length of Qualifying competition should be:

- WTT Grand Smash: No more than three (3) days.
- WTT Star Contender: No more than three (3) days (WTT prefers 2 days).
- WTT Contender: No more than three (3) days (ideally 2 days).

WTT shall determine the length of the Qualifying after consultation with the LOC.

3. ELIGIBILITY

- No player shall be eligible to participate and compete in any WTT event unless that player is, at the time of the WTT event in question, permitted by the ITTF to enter international table tennis events according to the relevant part of the ITTF Handbook for International Series events and is not

prohibited from participating and competing in the WTT Series events in question by the WTT for any reason whatsoever.

- A player's eligibility and ability to participate and compete as a player in any event does not guarantee or create any entitlement whatsoever as to that player's eligibility and participation for any other event.
- All decisions of the WTT related to player eligibility and participation in each event, including the selection of players, shall be final and binding.

4. COMMITMENTS

Any player who commits to enter or participates in any WTT Series events consents and agrees with the following:

- 1) To comply with and be bound by all the provisions of the WTT Handbook, including, but not limited to, all amendments to WTT rules and regulations.
- 2) The International Table Tennis Federation may conduct anti-doping testing at WTT Series events according to the Anti-Doping policy as it is described in the relevant section of the ITTF Handbook. Players consent to the release to WTT of their Anti-Doping results obtained by ITTF at WTT Series events, including missed tests and/or filing failures.
- 3) To comply with and be bound by all the provisions of the Anti-Corruption rules according to the ITTF Handbook.
- 4) For entry into WTT Series events, all players must be registered in the Players ITTF Database with a unique ITTF ID.
- 5) All players shall, as a condition of entering or participating in any WTT Series events, deliver to WTT a signed Consent and Agreement Participation form.
- 6) All players aiming to participate in WTT Series events must submit every two (2) years a medical examination form which shall be approved by WTT to be eligible to enter and compete. The medical examination form is mandatory and must be submitted prior to a player participating in his/her first WTT event of the year.
- 7) All players entering in WTT Series events agree, as a condition of their participation, that all claims of any kind are waived, including past, present, or future claims and injuries, if any, sustained in traveling to or from, or participating in, any WTT Series events, as against WTT, the Local Organizing Committee (LOC), the sponsors or any other entity.

5. PRIZE MONEY

A. GENERAL

- WTT shall pay the prize money to players net of local withholding tax.
- The minimum prize money level and applicable prize money break downs for each event is determined and set by WTT each year.
- Prize money shall be paid in USD at the conclusion of the event unless otherwise approved by WTT.
- Equal prize money shall be awarded for both genders at all WTT Series events.
- The LOC of any event may elect to offer increased event prize money subject to WTT approval.
- Prize money shall be paid for Main Draw and Qualifying competition results at all WTT Series events except for WTT Contender Qualifying competitions and WTT Star Contender Qualifying competition for Doubles'.
- LOC shall nominate a prize money coordinator to assist WTT with the prize money workbook and issuing prize money receipts onsite if needed.
- Players shall ensure they provide their bank account details to WTT at the beginning of each year before the first WTT Series event takes place via email to: events@worldtabletennis.com or via their ITTF Player ID profile.

B. PAYMENT PROCEDURE

The net prize money amount will be transferred to the players' bank account to ensure receipt within the next business week after the conclusion of the event.

Each party shall be responsible for their own bank charges, and/or any other statutory withholdings and deductions which may be applicable.

C. BREAKDOWN

Total prize money per event series is as follows:

- WTT Grand Smash: USD \$2,000,000
- WTT Cup Finals: USD \$1,000,000
- WTT Champions: USD \$400,000
- WTT Star Contender: USD \$250,000
- WTT Contender: USD \$75,000

A full breakdown of prize money by round is included in Appendix A.

D. TAXES

- Each LOC shall confirm the withholding tax rate for domestic and foreign players.
- Each LOC shall be responsible for the payment of the withholding tax amount to the relevant local authorities.
- Tax certificates must be provided to all players as requested within one (1) month after the conclusion of the event.
- Players are responsible for their taxes and are to give any tax information needed accompanied with any other official documentation required to the LOC if requested.

E. ENTITLEMENT

Prize money shall be paid only for played matches and in accordance with rules and regulations established in this handbook. For purposes of this handbook a match is considered as played when it is won as a result of a retirement, default, walkover or no show.

III. SPORT SPECIFIC REGULATIONS

1. PLAYING FORMAT

1.1 WTT Series Events

1.1.1 WTT Grand Smash

a. Men's and Women's Singles:

Main Draw - Knock out of 64.

- Top 50 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline. Any player who wins a Continental Cup or Continental Championships event in the period before the next WTT Grand Smash entry deadline and he/she is not included in the top 50 shall be awarded automatic entry into the next WTT Grand Smash event. In case this occurs, the Automatic Entry quantity will be reduced by the number of Continental Winner(s) to be added.
- Four (4) host wildcard players.
- Two (2) WTT nominated players.
- Eight (8) players who qualified from Qualifying competition.

Qualifying competition – Knock out of 64.

- 58 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- Six (6) host wildcard players.

b. Men's and Women's Doubles:

Knock out of 24.

- Top 20 pairs (Automatic Entry) based on the ITTF TTWR for doubles events at the entries' deadline.
- Four (4) host wildcard pairs.

c. Mixed Doubles:

Knock out of 16.

- Top 14 pairs (Automatic Entry) based on the ITTF TTWR for mixed doubles events at the entries' deadline.

- Two (2) host wildcard pairs.

1.1.2 WTT Cup Finals

a. Men's / Women's Singles:

Knock out of 16.

- Top 16 players (Automatic Entry).

b. Men's / Women's Doubles:

Knock out of 8.

- Top eight (8) pairs (Automatic Entry).

The players and pairs who participate in the WTT Cup Finals will be selected based on the respective ITTF TTWR published after the end of the last event before the WTT Cup Finals.

1.1.3 WTT Champions

a. Men's / Women's Singles:

Knock out of 32.

- Top 30 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- One (1) host wildcard player.
- One (1) WTT nominated player.

1.1.4 WTT Star Contender

a. Men's and Women's Singles:

Main Draw - Knock out of 48.

- Top 30 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- Four (4) host wildcard players.
- Two (2) WTT nominated players.
- Four (4) Top 20 players.
- Eight (8) players qualified from Qualifying competition.

Qualifying competition – Knock out of 32 / 48 / 64.

- 28 / 42 / 56 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- 4 / 6 / 8 host wildcard players.

Qualifying Draw Size

The LOC has the option to choose its preferred draw size for the Qualifying singles competitions. The LOC must nominate the Qualifying draw size to WTT no later than nine (9) months before the start of the event. In case the LOC does not submit their Qualifying draw size or misses the Qualifying draw size nomination deadline, the event shall have the smallest Qualifying draw size(s) applicable.

b. Men's and Women's Doubles:

Main Draw - Knock out of 16.

- Top 10 pairs (Automatic Entry) based on the ITTF TTWR for doubles events at the entries' deadline.
- Two (2) host wildcard pairs.
- Four (4) pairs qualified from the Qualifying.

Qualifying competition – Knock out of 16.

- 14 pairs (Automatic Entry) based on the ITTF TTWR for doubles events at the entries' deadline.
- Two (2) host wildcard pairs.

c. Mixed Doubles:

Knock out of 8.

- Six (6) pairs (Automatic Entry) based on the ITTF TTWR for mixed doubles events at the entries' deadline.
- Two (2) host wildcard pairs.

1.1.5 WTT Contender

a. Men's and Women's Singles:

Main Draw - Knock out of 32.

- Top 18 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- Three (3) host wildcard players.
- One (1) WTT nominated youth player.
- Two (2) Top 20 players.
- Eight (8) players qualified from Qualifying competition.

Qualifying competition – Knock out of 48 / 64 / 96.

- 42 / 56 / 84 players (Automatic Entry) based on the ITTF TTWR for singles events at the entries' deadline.
- 6 / 8 / 12 host wildcard players.

b. Men's and Women's Doubles:

Main Draw - Knock out of 16.

- Top 10 seeded pairs (Automatic Entry) based on the ITTF TTWR at the entries' deadline for doubles events.
- Two (2) host wildcard pairs.
- Four (4) pairs qualified from Qualifying competition.

Qualifying competition – Knock out of 16 / 32.

- 14 / 28 pairs (Automatic Entry) based on the ITTF TTWR for doubles events at the entries' deadline.
- 2 / 4 host wildcard pairs.

c. Mixed Doubles:

Knock out of 8.

- Six (6) pairs (Automatic Entry) based on the ITTF TTWR for mixed doubles events at the entries' deadline.
- Two (2) host wildcard pairs.

1.2 Qualifying Draw Size

The LOC has the option to choose its preferred draw size for the Qualifying competitions. The LOC must nominate the Qualifying draw size to WTT no later than nine (9) months before the start of the event. In case the LOC does not submit their Qualifying draw size or misses the Qualifying draw size nomination deadline, the event shall have the smallest Qualifying draw size(s) applicable.

1.3 System of play

The Single knock-out elimination system shall be used in all WTT Series events in both Main Draw and Qualifying competition (where applicable). Details regarding the number of rounds per event per competition are noted in the Draw sizes section (3.1 Draw size).

All singles events in a Main Draw (Round of 64, Round of 32, Round of 16 and Quarterfinals) and all rounds in Qualifying competition shall be best of five (5) games.

All other singles matches shall be best of seven (7) games.

All doubles and mixed doubles matches shall be best of five (5) games.

A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, where the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

2. ENTRIES

Only registered players with an ITTF identification number (Player ID) are eligible to participate in WTT Series events and those players shall be accepted to enter any WTT Series event where eligible.

2.1 National Entry Restriction (NER)

The NER is the number of participating players / pairs per country and is applied as follows:

a. WTT Grand Smash

- **Singles:**

Each National Association shall be allowed a maximum of six (6) players per event excluding the host wildcard players, WTT nominations and any Continental Cup or Continental Championships

event winner. The restriction is applied across both the Main Draw and Qualifying competition to provide for a maximum total of six players in any combination (i.e., 4 Qualifying / 2 Main Draw or 5 Qualifying / 1 Main Draw).

The Host shall be permitted to use its wildcards to nominate additional players from their National Association outside the NER limit. The maximum number of host players permitted can be 16 players across both the Main draw and Qualifying competition (i.e., 6 Main Draw automatic entry + 4 host wildcards / 0 Qualifying automatic entry + 6 Qualifying wildcard players) excluding any WTT nominations.

- **Doubles/Mixed Doubles:**

Each National Association shall be allowed a maximum of four (4) players per event but only one (1) full pair consisting of players from the same National Association (i.e., 1 CHN/CHN, 1 CHN/AUS, 1 CHN/GER). The Host is permitted to use its wildcards to nominate additional full or half pairs outside of the NER limit.

b. WTT Cup Finals

There is no NER for the WTT Cup Finals.

c. WTT Champions

- Each National Association shall be allowed a maximum of four (4) players per event excluding the WTT nomination.
- The Host shall be permitted to use its wildcard to nominate an additional player from their National Association outside the NER limit. The maximum number of the host players permitted is up to five (5) excluding the WTT nomination.

d. WTT Star Contender

- **Singles:**

Each National Association shall be allowed a maximum of six (6) players per event excluding the WTT nominations. The restriction is applied across both the Main Draw and Qualifying competition, to provide for a maximum total of six (6) players in any combination (i.e., 4 Qualifying / 2 Main Draw or 1 Qualifying / 5 Main Draw).

The Host will be permitted to use its wildcards to nominate additional players outside of the NER limit. The maximum number of the host players permitted, excluding the WTT nominations, depends on the total number of players for the Qualifying competition as follows:

- 32 players: 14 players across both the Main Draw and Qualifying competition (i.e., 6 Main Draw automatic entry + 4 host wildcards / 0 Qualifying automatic entry + 4 Qualifying wildcards).
- 48 players: 16 players across both the Main Draw and Qualifying competition (i.e., 6 Main Draw automatic entry + 4 host wildcards / 0 Qualifying automatic entry + 6 Qualifying wildcards)
- 64 players: 18 players across both the Main Draw and Qualifying competition (i.e., 6 Main Draw automatic entry + 4 host wildcards / 0 Qualifying automatic entry + 8 Qualifying wildcards)
- **Doubles:**
Each National Association shall be allowed a maximum of eight (8) players per event with a maximum three (3) full pairs consisted of players from the same National Association (i.e., 3 CZE/CZE, 1 CZE/SWE, 1 CZE/GER).
The Host is permitted to use its wildcards to nominate additional pairs in any combination outside of the NER limit.
- **Mixed Doubles:**
Each National Association shall be allowed a maximum of four (4) players per event in any pairing combination. The Host is permitted to use its wildcards to nominate additional pairs in any combination outside of the NER limit.

e. WTT Contender

- **Singles:**
Each National Association shall be allowed a maximum of four (4) players per event excluding the WTT nomination. The restriction is applied across both the Main Draw and Qualifying competition, to provide for a maximum total of four (4) players in any combination (i.e., 2 Qualifying / 2 Main Draw or 1 Qualifying / 3 Main Draw).

The Host will be permitted to use its wildcards to nominate additional players outside of the NER limit. The maximum number of the host players permitted, excluding the WTT nomination, depends on the total number of players for the Qualifying competition as follows:

- 48-Qualifying draw: 13 players across both the Main Draw and Qualifying (i.e., 4 Main Draw automatic entry + 3 host wildcards / 0 Qualifying automatic entry + 6 Qualifying wildcards).
- 64-Qualifying draw: 15 players across both the Main Draw and Qualifying (i.e., 4 Main Draw automatic entry + 3 host wildcards / 0 Qualifying automatic entry + 8 Qualifying wildcards)
- 96-Qualifying draw: 19 players across both the Main Draw and Qualifying (i.e., 4 Main Draw automatic entry + 3 host wildcards / 0 Qualifying automatic entry + 12 Qualifying wildcards)
- **Doubles:**

Each National Association shall be allowed a maximum of eight (8) players per event with a maximum three (3) full pairs consisting of players from the same National Association (i.e., 3 CZE/CZE, 1 CZE/SWE, 1 CZE/GER).

The Host is permitted to use its wildcards to nominate additional pairs in any combination outside of the NER limit.
- **Mixed Doubles:**

Each National Association shall be allowed a maximum of four (4) players per event in any pairing combination. The Host is permitted to use its wildcards to nominate additional pairs in any combination outside of the NER limit.

In the situation where a Qualifying competition at a WTT Star Contender or WTT Contender is undersubscribed, additional players from National Associations and in any pair combination will be accepted into the Qualifying competition based on the ITTF TTWR to fill the available spots.

2.2 Top 20 Play Down Restriction (PDR):

a. WTT Star Contender

The singles' events Main Draw of a WTT Star Contender is restricted to a maximum of four (4) players from within the Top 20 of the ITTF TTWR at the time of entry deadline.

b. WTT Contender

The singles' events Main Draw of a WTT Contender is restricted to a maximum of two (2) players from within the Top 20 of the ITTF TTWR at the entry deadline.

PDR entries shall be accepted, in order of priority and by ranking, as per the following:

- 1) Players from the host country.
- 2) Players who have been excluded from a WTT Grand Smash or WTT Champions event in the 6 (six) weeks prior to the event entry deadline due to NER.
- 3) Top 20 players wishing to play the event.

Top 20 PDR entries shall not count towards the NER.

The LOC shall be permitted to use one (1) of its allocated wildcards to nominate an additional player from within the Top 20 to participate in the event. However, this wildcard shall be counted towards the NER allocation if the player is from the LOC host National Association.

The PDR shall be included in the number of automatic entries at the time of the entry deadline. When an event does not have its full allocation of PDR entries, the entry list shall be adjusted by the number of PDR spots not used.

2.3 Entry Deadline

The Entry Deadline Cut-Off shall be on Tuesday, 20:00 (8:00PM) Singapore time (UTC+8 hours) of the designated deadline week specified below. Players (or their designated authority) shall be solely responsible for ensuring their entry is entered into an event via the Online Entries System (OES). WTT will not accept any entry received after the entry deadline whereby a player or pair (or their designated authority) has failed to complete the correct entry procedures.

a. WTT Grand Smash

- Singles Main Draw/Qualifying: Four (4) weeks prior the main event start.

The players in singles events shall be added automatically to the entry list by WTT based on the ITTF TTWR published at the entry deadline. The participation of the players is mandatory.

- Doubles & Mixed doubles: Three (3) weeks prior the main event start.

Both players of a pair (or their designated authority) must confirm their participation as a pair for doubles and mixed doubles events via the OES before the entry deadline.

b. WTT Cup Finals

- Singles:

Eligible players shall be added automatically to the event entry list by WTT based on the respective ITTF TTWR for singles' events published after the end of the last event before the WTT Cup Finals. The participation of the players is mandatory.

- Doubles:

Eligible pairs shall be added automatically to the event entry list by WTT based on the respective ITTF TTWR for doubles' events published after the end of the last event before the WTT Cup Finals. The participation of the pairs is mandatory.

c. WTT Champions

- Singles: Four (4) weeks prior the event start.

Players shall be added automatically to the event entry list by WTT based on the ITTF TTWR published at the entry deadline. The participation of the players is mandatory.

d. WTT Star Contender & Contender

- Singles: Main Draw/Qualifying: Four (4) weeks prior the event start.

All players, or National Associations, or any person/entity where the player has designated that authority to the NA (designated authority), regardless of a National Entry Restriction or Top 20 Play-Down Restriction, must enter the event via the OES prior to the close of the entry deadline.

- Doubles & Mixed doubles: Main Draw/Qualifying: Three (3) weeks prior the Main Draw event start. Both players of a pair, for doubles and mixed doubles events or National Associations, or any person/entity where the player has designated that authority (designated authority), regardless of a National Entry Restriction must confirm entry of doubles partners via the OES before the entry deadline.

2.4 Onsite Qualifying Entry

When a Qualifying competition is undersubscribed on the day of conducting the Qualifying draw, any player/pair who did not enter by the entry deadline shall be accepted onto the entry list as long as they are

not seeded, and they can confirm in person their availability to play onsite directly with the WTT Event Supervisor one hour prior to the commencement of the Qualifying draw.

Any player/pair who withdrew from the event is not permitted to sign-in as an onsite entry.

2.5 Doubles/Mixed doubles seeding

Entries in doubles and mixed doubles events in WTT Grand Smash, WTT Star Contender and WTT Contender shall be done by combining each player's individual Doubles/Mixed doubles ITTF TTWR position to form a combined pair rank to determine order of eligibility to enter. Players who have no ITTF Table Tennis Doubles Individual World Ranking shall receive the ranking of the lowest ranked player plus 1 point.

Tie-Break procedures to determine seeding order of the pairs in in WTT Grand Smash, WTT Star Contender and WTT Contender shall be as follows:

1. The pair with the greatest number of points in the Doubles Pairs ITTF Table Tennis World Ranking.
2. The pair with the best Combined Rank considering the previous ranking week.
3. The pair with the most combined number of events over the previous 52-week period.
4. The pair with the most combined number of points in the Men's/Women's Singles ITTF Table Tennis World Ranking.
5. Randomly sorted by the seeding software.

Entries for the doubles' events in WTT Cup Finals shall be done according to the best pairs ITTF TTWR for doubles' events published at the applicable entry deadline.

Tie-Break procedures to determine seeding order in WTT World Cup Finals shall be as follows:

1. The pair with the best Combined Rank considering the previous ranking week.
2. The pair with the most combined number of events over the previous 52-week period.
3. The pair with the most combined number of points in the Men's/Women's Singles ITTF Table Tennis World Ranking.
4. Randomly sorted by the seeding software.

A. Nominated pairs

Below is an example of entries in Doubles/Mixed Doubles' events.

DWR Player A	Player A	DWR ¹ Player B	Player B	CPR ²
1	Player 1	6	Player 6	7
2	Player 2	3	Player 3	5
4	Player 4	5	Player 5	9
14	Player 14	28	Player 28	42
15	Player 15	22	Player 22	37
NR (108)	Unranked Player ³	107	Players 107	215 (NR = Lowest Ranked Player +1 Point)
44	Player 44	77	Player 77	121

B. Rank order

Below is the order of the pairs to determine entry based on the previous example.

Rank	Player A	Player B	CPR
1	Player 2	Player 3	5
2	Player 1	Player 6	7
3	Player 4	Player 5	9
4	Player 15	Player 22	37
5	Player 14	Player 28	42
6	Player 44	Player 77	121
7	Unranked player	Player 107	215

2.6 Entries extension

WTT in co-operation with the LOC may extend the entry deadlines for Singles and Doubles when unforeseen circumstances arise.

¹ DWR: Doubles Individual World Ranking

² CPR: Combined Pair Ranking

³ Players who have no Doubles Individual ITTF TTWR shall receive the ranking of the lowest ranked player plus 1 point.

2.7 WTT Nomination Deadline

- WTT shall nominate, at their sole discretion, players to participate in the singles Main Draw for all WTT events as described above in this document.
- WTT shall nominate players at any time following the close of the entry deadline and no later than seven (7) days prior to the commencement of the Main Draw of the event.
- In case WTT does not allocate its WTT Nomination(s), the next player(s) shall be moved to the Main Draw list from the Qualifying list, and where applicable players shall then move from the Wait list to the Qualifying list.

2.8 Host Wildcards Nomination Deadline

- The host must nominate its confirmed wildcards seven (7) days prior to the commencement of the event to the WTT Event Supervisor for all competitions.
- In case a nominated wildcard player or pair withdraws before the draw ceremony the host will have the ability to replace the player with another wildcard player or pair.
- In case a host does not allocate all of its wildcard positions, the next eligible player(s) and pair(s) shall be added to the Main Draw list or the Qualifying list (where applicable).
- WTT will have the final approval on all Host Wildcard nominations.

2.9 Player Withdrawal / Cancellation

- In case a player or pair withdraws from an event, the next eligible player or pair shall be added to the Main Draw (either from Qualifying or Wait list depending on Event), and where applicable, the next eligible player on the Wait list shall be added to the Qualifying.
- In case a player or pair from a National Association where the NER rule has been applied with withdraws from an event, the next eligible NER player from that National Association on the entry list will be included based on their ITTF TTWR at the time of the entry deadline.
- For WTT Star Contender and WTT Contender If a player withdraws from an event and that player's entry falls under the PDR rule, their position in the list shall be replaced with the next eligible PDR player on the entry list.
- For WTT Star Contender and WTT Contender if there are no Top 20 PDR eligible players on the entry list, WTT may replace that player with another WTT Top 20 player, WTT Nomination or WTT Youth Nomination.

- If the previous option is not taken by WTT, the next eligible player on the Qualifying list shall be added to the Main Draw, and where applicable, the next eligible player on the Wait list shall be added to the Qualifying.

The next eligible player or pair's participation in an event will be confirmed and accepted by the player via the WTT Events department before they are moved into any event list.

2.10 Qualifying Withdrawal / Cancellation Deadline

The Qualifying withdrawal / cancellation deadline applies in WTT Star Contender and WTT Contender events as follows:

- **Singles events:** Players who do not wish to play in the Qualifying competition have one (1) week after their applicable entry deadline to cancel their entry without penalty.
- **Doubles events:** Pairs who do not wish to play in the Qualifying competition have one (1) week after their applicable entry deadline to cancel their entry without penalty.

2.11 Entry list

The entry list for all WTT events shall be presented/published as follows:

- Showing all players entered the event regardless of NER or Top 20 Play Down Restrictions.
- Denoting Main Draw, Qualifying and Wait List where applicable.
- Denoting which players are not eligible to participate due to NER or Top 20 Play Down Restrictions to ensure integrity in case a player from a NER National Association is later permitted to play due to a withdrawal of a player from the same National Association.

2.12 Entry changes

Singles:

- New players cannot be added after the singles' entries deadline.

Doubles:

- New pairs cannot be added after the doubles' entries deadline and all players indicated, as "Partner Wanted" will be removed without further notice.
- No Doubles can be amended after the doubles' entry deadline.

2.13 Reserve list

A minimum of two (2) reserve players (WTT Cup Finals, WTT Champions) and one (1) pair (WTT Cup Finals) shall be present on site to replace a withdrawn/cancelled player/pair through the completion of the first round. WTT, at its sole discretion, may alter the number of reserve players per event.

2.14 Qualifying Entry list

All players playing in the Qualifying competition, including players who are on site and on the Wait list, must confirm their attendance (“**Qualifying Sign-in**”) onsite no later than one hour prior to the commencement of the Qualifying draw (“**Qualifying Sign-Deadline**”) in order to be eligible to participate in the Qualifying competition in case of withdrawals. If a player fails to sign-in before the deadline he/she will be removed from the Qualifying list and a penalty fee will be applied which shall be doubled in the case the player was seeded for the Qualifying draw as per the Player Code of Conduct (4.1.5 Qualifying No Show).

For 2021 (Phase 1):

The above players will be responsible for coming into a designated place into the venue and signing their name into the alphabetical list that the WTT Event Supervisor will prepare for that purpose.

- Where a player cannot be onsite because he/she is playing in another event then the player can confirm with the WTT Event Supervisor at his/her current event that he/she will not play in the Qualifying competition at his/her next event and let that WTT Event Supervisor knows. Otherwise, the player will inform the WTT Event Supervisor of the event directly that he/she is not going to play (ex. A player is currently playing in Event 1 and cannot participate in Event 2 that is running at the same time. Either he/she informs the WTT Event Supervisor of Event 1 that he/she is not going to participate in Event 2, or he/she contacts by email / call the WTT Event Supervisor of Event 2 that he/she is not going to participate in Event 2).
- Where a player is not onsite because he/she is travelling to the event or intending to travel to the event the day of his/her Qualifying match – he/she will be able to email / call the WTT Event Supervisor to re-confirm their entry by the Qualifying onsite sign-in deadline.

For 2022 and onwards (Phase 2):

The players will be able to scan the event specific QR code once they are onsite and using their own account and geo app location to confirm they are at the venue. Players who will fail to sign-in on site will be removed from the Qualifying list.

In both phases if a player withdraws after the “Qualifying Sign-in” deadline and it is proven he/she signed in but fails to appear, WTT will treat this as a major offence as under the Player Code of Conduct.

2.15 Wait list

Players/pairs who are not among the Main Draw or Qualifying (where applicable) lists shall be placed on a Wait list (WL) based on their ITTF TTWR at the entry deadline.

In case of withdrawal(s) the next player(s)/pair(s), according to the ITTF TTWR at the entry deadline, will be added to the respective list and notified by WTT.

3. DRAWS

3.1 Draw sizes

The draw sizes for the Main Draw and Qualifying as well as the byes, the playing rounds and the number of qualifiers shall be as follows:

MAIN DRAW				
DRAW SIZE	DRAW SHEET	BYTES	# ROUNDS	BREAKDOWN
8	8	0	3	QF SF F
16	16	0	4	R16 QF SF F
24	32	8	5	R24 R16 QF SF F
32	32	0	5	R32 R16 QF SF F
48	64	16	6	R48 R32 R16 QF SF F
64	64	0	6	R64 R32 R16 QF SF F

QUALIFYING				
DRAW SIZE	DRAW SHEET	BYTES	QUALIFIERS	# ROUNDS
16	16	0	4	2
32	32	0	4	3
32	32	0	8	2
48	64	16	8	3
64	64	0	8	3
96	128	32	8	4

3.2 Seeding

All Main and Qualifying Draws will have a seeded draw. The Top 8, Top 16 or Top 32 players (**‘Seeds’**) depending on the event and the draw size shall be seeded. The number of seeds per draw size shall be as follows:

MAIN DRAW		
DRAW SIZE	DRAW SHEET	SEEDS
8	8	4
16	16	4
24	32	8
32	32	8
48	64	16
64	64	8
QUALIFYING		
DRAW SIZE	DRAW SHEET	SEEDS
16	16	4
32	32	8
48	64	16
64	64	8 ⁴
64	64	16
96	128	32

The order of the seeds will be determined using the latest ITTF TTWR at the time of each draw ceremony and the seeds shall be placed or drawn randomly as follows:

- (a) Seed 1 will be placed in position 1 and Seed 2 will be placed in the last position of the draw based on the draw sheet according to the table below.
- (b) To determine the placement of the remaining seeds, draw in pairs of two (Seeds 3 and 4), groups of four (Seeds 5-8, 9-12, 13-16), or groups of eight (Seeds 17-24 and 25-32) from top to bottom on the positions indicated in the table below:

⁴ Number of seeds in WTT Grand Smash Singles events

		8 Draw 4 seeds	16 Draw 4 seeds	24/32 Draw 8 seeds	64 ⁵ Draw 8 seeds	48/64 Draw 16 seeds	96 Draw 32 seeds
SEEDS		Position on draw sheet					
1-2	Direct placement	1 8	1 16	1 32	1 64	1 64	1 128
3-4	First Drawn	3	5	9	17	17	33
	Second Drawn	6	12	24	48	48	96
5-8	First Drawn			8	16	16	32
	Second Drawn			16	32	32	64
	Third Drawn			17	33	33	65
	Fourth Drawn			25	49	49	97
9-12	First Drawn					9	17
	Second Drawn					25	49
	Third Drawn					40	80
	Fourth Drawn					56	112
13-16	First Drawn					8	16
	Second Drawn					24	48
	Third Drawn					41	81
	Fourth Drawn					57	113
17-24	First Drawn						9
	Second Drawn						24
	Third Drawn						41
	Fourth Drawn						56
	Fifth Drawn						73
	Sixth Drawn						88
	Seventh Drawn						105
	Eight Drawn						120
25-32	First Drawn						8
	Second Drawn						25
	Third Drawn						40
	Fourth Drawn						57
	Fifth Drawn						72
	Sixth Drawn						89
	Seventh Drawn						104
	Eight Drawn						121

⁵ WTT Grand Smash Singles events

The rest of the players/pairs, together with the qualifiers' spots, shall be drawn randomly from top to bottom to fill the remaining positions.

Following the completion of the Qualifying competition, the Main Draw shall be updated to show the players who have progressed from Qualifying (“**qualifiers**”). These players shall be ranked by ITTF TTWR and placed into the Main Draw undertaking normal draw procedures from top to bottom to fill in the qualifiers' spots.

When the Qualifying competition is completed prior to the conducting of the draw for the Main Draw, the qualifiers shall be sorted by ITTF TTWR and added to the end of the main draw entry list. After the placement of the seeds into the draw, all remaining players/pairs shall be drawn randomly filling remaining positions from top to bottom.

Where fixed byes exist, they shall be given to the seeded players/pairs as per the table below:

BYES			
	Draw of 24 8 fixed byes for seeds	Draw of 48 16 fixed byes for seeds	Draw of 96 32 fixed byes for seeds
SEEDS	Bye position on draw sheet		
1-2	2 31	2 63	2 127
3-4	10 23	18 47	34 95
5-8	7 26 15 18	15 50 31 34	31 98 63 66
9-12		10 55 26 39	18 111 50 79
13-16		7 58 23 42	15 114 47 82

17-24			10 119 42 87 23 106 55 74
25-32			7 122 58 71 26 103 39 90

Once byes have been given to the seeded players/pairs in any size draw, any remaining byes will be drawn and evenly distributed per half and per quarter of the draw as per the tables below*:

**In the tables below:*

- *Grey background colour: Byes for seeds in ordered placement.*
- *Orange background colour: Additional bye positions (if any) placed in ordered placement.*
- *Red colour: Seeds positions.*

Draw sheet of 128 / 32 Seeds

Position		Position		Position		Position	
1	1	33	3-4	65	5-8	97	5-8
2	1	34	3	66	8	98	6
3		35	29	67	26	99	28
4		36		68		100	
5		37		69		101	
6	1	38	7	70	4	102	8
7	25	39	31	71	28	103	30
8	25-32	40	25-32	72	25-32	104	25-32
9	17-24	41	17-24	73	17-24	105	17-24
10	17	42	19	74	24	106	22
11	9	43	11	75	16	107	14
12		44		76		108	
13		45		77		109	
14	17	46	19	78	24	110	22
15	13	47	15	79	12	111	10
16	13-16	48	13-16	80	9-12	112	9-12
17	9-12	49	9-12	81	13-16	113	13-16
18	9	50	11	82	16	114	14
19	21	51	23	83	20	115	18
20		52		84		116	
21		53		85		117	
22	13	54	15	86	12	118	10
23	21	55	23	87	20	119	18
24	17-24	56	17-24	88	17-24	120	17-24
25	25-32	57	25-32	89	25-32	121	25-32
26	29	58	27	90	32	122	26
27	5	59	3	91	6	123	2
28		60		92		124	
29		61		93		125	
30	27	62	25	94	30	126	31
31	5	63	7	95	4	127	2
32	5-8	64	5-8	96	3-4	128	2

Draw sheet of 64 / 16 seeds			
Position		Position	
1	1	33	5-8
2	1	34	8
3		35	12
4		36	
5		37	
6	1	38	8
7	13	39	12
8	13-16	40	9-12
9	9-12	41	13-16
10	9	42	16
11	5	43	4
12		44	
13		45	
14	9	46	14
15	5	47	4
16	5-8	48	3-4
17	3-4	49	5-8
18	3	50	6
19	13	51	10
20		52	
21		53	
22	3	54	6
23	15	55	10
24	13-16	56	9-12
25	9-12	57	13-16
26	11	58	14
27	7	59	2
28		60	
29		61	
30	11	62	15
31	7	63	2
32	5-8	64	2

Draw sheet of 64 / 8 seeds			
Position		Position	
1	1	33	5-8
2	1	34	8
3		35	
4		36	
5		37	
6	9	38	16
7	5	39	4
8	13-16	40	9-12
9	9-12	41	13-16
10	1	42	8
11	13	43	12
12		44	
13		45	
14		46	
15	5	47	4
16	5-8	48	3-4
17	3-4	49	5-8
18	3	50	6
19		51	
20		52	
21		53	
22	11	54	14
23	7	55	2
24	13-16	56	9-12
25	9-12	57	13-16
26	3	58	6
27	15	59	10
28		60	
29		61	
30		62	
31	7	63	2
32	5-8	64	2

Draw sheet of 32 / 8 Seeds	
Position	
1	1
2	1
3	
4	
5	
6	1
7	5
8	5-8
9	3-4
10	3
11	5
12	
13	
14	3
15	7
16	5-8
17	5-8
18	8
19	4
20	
21	
22	6
23	4
24	3-4
25	5-8
26	6
27	2
28	
29	
30	7
31	2
32	2

Draw sheet of 16 / 4 Seeds	
Position	
1	1
2	1
3	
4	
5	3-4
6	3
7	1
8	
9	
10	2
11	4
12	3-4
13	
14	3
15	2
16	2

Draw sheet of 8 / 4 Seeds	
Position	
1	1
2	1
3	3-4
4	3
5	
6	3-4
7	2
8	2

3.3 Lucky Losers

Lucky Losers (LL) are players / pairs who are drawn in the Main Draw to fill empty spots after they have been eliminated from the Qualifying competition and they have confirmed their availability with the WTT Event Supervisor after their match and in any case not later than thirty (30) min after the completion of the Qualifying competition to be “eligible” Lucky Losers (“**Onsite Lucky Loser Sign-In**”). The LL(s) positions in the Main Draw will not be released until the completion of the Qualifying competition.

The following procedures shall be followed:

- a. The eligible LL(s) will be selected among the players/pairs who lost in the last round of Qualifying based on their ITTF TTWR at the date of the draw in descending order. If there are two or more players/pairs who are unranked the order will be decided by lot.
- b. If the number of empty spots in the Main Draw exceeds the number of players/pairs who lost in the final round of Qualifying, the highest-ranked eligible LL(s) from the previous Qualifying round will be added based on the above conditions.
- c. The eligible LL(s) will be drawn together with the qualifiers by random to fill in the empty positions in the Main Draw from top to bottom.

3.4 Players/Pairs Withdrawals

The following procedures shall be followed:

3.4.1 Withdrawal from the Main Draw

A. Main Draw - Seed withdrawal

1. Before the Main Draw takes place and after Qualifying has commenced
 - a. The highest ranked player eligible to be seeded moves into the position of the withdrawn seed. A LL will be drawn with the qualifiers to fill in the remaining positions.
2. After the Main Draw takes place and before qualifiers progression
 - a. The highest ranked player eligible to be seeded moves into the position of the withdrawn seed. A LL from the last round of Qualifying will be added to the list of qualifiers and drawn together to fill qualifier and lucky loser positions from top to bottom of the draw.
3. After the Main Draw takes place and after the qualifiers’ progression and before the first match of the Main Draw commences

- a. The highest ranked player eligible to be seeded moves into the position of the withdrawn seed. A LL fills in the empty position.
4. For WTT Star Contender - After the main event starts and before the 2nd round finishes.
 - a. Any seeded player who withdraws before their first match can be replaced by a LL who fills in the empty position and starts his/her matches from the second round.
5. In any event other than a WTT Star Contender, after the main event starts and before the 1st round finishes.
 - a. A LL fills in the empty position and starts their match from the applicable round.

A. Main Draw – Non-Seed withdrawal

1. Before the Main Draw takes place and after Qualifying has commenced
 - a. A LL will be drawn with the Qualifiers to fill in the remaining positions.
2. After the Main Draw takes place and before qualifiers progression
 - a. A LL from the last round of Qualifying will be added to the list of qualifiers and drawn together to fill qualifier and lucky loser positions from top to bottom of the draw.
3. After the Main Draw takes place and after the qualifier's progression
 - a. A LL fills in the empty position.
4. In any event with Qualifying competition, after the main event starts and before the 1st round finishes.
 - a. A LL fills in the empty position.

The eligible LL(-s) shall be ready on-site to compete in the event of a withdrawal. The WTT Event Supervisor is responsible to inform the eligible LL(-s) who are drawn in the Main Draw.

3.4.2 Withdrawal from the Qualifying competition

A. Prior to the conducting of the Qualifying Draw

The highest ranked player on the Wait list and who has completed the 'Qualifying sign-in' will fill the vacant position.

B. After the completion of the Qualifying Draw (before the Qualifying competition start)

The vacant position of the withdrawn player/pair shall be filled by the highest ranked player(s) from the Wait list who have already done the 'Qualifying sign-in'. In case there are not enough players to fill in the spots the positions are filled in with byes.

3.5 Place

The draws, which the public may be permitted to attend, are to be done by the Referee with the help of the WTT Event Supervisor at a place selected by the Event Director in consultation with the WTT Event Manager or the WTT Event Supervisor. Whenever possible, all draws should have a player present to witness the making of the draw, however, if a player is not available, the Referee together with the WTT Event Supervisor may perform the draw.

3.6 Time

a. Main Draw Singles

The Main Draw for the Singles events shall take place no earlier than the Qualifying Sign-in deadline and no later than 12 hours before the scheduled start of the Main Draw.

b. Main Draw Doubles / Mixed Doubles

The Main Draw for the Doubles and the Mixed Doubles events shall take place immediately after the Main Draw for Singles event draws finish. Any exception to this requires the approval of WTT.

c. Qualifying Singles & Doubles

The Qualifying Draw for the Singles and the Doubles events shall take place the day before the Qualifying competition starts and immediately after the Qualifying Sign-In closes, or if deemed necessary, reasonably delayed at the discretion of the WTT Event Supervisor.

4. GENERAL SCHEDULE

WTT shall collaborate with the LOC to determine the schedule of matches including the number of playing sessions, number of event days, number of matches per day and session start times. The schedule shall be prepared based on the numbers of tables, days, and events by the WTT Event Supervisor and shall be approved, prior the publication, by the WTT Event Manager.

An indicative number of days per event series follows:

Main Draw:

- WTT Grand Smash: Ten (10) days
- WTT Cup Finals: Five (5) days
- WTT Champions: Six (6) days
- WTT Star Contender: Six (6) days
- WTT Contender: Four (4) days

Qualifying competition:

- As needed with up to three (3) days. Ideally two (2) days for WTT Star Contender and WTT Contender Series.

5. TIME SCHEDULE

The earliest start time of matches is 10:00 am during all days of the Main Draw and 09:00 am for the Qualifying competition.

- The entire time schedule for the event will be prepared, by the WTT Event Supervisor, based on TV needs and local conditions for discussion with the LOC and shall be approved by the WTT Event Manager.
- WTT reserves the right to schedule matches on any table on any day at its sole discretion.
- WTT at its sole discretion may move any match on any table at any time.

6. MULTI BALL

Unless otherwise stated, the “Multi Ball” system shall be implemented from the first round of the Main Draw onwards as follows:

- Prior to each match the players are free to select 20 out of approximately 30 balls.
- The assistant umpire has a certain number of balls and throws the next ball to the player between points, during the match, and the players shall not pick up the ball from the floor (net balls shall be replayed).
- Ball persons shall collect the balls after each point to avoid having a certain number of balls on the floor during TV matches.

- The ball persons shall wear shirts provided by WTT or otherwise approved and shall be located outside the show court out of the main camera view. Small, square, dark colour stools shall be used for seating. More details regarding ball persons' role and function can be found in the Ball persons Manual.

7. TABLE TENNIS REVIEW (TTR)

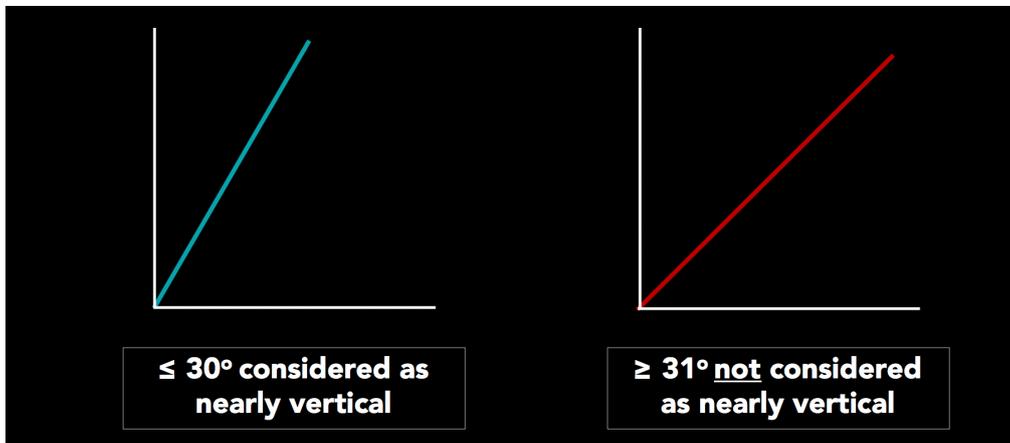
Table Tennis Review (TTR) gives players the right to review a decision made by an umpire, which they believe is incorrect. With the help of highly accurate technology, it will be possible to have a point replayed instantly and reviewed by a TTR Match Official, who will have the final decision for the review in question. TTR will be available in selected events and tables only and players are informed before the event and/or match starts whether TTR is available.

A. Points of Review

- Edge ball
- Service net
- Service toss height ⁶
- Service toss angle ⁷
- Service ball hiding
- Service toss below playing surface
- Service toss above playing surface
- Service palm not open
- Service striking ball above playing surface
- Ball hitting part of the body
- Ball striking non-net assembly parts

⁶ Service toss height has to be higher than 16cm to be deemed as a legal serve

⁷ Service toss angle must be $\leq 30^\circ$ to be deemed as a legal serve



Service toss angle.

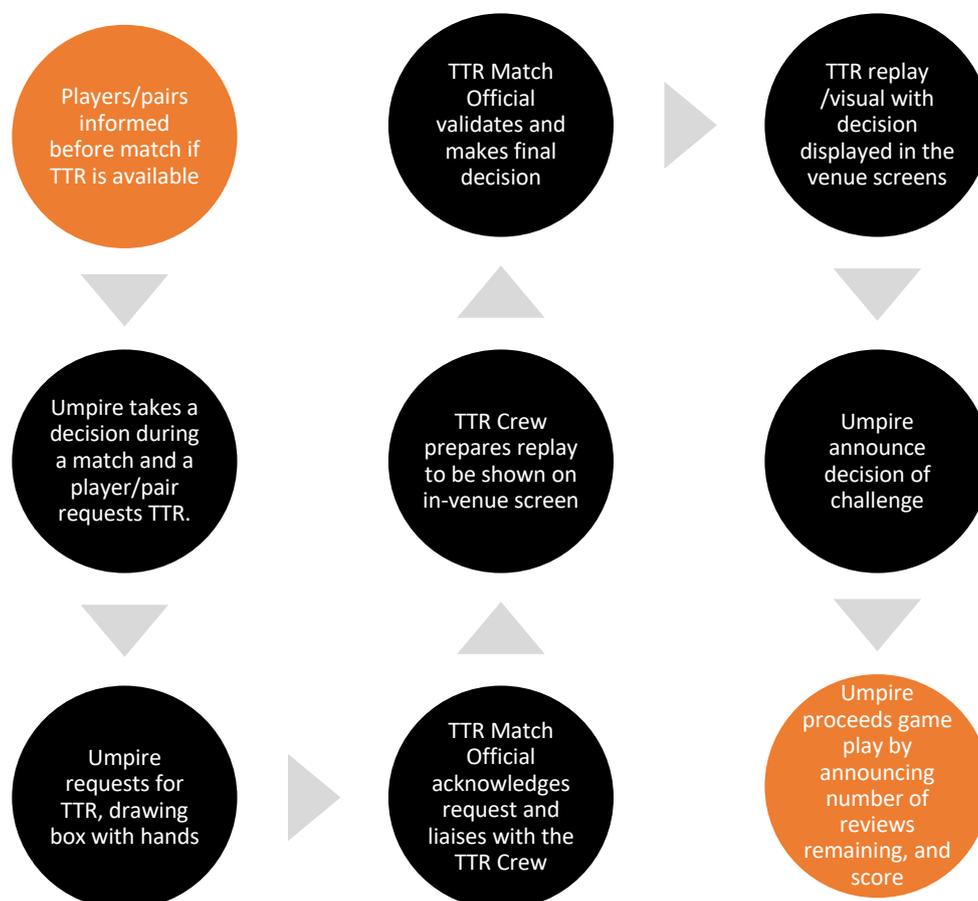
B. Principles & Rules

- The players are informed before the match starts whether TTR is available.
- Only the players/pairs involved in the match can request TTR for decisions made by the umpire which directly affect the player/pair, with a fault or point awarded against.
- Other persons like Match Officials, coaches etc. do not have the right to request TTR.
- Players/pairs do not have the right to request TTR in case an umpire has not called a fault service or not awarded a point to the opponent.
- Players/pairs will have two (2) incorrect calls per match. One (1) review at a time will be deducted if the players/pairs' review was unsuccessful.
- Players/pairs can only request TTR, in a timely manner, immediately following the call (announcement of decision) by the umpire.
- In the event players/pairs request TTR, it should be indicated clearly with verbal or visual signs.

C. Overall flow of actions

1. Players/pairs are informed before the match whether TTR is available.
2. The umpire takes a decision and warns or awards the point accordingly.
3. The player/pair who is faulted or not awarded a point can request TTR by calling "TTR" or "Review".
4. The request for TTR must be made, in a timely manner, as soon as possible after the umpire awards the point and before the start of the next rally.
5. The TTR will only be specific for the reason of fault i.e., toss height.
6. The umpire must confirm with the player/pair the intention to use TTR and confirm that the player/pair has reviews remaining.

7. The umpire requests the TTR with a signal, indicating a square with the hands.
8. In case the umpire uses the OVR match hub application input the TTR request through the system.
9. The TTR Match Official acknowledges the request and liaise with the TTR Crew.
10. The TTR crew replays the point in question in the TTR monitor room and prepares the replay for the in-venue screens (a minimum of 1 screen per table is mandatory).
11. The TTR Match Official validates and makes the final decision, which cannot be appealed.
12. The final decision appears on the screen with the TTR replay.
13. The umpire confirms or changes his/her original decision accordingly.
14. In case the review cannot be made with TTR i.e., due to a technical failure or a specific camera being blocked by the players/pairs in play the TTR Match Official must inform the umpire that TTR is not available, and the umpire's original decision will be final.
15. The umpire proceeds with the match play by announcing the number of reviews remaining and the score.



D. Procedure for Umpire

1. (Action) **Player/Pair** call for TTR.
2. (Action) **Umpire** indicates player/pair requesting for review by pointing to the player/pair and indicating type of review with hand signal.
3. (To speak) **Umpire:** (Player name) request review of point for (height of toss/angle of toss/edge ball etc).
4. (Action) **Umpire** indicates that point will be reviewed on replay system by **drawing a box with the hands.**
5. (To speak) **Umpire:** TTR review in progress.
6. (Action) **TTR Match Official** acknowledges the request made by Umpire.
7. (Action) **Umpire** waits for the point and TTR decision to be shown on the big screen and communicated by the intercom.
8. (Action) **Umpire** repeats decision (In/Out, Let/No Let, Successful/Unsuccessful) to players & audience.
9. (To speak) **Umpire:** Review successful/unsuccessful, decision to be made, (Player name) number of reviews remaining X. Score is 3-4.

E. Procedure of TTR Match Officials

1. The **TTR Match Official** will be seated next to the TTR Crew when he/she is on duty, and all communication with the Umpire will be through intercom system. The TTR Match Official will be the final decision maker of the point when TTR is requested during a match.
2. During a match, the Umpire will indicate the request for TTR by drawing a box with their hands, with clear hand-signals and verbal indication of the type of review.
3. (Action) **TTR Match Official** to acknowledge Umpire's request & liaise with the TTR Crew to identify point and prepare it for broadcast to be shown on the big screen.
4. (To speak) **TTR Match Official:** Request for TTR (specific matter in question) received. Review in progress.
5. (Action) **TTR Match Official** validates and makes the final decision (In/Out, Let/No Let, Successful/Unsuccessful) on the point, and decision will be indicated on the big screen.
6. (To speak) **TTR Match Official:** Review successful/unsuccessful, number of reviews remaining X.

IV. FACILITIES / EQUIPMENT & CONDITIONS

1. PLAYING & TECHNICAL EQUIPMENT

The playing and technical equipment (table, net assembly, balls, racket covering) used in each WTT Series event shall comply with the relevant requirements and specifications set out in ITTF Handbook (Sections 2.1 - 2.4, Section 3.2.1.3 (Approved and Authorised Equipment), Section 3.2.4 (Racket Control), Sections 3.4.2.2 to 3.4.2.4 (Equipment)).

Only ITTF approved [balls](#), [tables](#), [nets](#), and [racket coverings](#), as included in the lists of ITTF Approved and Authorized Equipment published on ITTF website (<https://equipments.ittf.com/#/equipments>) shall be used in WTT Series events.

Apart from the above, the following equipment and fittings are to be considered as part of the playing area:

- Umpires' tables and chairs,
- score indicators (manual or electronic),
- towel and ball boxes,
- advertising surrounds,
- advertising LED's, and
- any other small technical equipment (e.g., Table Tennis Review devices, microphone, small cameras)

which shall be fitted in a way that does not affect play and the umpires' visibility and needs to be prior approved by WTT. The WTT Event Supervisor may remove or have removed any item (including advertising) that may affect the safety of a player, official or ball person.

2. CONDITIONS

2.1 Playing area size

in accordance with the respective WTT Event Manuals the following shall be considered:

- Set-up of no more than four (4) special show-tables is mandatory for all Main Draw matches from the start of the Main Draw.
- The size of such a show-table shall be not less than: 10,00 m x 18,00 m.
- The playing area is defined by not less than 36 pyramid surrounds and 4 corners.

- The size of normal playing area used in Qualifying competition shall be not less than 7 x 14 m.

2.2 Playing Flooring

The playing flooring shall be in accordance with the respective WTT Event Manual and shall meet the following requirements:

- The use of ITTF approved sports [flooring](https://equipments.ittf.com/#/equipments), as mentioned in the list of ITTF Approved Floors published on ITTF website (<https://equipments.ittf.com/#/equipments>), in all courts is mandatory for both Main Draw and Qualifying competition.
- The use of a subfloor (sports floor or wooden subfloor) in all courts is mandatory for both Main Draw and Qualifying competition in case the ITTF Approved floor is not meant to be used directly on concrete.

2.3 Playing Conditions

The playing conditions shall be in accordance with the respective WTT Event Manuals and shall meet the following requirements:

- The illuminance during the Main Draw shall be not less 2,000 lux uniformly distributed over the main table.
- The illuminance during the Main Draw shall be not less than 1600 lux uniformly distributed over each competition table.
- The illuminance during the Qualifying shall be not less 1,200 lux uniformly distributed over each table.
- Special show-court lighting must be provided for the main table for WTT Grand Smash, WTT Cup Finals and WTT Champions events, and for the final days of the Main Draw at WTT Star Contender events when the matches are played on one (1) table. Details for the lighting technical requirements can be found at the “Lighting Guidelines”.
- The main show-court must be equipped with LED surrounds at all WTT Grand Smash, WTT Cup Finals and WTT Champions events, and recommended for WTT Star Contender and Contender events when the event reduces to one table only.
- The temperature in the competition and the practice hall shall be not below than 16°C and not more than 23°C.

- The WTT authorised staff may suspend play if, in its judgment, the conditions of play are unacceptable for professional table tennis.

2.4 Practice area

A separate practice facility in accordance with the respective WTT Event Manual shall be provided for both Main Draw and Qualifying competition and should:

- Be within walking distance from the main hall, preferably within the same building.
- Have the same tables (brand, type, colour, and tabletop), nets (brand, type, colour) and flooring (brand, type, colour) with the ones used for competition.
- Have similar lighting conditions with the competition with illuminance not less than 1,000 lux.
- Have at least same number of practice tables with the one used for the Qualifying competition and at least the double number with the one used for the Main Draw.
- The tables shall be of same brand, colour, type, and tabletop with the ones used in the competition with a number of tables identical to the competition ones.

2.5 Racket preparation area

At all WTT events, a properly ventilated racket preparation area shall be provided for the attachment of racket coverings to rackets, and liquid adhesives shall not be used anywhere else at the playing venue.

Location should be:

- If outside (under a roof), not exposed to rain or wind, but well ventilated.
- If inside (largely open to fresh air, well ventilated), preferably next to the practice area but not be in narrow dressing rooms or corridors.
- In both cases, access to the public must be prohibited.

Size and equipment:

- The size: for 20 players at the same time: at least 40 m², 20 seats with tables
- Several bins.

2.6 Racket Control Centre (RCC)

An RCC shall be established at all WTT events. The umpires shall test rackets, according to the policy and procedure established to ensure that rackets abide by all ITTF/WTT regulations including, but not limited to, racket covering thickness, flatness, and presence of harmful volatile organic compounds.

The LOC shall provide volunteers and an RCC that meets the following requirements according to the Racket Control guidelines and shall nominate a representative to coordinate with the WTT Event Supervisor to make all the necessary preparations for the racket testing area no later than sixty (60) days prior to the commencement of the event, and assist the Referee team during the event, who will be the responsible officials to manage and WTT will provide the equipment for testing.

V. EVENT & PLAYER CODE OF CONDUCT

1. EVENT LOC OBLIGATIONS

1.1 Application Requirements

Each Event LOC agrees to comply with all provisions contained in the Event Rights Agreement, the WTT Event Manual and the WTT Handbook.

1.2 Ranking Based Entry

Each Event LOC agrees to accept entries of players based on the ITTF TTWR.

1.3 Other Circuit

Each Event LOC agrees to refrain from being advertised or promoted as part of any other circuit or series of events, unless expressly authorised by WTT.

2. EVENT STANDARDS VIOLATIONS

No Event LOC shall violate any provision of WTT's rules and regulations contained within this Rule 2 (Event Standards Violation). Unless otherwise specified, a violation of this Rule 2 shall subject the Event LOC to a fine up to USD \$50,000.

2.1 On-Site

On-site violations may include, event obligations specified in the Event Rights Agreement, the WTT Event Manual, or the WTT Handbook.

2.2 Security at Events

The Event LOC has the responsibility to provide security at the Event site. The Event LOC must submit their security plan thirty (30) days in advance to the WTT Event Manager.

2.3 Event Report

The Event LOC shall submit to WTT a report of the Event and its affairs as requested by WTT.

2.4 Determination of Violation and Penalty

The WTT Event Supervisor and/or WTT Event Manager shall make a reasonable investigation to determine the facts regarding all Event standards violations. Upon determining that a violation has occurred, the WTT Event Manager shall specify the fine and/or any other penalty in written notice to the Event LOC, subject to a review by the WTT Chief Events and Experience Officer.

3. EVENT MAJOR OFFENCES

No Event LOC shall violate any provision of WTT's rules and regulations contained within this Rule 3 (Event Major Offences). Unless otherwise specified, violation of this Rule 3 shall subject the Event LOC to a fine up to USD \$150,000, plus any additional financial penalties specified in other rules, and/or change in hosting eligibility, and/or forfeiture of all sums, if any, previously paid to WTT.

3.1 Conduct Contrary to the Integrity of the Game

3.1.1. The favourable reputation of WTT, its Affiliates, their events and players are an asset and creates tangible benefits for all WTT stakeholders. Accordingly, it is an obligation for the Event LOC and its Representatives, to refrain from engaging in conduct contrary to the integrity of the game of table tennis. Conduct contrary to the integrity of the game shall include comments to the news media, publicised comments that unreasonably attack or disparage any person or group of people, any event of WTT or its Affiliate, sponsor, player, Official, or WTT or its Affiliate.

3.1.2. Responsible expressions of legitimate disagreement with WTT policies are not prohibited. However, public comments that one of the stated persons above knows, or should reasonably know, will harm the reputation or financial best interests of any event of WTT or its Affiliate, player, sponsor, Official, or WTT or its Affiliate are expressly covered by this Rule.

3.2 Aggravated Behaviour

3.2.1 No Event LOC, Affiliate of the Event LOC, or Representative of the Event LOC or of its Affiliate shall engage in aggravated behaviour which is defined as follows:

- a) One incident of behaviour that is flagrant and particularly injurious to the success of WTT, its Affiliate, or its stakeholders or is singularly egregious.

b) A series of two (2) or more violations of this Code in consecutive years which singularly do not constitute aggravated behaviour, but when viewed together establish a pattern of conduct that is collectively egregious and is detrimental or injurious to WTT, its Affiliate, or its stakeholders.

3.3 Non-Delivery of Standards

Event LOCs that have submitted requests to WTT, which were approved on the condition that they deliver specific upgrades to existing facilities, relocation to a new venue or included in an application for a new Event, and fail to meet such conditions are subject to sanctions according to whether such violation is deemed to be minor or major, as follows:

3.3.1 Minor violations. Violations deemed to be minor in their impact to the Event or the players shall subject the Event LOC to a fine up to USD \$20,000.

3.3.2 Major violations. Violations deemed to have large negative impact on the Event, or the players shall subject the Event LOC to a fine up to USD \$100,000.

3.4 Promotional Fees

3.4.1 Event LOCs of a WTT Contender Series Event have the option to offer fees to players for participation and promotional services. No other Event LOC or its Representative is permitted to offer, give, or pay money or anything of value, nor shall the Event LOC permit any other person or entity to offer, give or pay money or anything of value to a player, directly or indirectly, to influence or assure or entice players competing within the Event, other than prize money, unless authorised to do so by WTT.

3.4.2 In the event the WTT Event Supervisor believes that an Event LOC may be violating this Rule, then upon demand, the Event LOC must furnish to the WTT Event Supervisor access to and copies of all records to which it has access relating to such alleged prohibited compensation or, in the absence of such records, an affidavit setting forth the facts in detail with respect to any transaction under question by the WTT Event Supervisor. If an Event LOC fails to provide such records or affidavit for such audit, it may be subject to a fine up to USD \$100,000 and termination of the Event Rights Agreement, pending compliance with such demand.

3.4.3 Violation of this Rule 3.4 shall subject the event to a fine up to USD \$100,000, plus the amount or value of any such compensation, and termination of the Event Rights Agreement, and/or forfeiture of all sums, if any, previously paid to WTT.

3.5 Wagers and On-Site Table Tennis Betting

No Event LOC, its Affiliate, or Representative of the Event LOC or its Affiliate shall engage in any form of gambling or wagering in connection with any Event. Any act or omission including soliciting, permitting, or facilitating such form of gambling or wagering (whether direct or indirectly, through physical or electronic means, or at the Event site or remotely) constitute an offence under this Rule.

3.6 Wild Cards

No Event LOC, its Affiliate, or Representative of the Event LOC or its Affiliate shall directly or indirectly, accept compensation in exchange for a wild card.

3.7 Determination of Violation and Penalty

3.7.1 The WTT Event Supervisor and/or WTT Event Manager shall investigate all facts concerning any alleged Event major offence and shall provide written notice of such investigation to the Event LOC involved. The Event LOC shall be given up to fourteen (14) days (excluding weekends) to provide to the WTT Event Manager, directly or through counsel, such evidence as the Event LOC deems to be relevant to the investigation. The WTT Event Manager shall conduct the investigation in consultation with the WTT Event Supervisor and the WTT Chief Events and Experience Officer.

3.7.2 Upon the completion of the investigation, WTT Event Manager shall determine the innocence or guilt of the Event LOC involved and, in the latter case, shall state in writing the facts as found, the conclusions and the penalty to be imposed on the Event LOC. A copy of the decision from the WTT Event Manager shall be promptly delivered to the Event LOC with copies sent to the WTT Board and WTT Council.

3.7.3 If the penalty imposed on the Event LOC includes a recommendation other than a fine, including a recommendation for loss or change in Event status, that recommendation shall be reviewed by the WTT Board, which may implement, modify, or reject the recommendation of the WTT Event Manager and the WTT Chief Events and Experience Officer.

4. PLAYER CODE OF CONDUCT

4.1 Entry/Withdrawal Offences

4.1.1 Withdrawal - Singles:

- a) For all Main Draw automatic entries, host wild cards and WTT nominations, a withdrawal fine, specified in clause 4.1.1 (d) will be applied unless a medical certificate is submitted and approved by WTT, and the player does not compete in other events during the period of the entered Event.
- b) A player who is entered into Qualifying competition at the time of the initial entry deadline has one week to withdraw from the Event, if the player withdraws after the one-week cancellation period, a withdrawal fine, specified in clause 4.1.1.(d), will be applied unless a medical certificate is submitted and approved by WTT, and the player does not compete in other events during the period of the entered Event.
- c) Players are entitled to two (2) free withdrawals per year at WTT Star Contender and WTT Contender Series Events without financial penalty. For the third and any subsequent withdrawal the below penalties shall be applied and payable to WTT.
- d) A player withdrawn from an Event after the applicable entry deadline specified in clause (a) or (b) above shall pay a withdrawal fine based on their ITTF TTWR position on the time of the entry deadline as follows:
 - Players Ranked 1-10: USD \$5,000
 - Players Ranked 11-20: USD \$2,500
 - Players Ranked 21-50: USD \$1,000
 - Players Ranked 51+: USD \$250

4.1.2 Late Withdrawal – Singles:

- a) For Main Draw and Qualifying competition automatic entries, host wild cards and WTT nominations, an additional fine is applied unless a medical certificate is submitted and approved by WTT, and the player does not compete in other events during the Event.
- b) A player who withdraws from an Event less than seven (7) days prior to commencement of the Event, or is a No Show, shall pay a late withdrawal fine in addition to the withdrawal fine (stated in Paragraph 4.1.1(d) above) based on their current ITTF TTWR position at the time of the withdrawal as follows:

- Players Ranked 1-20: USD \$1,000
- Players Ranked 21-50: USD \$500
- Players Ranked 51+: USD \$250

c) Players shall also be responsible for any hotel cancellation policies applied by the Event.

4.1.3 Withdrawal & Late Withdrawal – Doubles & Mixed Doubles:

a) If the withdrawal occurs more seven (7) days prior to the commencement of the Event then the fee is USD \$1,000 (\$500 per pair member); the fee shall be doubled if the doubles pair would have been a seeded pair in the Event).

b) If the withdrawal occurs less than seven (7) days prior to the commencement of the Event then the fee is USD \$2,000 (\$1,000 per pair member); the fine shall be doubled if the doubles pair would have been a seeded pair in the Event).

4.1.4 Exceptions – Doubles & Mixed Doubles:

a) If either member of the pair were on-site at the time of the withdrawal and the withdrawal was due to a medical condition, then neither player is subject to a fee.

b) If the withdrawal was due to one or both members of the pair being accepted into the Main Draw singles of another Event, then neither player is subject to a fee.

c) If a medical certificate is submitted and approved by WTT, and the player does not compete in other events during the Event.

4.1.5 Qualifying No Show

a) A player who was entered into the Qualifying competition or accepts a wild card into Qualifying, shall appear for play. A violation of this Rule shall result in a fine of USD \$250 in addition to any other fines provided in this Code. Fines shall be doubled in the case of any player who would have been a seeded player in the Qualifying draw.

4.1.6 Match Retirement / Walk-Overs – Medical Procedure

a) A player who, because of injury or illness, retires during a match or withdraws during the Event week must submit to an on-site medical examination by the designated Event Doctor; or where there is no Event Doctor submit a medical certificate within 48 hours of the walk-over. Any player who

retires during a match must be examined by the Event Doctor prior to the end of play on the day of the retirement. Failure to submit a medical certificate either onsite or within the stipulated time frame shall be a violation of this Rule and shall subject a player to a fine of USD \$2,500 (\$1,500 for the Qualifying competition) or the amount of prize money won at the Event, whichever is greater.

b) Following any on-site retirement or withdrawal, the WTT Event Supervisor at the next Event in which the player wants to play, may require that player to submit to an onsite examination by the designated Event Doctor or a “Fit to Play” certificate from a doctor or receive authorisation from the previous WTT Event Supervisor before competing in any future Event.

4.1.7 Seeded Late Withdrawal – Singles

a) Fines shall be doubled in the case of any player who would have been seeded, based on the most recent ITTF TTWR.

4.1.8 Playing Another Event

a) A player is not allowed to compete in any table tennis event, club match or exhibition in the same event week from which they have withdrawn, cancelled or forfeit via walk-over. In the event a player fails to adhere to this rule, the player will be fined USD \$2,500.

b) A player is not allowed to compete in any table tennis event, club match or exhibition in the following event week from which they have withdrawn, cancelled or forfeit via walk-over. In the event a player fails to adhere to this rule, that player will be fined USD \$1,500.

c) A player who has entered and been accepted into the Main Draw of an Event shall be permitted to sign-in and compete in the doubles event of the same Event if their withdrawal was for medical reasons and they are determined by the WTT Event Supervisor, upon written medical advice, to be physically capable to compete on a professional level of play.

4.1.9 WTT Grand Smash Qualifying – Third+ Withdrawal

a) A player with third and subsequent withdrawals from the Qualifying competition of a WTT Grand Smash Event will be fined USD \$250 or USD \$500, if that player would have been seeded based upon the most recent ITTF TTWR.

4.1.10 WTT Star Contender and WTT Contender Qualifying – Third+ Withdrawal

- a) A player with third and subsequent withdrawals from the Qualifying competition of a WTT Star Contender Event or WTT Contender Event will be fined USD \$100 or USD \$250, if that player would have been seeded based upon the most recent ITTF TTWR.

4.1.11 WTT Participation Form

- a) A player who does not sign a participation form before their first event entry deadline will be fined USD \$500 and WTT may refuse their entry, at its discretion.

4.1.12 Top 50 Player Half Year Playing Schedule

- a) A top 50 player on the ITTF TTWR who does not register their half year playing schedule with WTT by 31st December and 30th June will be fined USD \$500.

4.1.13 Review of Penalties for Entry and Commitment Offences

- a) Any player found to have committed an entry or withdrawal offence under this Rule 4.1 may petition the WTT Chief Events and Experience Officer for discretionary review. This written petition shall detail the basis for the review.

4.1.14 Deadline for Petition

The deadline for filing a petition to the WTT Chief Events and Experience Officer for discretionary review is as follows:

- a) All Events – Fourteen (14) days from the Monday of the Event week.
- b) If the WTT Chief Events and Experience Officer requests additional information, the player will have 48 hours from receipt of this notice to submit the requested information.

4.1.15 Determination

The WTT Event Manager and the WTT Chief Events and Experience Officer shall review the petition and decide within twenty-one (21) days from the Monday of the Event week.

4.1.16 Scope of determination

The WTT Chief Events and Experience Officer decision on each case is limited to the following:

a) WTT Grand Smash

Late Withdrawal Fine

ITTF Table Tennis World Ranking penalty

b) WTT Cup Finals and WTT Champions

Late Withdrawal Fine

ITTF Table Tennis World Ranking penalty

c) WTT Star Contender and WTT Contender

Late Withdrawal Fine

ITTF Table Tennis World Ranking penalty

4.2 On-Site Offences/Procedures

The on-site offence provisions shall apply to every player during their participation in an Event. References to “on-site” includes Event hotels, transportation, all Event facilities, and activities.

4.2.1 Dress and Equipment

Every player shall dress and present themselves for play in a professional manner. Players and pairs are encouraged to work with their clothing apparel partners to create bespoke clothing equipment that aligns with the WTT’s strategic vision and showcases a player/pair’s personality. All table tennis attire shall be approved by WTT and only this attire shall be worn. A player who violates this Rule may be ordered by the Referee or the WTT Event Supervisor to change their attire or equipment immediately. Failure of a player to comply with such order may result in an immediate default.

4.2.1.1 Dress

a) Playing Apparel

- i) The main colour or pattern or design of a shirt, skirt, or shorts, other than the sleeves and collar of a shirt, shall be clearly different from that of the ball in use.
- ii) Clothing shall not carry designs or lettering which might cause offence or bring the game into disrepute.

iii) Any markings or trimming on the front or side of a playing garment and any objects, such as jewellery, worn by a player shall not be so conspicuous or brightly reflecting as to unsight an opponent.

iv) Players forming a doubles pair are not required to be dressed in closely matching colours or similar design.

b) Playing Shirt (front)

i) The maker's normal trademark, symbol or name shall be contained within 6cm width x 4cm height.

ii) The WTT logo patch shall be worn either on the front left or right of the player's chest, and on the sleeve.

iii) A safety space of 5cm MUST always be maintained around the WTT logo.

iv) Players shall be permitted to wear sponsor advertisement (patches) on the front and/or shoulder of a shirt.

v) Patches on the front of the shirt shall abide by the layout and dimensions based on either of the following options:

- Option A: No more than four (4) clearly separated patches of equal size of 8cm (L) x 6cm (H) each
- Option B: No more than two (2) clearly separated patches of equal size of 8cm (L) x 6cm (H) each and one (1) patch of 10cm (L) x 6cm (H)

vi) Space between each patch must be maintained at a minimum of 4cm.

*For clarity, if Option A is chosen, all patches must follow the dimensions as shown in Option A only. Same applies for Option B.

c) Playing Shirt (side)

i) Players MUST place the WTT logo patch on the sleeve on the OPPOSITE side to the WTT logo patch on the front of their shirt.

ii) i.e. If the WTT logo patch on the front of the shirt is on the right side, the WTT sleeve logo patch will be on the left sleeve.

iii) The player's own patch shall be placed on the other sleeve and be square and to a maximum size of 36cm² (6cm x 6cm).

iv) WTT reserves the right to require players to replace the WTT logo patch with a patch identifying or relating to a WTT commercial partner.

d) Playing Shirt (back)

i) The back of the shirt from top to bottom shall be in this sequence:

1. Player name (F. LAST or LAST{FAMILY} only)
2. Country name (optional) - if used, the recognised ITTF abbreviation must be used
3. Advertisement(s).

ii) Players may choose to use their nickname, instead of their name, subject to WTT's approval at the start of any season.

iii) Players are permitted to place a maximum of two (2) patches on the back of their shirt.

iv) These patches shall be designed to conform to the following size dimension: 10cm (L) x 6cm (H).

v) WTT reserves the right to a third patch of the same dimensions, to be placed on the back of a shirt.

vi) Letterings must be in capital letters in Arial Bold at a height of 10cm and in a consistent colour contrasting that of the shirt to be seen from a distance (on-court and broadcast).

vii) Asian names from the following countries - China, Chinese Taipei, Singapore, Malaysia, Hong Kong China, Vietnam, DPR Korea and Korea Republic may use (LAST F.)

e) Playing Shorts/Skirts

i) Players shall be permitted a maximum of three (3) patches on their shorts or skirt (including the maker's normal trademark, symbol, or name) as per the requirements below.

ii) The maker's normal trademark, symbol or name shall not exceed an area of 24cm².

iii) Non-maker patches on the front and back of the shorts or skirt shall be equal in size from either of the following options:

- Option A*: 8cm (L) x 8cm (H)
- Option B*: 6cm (L) x 8cm (H)

*For clarity, if Option A is chosen, all patches must follow the dimensions as shown in Option A only. Same applies for Option B.

f) Tracksuit

i) Tracksuit jackets and pants worn before play and during the award ceremony will have the same advertisement restrictions as the playing shirts and shorts/skirts.

ii) Players may choose to wear only the jacket when entering the field of play.

iii) Players may wear their playing uniform or full tracksuit during the award ceremony.

iv) Players playing on the main table and where TV broadcast is in operation are requested to wear their playing uniform only if a player wishes to wear a tracksuit jacket they may do so. The wearing of tracksuit pants for main table TV broadcast matches is not permitted unless approved by the WTT Event Supervisor in advance.

g) Tracksuit Jackets

- i) The maker's normal trademark, symbol or name contained within a total area of 24cm².
- ii) The WTT logo patch must be worn on either the front (left or right of player's chest) or the sleeve (either side) of the tracksuit jacket.
- iii) A safety space of 5cm MUST be maintained around the WTT logo patch.
- iv) Players shall be permitted to wear patches on the front and shoulder of the jacket.
- v) Spaces between each patch should be maintained at 4cm.
- vi) Patches on the front of the jacket shall following the same layout and size requirements of the playing shirt.
- vii) Players who elect to display the WTT logo on the front of their jacket may wear one patch on either sleeve as per the playing shirt sleeve layout and size requirements.

*For clarity, if Option A is chosen, all patches must follow the dimensions as shown in Option A only. Same applies for Option B.

h) Tracksuit Pants

- i) Players shall be permitted to have no more than two (2) clearly separated patches on their track pants. Both advertisement patches may be on the front, back or a combination of both and must be contained within a total area of 120cm².
- ii) When both patches are placed on same side (front or back) the patches must be worn on the same side (i.e., right, or left leg) and at opposite ends (i.e., top and bottom) of the pants.

i) Personal Equipment

- i) Accessories shall consist of player's towel, compression clothes, arm sleeves, legs sleeves, knee straps or braces, kinesiology tapes, socks, shoes, bandana, headband, wristband, and eyewear.
- ii) Any accessory used by players shall not possess any advertising except for the maker's trademark, symbol or name in designated allocations and specific dimensions.
- iii) Bags, socks, and shoes - Any maker's trademark, symbol or name shall only be restricted to the designated allocations as per the WTT Clothing Guidelines.

- iv) Arm sleeves, wristbands, headbands, and bandanas - Any maker's trademark, symbol or name shall only be restricted to the designated allocations as per the WTT Clothing Guidelines.
 - v) Kinesiology Tape - The maker's trademark and symbol shall be restricted to the designated allocations as per the WTT Clothing Guidelines.
 - vi) Racket - These accessories shall not possess any trademark, symbol or name and shall only be restricted to the designated allocations. In case there is a WTT commercial agreement with a racket supplier, the WTT logo may be placed on the racket which shall be restricted to the designated allocations as per the WTT Clothing Guidelines.
 - vii) Eyewear - These accessories shall not possess any maker's trademark, symbol or name and shall only be restricted to the designated allocations as per the WTT Clothing Guidelines.
 - viii) Bottles - No identification of association of any elements such as symbols, words or numbers shall be displayed on bottles as per the WTT Clothing Guidelines.
 - ix) Hijab - Colour shall match to that of playing clothes. No identification of association or any elements such as symbols, words or numbers shall be displayed on the hijab. Any markings or trimmings on the hijab shall not be so conspicuous as to unsight an opponent as per the WTT Clothing Guidelines.
 - x) Towels - The maker's trademark and symbol shall be restricted to the designated allocations. Players who are playing on the show-court are obliged to use Event-branded towels provided, unless otherwise agreed with WTT and as per the WTT Clothing Guidelines.
- j) Clothing Guideline for Coaches
- i) Coaches are expected to dress appropriately when entering the Field of Play (FOP). They will be allowed to have a maximum of one maker's logo and two sponsor logos on their apparel.
 - ii) The maker's logo should be consistent in size with the playing shirt requirements outlines earlier in this document.
 - iii) Sponsor logos shall be of equal size and abide by either of the following options:
 - Option A: No more than two advertisements of 10cm (L) x 6cm (H) each
 - Option B: No more than two advertisements of 11cm (L) x 5cm (H) each
 - iv) Should a coach choose to wear a cap with sponsor branding, this will be counted towards one of the two allocated sponsor advertisement positions.
 - v) If coaches are unable to fulfil the requirement, WTT has the right to deny entry of coaches into the FOP.

k) Violations/Fines - Any player who violates this Rule and is not defaulted shall be subject to a fine of USD \$1,000.

l) The WTT Event Manager or the WTT Event Supervisor shall decide on appropriate sanctions for offences reported by the Referee of an Event within 14 days of the end of the Event.

m) Any player found to have committed an offence under this Rule 4.2.1.1 may petition the WTT Chief Events and Experience Officer for discretionary review. This written petition shall detail the basis for the review.

4.2.1.2 Racket Control

a) It is the responsibility of each player to ensure that racket coverings are attached to their racket blade with adhesives that do not contain harmful volatile solvents.

b) A racket control centre shall be established at all Events.

i) The racket control centre shall test rackets, according to the policy and procedure established by the ITTF Executive Committee on recommendation of the Equipment Committee and Umpires and Referees Committee, to ensure that rackets abide by all ITTF regulations including, racket covering thickness, flatness, and presence of harmful volatile substances.

ii) The racket control test shall be carried out after the match at random only where the player does not submit the racket for a before match test.

iii) Rackets that do not pass the racket control test before the match cannot be used but may be replaced by a second racket which may be tested immediately if time permits, but if not, will be tested after the match; in the case where rackets do not pass a random racket control test after the match, the offending player will be liable to penalties.

iv) All players are entitled to have their rackets tested voluntarily without any penalties before the match.

c) Following four (4) accumulated failures on any aspect of racket testing in a period of four years, the player may complete the Event, but subsequently the ITTF Executive Committee will suspend the offending player for 12 months.

i) ITTF shall inform the suspended player in writing of such suspension.

d) ITTF shall maintain a register of all racket control failures with effect from 1st September 2010.

4.2.1.3 Point Penalty Schedule

4.2.1.3.1 Advice

- a) In an individual event, a player or pair may receive advice only from one person, designated beforehand to the umpire, except that where the players of a doubles pair are from different National Associations, each may designate an adviser (an “**Adviser**”), but with regard to Rules 4.2.1.3.1 and 4.2.1.3.2 of this Code these two Advisers shall be treated as a unit; if an unauthorised person gives advice the umpire shall hold up a red card and send him or her away from the playing area.
- b) Players may receive advice at any time except during rallies provided play is not thereby delayed. Play shall be continuous throughout an individual match except that any player is entitled to an interval of up to one (1) minute between successive games of an individual match and brief intervals for towelling after every six (6) points from the start of each game and at the change of ends in the last possible game of an individual match. If any authorised person gives advice illegally the umpire shall hold up a yellow card to warn him or her that any further such offence will result in their dismissal from the playing area.
- c) After a warning has been given, if in the same match of an individual event any person again gives advice illegally, the umpire shall hold up a red card and send them away from the playing area, whether or not they were the person warned.
- d) In an individual event, the person who was dismissed for giving advice illegally shall not be allowed to return until the individual match has ended.
- e) If the dismissed person refuses to leave, or returns before the end of the match, the umpire shall suspend play and report to the Referee.
- f) These regulations shall apply only to advice on play and shall not prevent a player, as appropriate, from making a legitimate appeal nor hinder a consultation with an interpreter or National Association representative on the explanation of a juridical decision.

4.2.1.3.2 Misbehaviour

- a) Players, coaches, and Advisers shall refrain from behaviour that may unfairly affect an opponent, offend spectators, or bring the sport into disrepute, such as abusive language, deliberately breaking the ball or hitting it out of the playing area, kicking the table or surrounds and disrespect of Officials.
- b) If at any time a player, coach or Adviser commits a serious offence the umpire shall suspend play and report immediately to the Referee; for less serious offences the umpire may, on the first

occasion, hold up a yellow card and warn the offender that any further offence is liable to incur penalties.

c) Except as provided in paragraphs b) and e) of this Rule 4.2.1.3.2, if a player who has been warned commits a second offence in the same individual match, the umpire shall award one (1) point to the offender's opponent and for a further offence they shall award two (2) points, each time holding up a yellow and a red card together.

d) If a player against whom three (3) penalty points have been awarded in the same individual match continues to misbehave, the umpire shall suspend play and report immediately to the Referee.

e) If a player changes his or her racket during an individual match when it has not been damaged, the umpire shall suspend play and report to the Referee.

f) A warning or penalty incurred by either player of a doubles pair shall apply to the pair.

g) Except as provided in paragraph b) of this Rule 4.2.1.3.2, if a coach or Adviser who has been warned commits a further offence in the same individual match, the umpire shall hold up a red card and send him or her away from the playing area until the end of the individual match.

h) The Referee shall have power to disqualify a player from a match, an event, or a competition for seriously unfair or offensive behaviour, whether reported by the umpire or not; as the Referee does so, they shall hold up a red card; for less serious offences which do not justify disqualification, the Referee may decide to report such an offence to the WTT Event Supervisor.

i) If a player is disqualified from two (2) matches of an individual event, they shall automatically be disqualified from that individual competition.

j) The Referee may disqualify for the remainder of an Event any person who has twice been sent away from the playing area during that competition.

k) If a player is disqualified from an Event for any reason, they shall automatically forfeit any associated title, prize money or World Ranking points.

l) Cases of very serious misbehaviour shall be reported to the offender's National Association.

m) The WTT Event Supervisor shall decide on appropriate sanctions for offences reported by the Referee of an Event within fourteen (14) days of the end of the Event.

n) Any player found to have committed an offence under this Rule 4.2.1.3.2 may petition the WTT Chief Events and Experience Officer for discretionary review. This written petition shall detail the basis for the review.

4.2.2 Offences

a) Ball Abuse

i) Players shall not violently, dangerously or with anger hit, kick, or throw a table tennis ball while on the grounds of the Event site except in the reasonable pursuit of a point during a match (including warm-up). For purposes of this Rule, abuse of balls is defined as intentionally or recklessly hitting a ball out of the enclosure of the court, hitting a ball dangerously or recklessly within the court or hitting a ball with disregard of the consequences.

ii) Violation of this Rule shall subject a player to a fine of up to USD \$350 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule.

b) Racket or Equipment Abuse

i) Players shall not violently, dangerously or with anger hit, kick, or throw a racket or other equipment within the precincts of the Event site. For purposes of this Rule, abuse of rackets or equipment is defined as intentionally, dangerously, and violently destroying or damaging rackets or equipment or intentionally and violently hitting the table, net, court, umpire's chair, or other fixture during a match out of anger or frustration.

ii) Violation of this Rule shall subject a player to a fine up to USD \$500 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule.

c) Physical Abuse

i) Players shall not at any time physically abuse any Official, opponent, ball boy, spectator, or other person within the precincts of the Event site. For purposes of this Rule, physical abuse is the unauthorised touching of an Official, opponent, and spectator or another person.

ii) Violation of this Rule shall subject a player to a fine up to USD \$20,000 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, the Referee may refer the matter to the WTT Event Supervisor who shall investigate and determine whether a Player Major Offence of Aggravated Behaviour or Conduct Contrary to the Integrity of the Game has occurred. Prize

money earned at that Event shall be withheld by WTT until the WTT Event Supervisor has concluded an investigation and decide.

d) Verbal Abuse

i) Players shall not at any time directly or indirectly verbally abuse an Official, opponent, ball person, sponsor, spectator, or any other person within the precincts of the Event site. Verbal abuse is defined as any statement about an Official, opponent, sponsor, spectator, or any other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

ii) Violation of this Rule shall subject a player to a fine up to USD \$20,000 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, the Referee may refer the matter to the WTT Event Supervisor who shall investigate and determine whether a Player Major Offence of Aggravated Behaviour or Conduct Contrary to the Integrity of the Game has occurred. Prize money earned at that Event shall be withheld by WTT until the WTT Event Supervisor has concluded an investigation and decide.

e) Audible Obscenity

i) A player shall not use an audible obscenity while on-site. Audible obscenity is defined as the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard.

ii) Violation of this Rule shall subject a player to a fine up to USD \$5,000 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, a single violation of this Rule shall also constitute a Player Major Offence of Aggravated Behaviour.

f) Visible Obscenity

i) Players shall not make obscene gestures of any kind while on-site. Visible obscenity is defined as the making of signs by a player with hands and/or racket or balls that commonly have an obscene meaning.

ii) Violation of this Rule shall subject a player to a fine up to USD \$5,000 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, a single violation of this Rule shall also constitute a Player Major Offence of Aggravated Behaviour.

g) Unsporting Conduct

i) Players shall always conduct themselves in a sporting manner and give due regard to the authority of Officials and the rights of opponents, spectators, and others. Unsporting conduct is defined as any misconduct by a player that is clearly abusive or detrimental to the success of an Event, WTT and/or the sport. In addition, unsporting conduct shall include, the giving, making, issuing, authorising, or endorsing any public statement having, or designed to have, an effect prejudicial or detrimental to the best interest of the Event and/or the officiating thereof.

ii) Violation of this Rule shall subject a player to a fine up to USD \$20,000 for each violation. In addition, if such violation occurs during a match, the player shall be penalised in accordance with the Point Penalty Schedule. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, the Referee may refer the matter to the WTT Event Supervisor who shall investigate and determine whether a player Major Offence of Aggravated Behaviour or Conduct Contrary to the Integrity of the Game has occurred. Prize money earned at that Event shall be withheld by WTT until the WTT Event Supervisor has concluded an investigation and decide.

h) Good Presentation

aa) Players, coaches and Officials shall uphold the object of good presentation of the sport and safeguard its integrity by refraining from any attempt to influence the elements of a competition in a manner contrary to sporting ethics:

i) Players have to do their utmost to win a match and shall not withdraw except for reasons of illness or injury.

ii) Players, coaches and Officials shall not participate in any form of, or support betting or gambling related to their own matches and competitions.

bb) Any player who deliberately fails to comply with these principles shall be disciplined by total or partial loss of prize money in Events and/or by suspension from future Events.

cc) In the event of complicity proven against any Adviser or Official, the relevant national Association is also expected to discipline this person.

i) Leaving the Field of Play

i) A player shall not leave the field of play area during a match (including the warm-up) without the permission of the Umpire, Referee or WTT Event Supervisor.

ii) Violation of this Rule shall subject a player to a fine up to USD \$3,000 for each violation. In addition, the player may be defaulted and shall be subject to the additional penalties for failure to complete match.

j) Failure to Complete Match

i) A player must complete a match in progress unless they are reasonably unable to do so.

ii) Violation of this Rule shall subject a player to a fine up to USD \$5,000. Violation of this Rule shall subject a player to immediate default and shall also constitute a Major Offence of Aggravated Behaviour.

k) Ceremonies

i) All Event finalists must attend and participate in the post-match ceremonies unless they are physically unable to do so as determined by the Event Doctor or WTT Event Supervisor. This includes retirements and finals not played due to a walkover.

ii) Violation of this Rule shall subject a player to a fine up to USD \$5,000.

l) Coaching and Coaches

i) Rule 4.2.1.3 above must be adhered to as stated. Coaches on-site are prohibited from:

aa) Using an audible obscenity or making obscene gestures of any kind.

bb) Abusing any Official, opponent, spectator, or other person, verbally or physically.

cc) Engaging in conduct contrary to the integrity of the game of table tennis. Conduct contrary to the integrity of the game shall include comments to the news media that unreasonably attack or disparage an event, sponsor, player, official or WTT. Responsible expressions of legitimate

disagreement with WTT policies are not prohibited. However, public comments that one of the stated persons above knows, or should reasonably know, will harm the reputation or financial best interest of an event, player, sponsor, official or WTT are expressly covered by this Rule.

ii) Violation of this Rule shall subject a coach to a fine up to USD \$5,000 for each violation. In circumstances that are flagrant and particularly injurious to the success of an Event, or are singularly egregious, the WTT Event Supervisor shall have the authority to relocate the position of a coach if there is reasonable belief that coaching is occurring or the WTT Event Supervisor may order the coach to be removed from the match site or Event site and upon their failure to comply with such order, may declare an immediate default of such player.

m) Default

i) During the match. The WTT Event Supervisor or the Referee may default a player either for a single violation of this Code (immediate default) or as outlined in the Point Penalty Schedule.

ii) On-site. The WTT Event Supervisor or the Referee may withdraw a player from all events for a single violation of this Code occurring during the Event.

iii) In all cases of default, the WTT Event Supervisor and the Referee's decision shall be final and may not be appealed.

iv) Penalties:

aa) Any player who is defaulted shall lose all prize money (gross prize money to be paid to WTT), hotel accommodations and World Ranking points earned at that Event.

bb) At the discretion of the WTT Event Supervisor, the player may be withdrawn from all other event categories, if any, in that Event.

cc) In addition, if the WTT Event Manager determines that the default was particularly injurious to the success of the Event or detrimental to the integrity of the sport, he/she may consider additional penalties (fines and/or suspensions).

v) The exception is when the offending incident involves:

aa) A violation of the punctuality or dress and equipment provisions set forth in this Code; or

bb) As a result of a medical condition; or

cc) A match ending on a delay penalty (Code Violation for Delay of Game) if the delay penalty was the result of a medical condition.

dd) A member of a doubles pairing did not cause any of the misconduct code violations that resulted in the doubles pairing being defaulted.

vi) In doubles:

aa) A default assessed for violation of this Code shall be assessed against the doubles pairing.

bb) The WTT Event Supervisor will assess the default penalties against both players in the doubles pairing unless an exception above apply.

cc) At the discretion of the WTT Event Supervisor, one or both players may be withdrawn from all other categories, if any, in that Event.

dd) The partner of the player who caused the default shall receive points and prize money from the previous round.

n) Punctuality

Players shall be ready to play when their matches are called.

i) Any player not ready to play within ten (10) minutes after the match is called shall be fined USD \$250.

ii) For televised matches with an announced “walk-on” time or where a match is scheduled as followed by, any players/pairs not ready to walk-on at the announced time or when TV is ready to commence the next match may be issued a fine at the discretion of the WTT Event Supervisor. Normal fines may be in the range of USD \$1,000 - \$5,000 but in extreme cases could be up to a maximum of USD \$10,000.

iii) Any player not ready to play within five (5) minutes after their match is called may be fined up to an additional USD \$750 and shall be defaulted unless the WTT Event Supervisor and the Referee, after consideration of all relevant circumstances, elects not to declare a default. In such case, the WTT Event Supervisor shall immediately inform the WTT Event Manager. This Rule applies only to those players who are or have been on-site.

o) Continuous Play

i) A player will receive a warning for the first violation and be subject to a fine for each subsequent violation (USD \$250 then doubled for each additional violation) during that week’s Event for violating the following timings:

Time Allowed	
Action	Time Limit
Warm-up. Time begins at the conclusion of the coin toss.	2 minutes
Interval between successive games of an individual match.	1 minute
Intervals for towelling after every six (6) points from the start of each game and at the change of ends in the last possible game of an individual match.	20 seconds
A player or pair may claim one time-out period during an individual match.	1 minute

ii) Once the match has begun, play shall be continuous throughout an individual match except that any player is entitled to:

aa) an interval of up to one (1) minute between successive games of an individual match.

bb) brief intervals for towelling after every six (6) points from the start of each game and at the change of ends in the last possible game of an individual match.

iii) A player or pair may claim one time-out period of up to one (1) minute during an individual match.

aa) In an individual event the request for a time-out may be made by the player or pair or by the designated Adviser; in a team event it may be made by the player or pair or by the team captain.

bb) If a player or pair and an Adviser or captain disagree whether a time-out is to be taken, the final decision shall be made by the player or pair in an individual event and by the captain in a team event.

cc) 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.

dd) On receiving a valid request for a time-out the umpire shall suspend play and shall hold up a white card with the hand on the side of the player or pair who requested it; the white card or another appropriate marker shall be placed on the court of that player or pair.

- ee) The white card or marker shall be removed, and play resumed as soon as the player or pair making the request is ready to continue or at the end of one (1) minute, whichever is the sooner.
 - ff) If a valid request for a time-out is made simultaneously by or on behalf of both players or pairs, play will resume when both players or pairs are ready or at the end of one (1) minute, whichever is the sooner, and neither player or pair shall be entitled to another time-out during that individual match.
 - iv) There shall be no intervals between successive individual matches of a team match unless a player who is required to play in successive matches may claim an interval of up to five (5) minutes between those matches.
 - v) The Referee may allow a suspension of play, of the shortest practical duration, and in no circumstances more than ten (10) minutes, 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.
 - vi) A suspension shall not be allowed for a disability which was present or was reasonably to be expected at the beginning of the match, or where it is due to the normal stress of play; disability such as cramp or exhaustion, caused by the player's current state of fitness or by the manner in which play has proceeded, does not justify such an emergency suspension, which may be allowed only for incapacity resulting from an accident, such as injury caused by a fall.
 - vii) If any person in the playing area is bleeding, play shall be suspended immediately and shall not resume until that person has received medical treatment and all traces of blood have been removed from the playing area.
 - viii) Players shall remain in or near the playing area throughout an individual match, except with the permission of the Referee; during intervals between games and time-outs they shall remain within three (3) metres of the playing area, under the supervision of the umpire.
- p) Pre-Event Media Availability
- i) All players will be required, if requested, to take part in media availability prior to their first match at each Event.
 - ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

For WTT Star Contender and WTT Contender Events, a violation of this Rule shall result in a fine of \$500.

q) Press Conference

i) Each player, if requested, is obligated to attend a press conference. Players and their managers will be consulted in advance to ensure that attendance at the press conference will not substantially intrude upon the player’s schedule.

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

For WTT Star Contender and WTT Contender Events, a violation of this Rule shall result in a fine of USD \$500.

r) Mixed Zone

i) Unless injured and physically unable to appear, a player or pair must be available post-match in the mixed zone or media conference area, as determined by WTT, after the conclusion of each match whether the player or pair was the winner or loser. Post-match media obligations include three (3) interviews, with the host and player's national broadcasters and WTT media team. This rule shall also apply to matches won or lost because of a withdrawal or retirement.

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 – 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

For WTT Star Contender and WTT Contender Events, a violation of this Rule shall result in a fine of USD \$500.

s) Pre-Match Interview

i) All players scheduled to play on televised tables will be required, if requested, to perform a pre-match TV interview on the day of the match (not to exceed two minutes in total). The interview may be conducted at either the player's practice court, in the call-area or as the players approach the court for walk on as determined by WTT.

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

For WTT Star Contender and WTT Contender Events, a violation of this Rule shall result in a fine of USD \$500.

t) Post-Match On-Court

i) All players who win during a televised match will be required to perform on court TV interviews, if requested, with the host and player’s national broadcaster(s) for that match (not to exceed 5 minutes in total).

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000

101 +	\$1,000
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Fines will double for each repeat offence within a WTT Series Year.

For WTT Star Contender and WTT Contender Events, a violation of this Rule shall result in a fine of USD \$500.

v) WTT Hero Program Penalties

i) All players shall be required to participate in WTT activities at every Event. Failure to participate in a scheduled activity due to non-appearance or tardiness shall be deemed a missed activity.

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

w) Winner's Media Tour

i) Each winner of a WTT Grand Smash or the WTT Cup Finals, if requested, is obligated to participate in media tour as arranged by WTT during the days immediately following the finals of any such Event. Players and their managers will be consulted with respect to the scope and substance of the activities to take place during the media tour to ensure that the player is comfortable with the proposed activities. WTT will cover all expenses incurred by a player while participating in the media tour.

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000
101 +	\$1,000

Fines will double for each repeat offence within a WTT Series calendar year.

x) Special Functions

i) Each player, if requested, is obligated to attend the Star Awards and up to two (2) additional WTT sponsored/conducted special events. Players and their managers will be consulted in advance to ensure that attendance at any such event(s) will not substantially intrude upon the player’s schedule. Players and their managers will also be consulted with respect to the scope and substance of the events to ensure that the player is comfortable with attending the event(s).

ii) Violation of this Rule shall subject a player to a fine in accordance with the following schedule (based on most recent rank position in the ITTF TTWR):

WTT Series Events	
Ranking (most recent)	Fine (in USD)
1 – 10	\$20,000
11 - 25	\$10,000
26 – 50	\$5,000
51 – 100	\$3,000

101 +	\$1,000
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Fines will double for each repeat offence within an WTT Series calendar year.

4.2.3 Determination of Violation and Penalty

4.2.3.1 The WTT Event Supervisor shall make a reasonable investigation to determine the facts regarding all player on-site offences. Upon determining that a violation has occurred, the WTT Event Supervisor shall specify the fine and/or other punishment in written notice to the player.

4.2.3.2 The WTT Event Supervisor and/or WTT Event Manager shall have the authority to investigate statements or actions made by a player that are not heard or seen by on-court Officials by reviewing tapes of televised matches. After reviewing all facts and circumstances, the WTT Event Supervisor and/or WTT Event Manager may determine that a violation of this Code has occurred and shall specify the fine and/or other punishment. The player shall be given written notice of the violation and fine. The player shall have the right to petition the WTT Chief Events and Experience Officer for a discretionary review, consistent with the procedures outlined in this Code.

4.2.3.3 The WTT Chief Event and Experience may make a reasonable investigation to determine the facts regarding all player on-site offences. Upon determining that a violation has occurred, the WTT Chief Events and Experience Officer shall specify the fine and/or other punishment in written notice to the player.

5. PLAYER MAJOR OFFENCES/PROCEDURES

5.1 Offences

5.1.1 Aggravated Behaviour

a) No player, their Related Persons, or any other person who receives accreditation at an Event at the request of the player or any other Related Person, at any Event shall engage in aggravated behaviour which is defined as follows:

i) One or more incidents of behaviour designated in this Code as constituting aggravated behaviour.

- ii) One incident of behaviour that is flagrant and particularly injurious to the success of an Event, or is singularly egregious, including the sale of credentials.
 - iii) A series of two (2) or more violations of this Code within a twelve (12) month period which singularly do not constitute aggravated behaviour, but when viewed together establish a pattern of conduct that is collectively egregious and is detrimental or injurious to any Event.
- b) Violation of this Rule shall subject a player to a fine up to USD \$25,000 or the amount of prize money won at the Event, whichever is greater, and/or suspension from play in any Event for a minimum period of twenty-one (21) days and a maximum period of one (1) year. Violation of this Rule by a related person may result in a maximum penalty of permanent revocation of accreditation and denial of access to all Events.

5.1.2 Conduct Contrary to the Integrity of the Game

The favourable reputation of WTT, its events and players are a valuable asset and creates tangible benefits for all WTT members. Accordingly, it is an obligation for Players and Related Persons, to refrain from engaging in conduct contrary to the integrity of the game of table tennis.

- a) Conduct contrary to the integrity of the game shall include publicised comments that unreasonably attack or disparage any person or group of people, an Event, sponsor, player, Official, or WTT or its Affiliate. Responsible expressions of legitimate disagreement with WTT policies are not prohibited. However, public comments that one of the stated persons above knows, or should reasonably know, will harm the reputation or financial best interests of an Event, player, sponsor, Official, or WTT or its Affiliate are expressly covered by this Rule.
- b) A player or a related person that has at any time behaved in a manner severely damaging to the reputation of the sport may be deemed by virtue of such behaviour to have engaged in conduct contrary to the integrity of the Game of table tennis and be in violation of this Rule.
- c) A player or related person convicted of a violation of a criminal or civil law of any jurisdiction may be deemed by virtue of such conviction to have engaged in conduct contrary to the integrity of the Game of table tennis.
- d) A player or related person charged with a violation of a criminal or civil law of any jurisdiction may be deemed by virtue of such charge to have engaged in conduct contrary to the integrity of the game of table tennis and the WTT Chief Events and Experience Officer may provisionally suspend such

player, or related person, from further participation in Events pending a final determination of the criminal or civil proceeding.

e) Violation of this Rule shall subject the player to a fine of up to USD \$100,000 and/or suspension from play in Events for a period of up to three (3) years. Violation of this Rule by a Related Person may result in a maximum penalty of permanent revocation of accreditation and denial of access to all Events.

5.1.3 Prohibited Appearance Fees

a) WTT Contender Series Event LOCs have the option to offer fees for participation and promotional services. No other Event LOC or its Affiliate is permitted to offer, give, or pay money or anything of value, nor shall the Event LOC or its Affiliate permit any other person or entity to offer, give or pay money or anything of value to a player, directly or indirectly, to influence or assure a player's competing in an Event, other than prize money, unless authorised to do so by WTT.

b) Violation of this Rule shall subject the player to a fine up to USD \$20,000 plus the amount of value of any such payment, and/or to suspensions from play in any Event for a period of up to three (3) years.

c) If the WTT Event Supervisor and/or WTT Event Manager believes that a player may be violating this Rule, then upon demand, that player or their Related Persons, must furnish or provide access to and copies of all records to which it has access relating to such alleged prohibited compensation or, in the absence of such records, that player shall provide an affidavit setting forth the facts with respect to any transaction in question. In case a player fails to provide the records or affidavit, the WTT Event Supervisor and/or WTT Event Manager may suspend them from participation in Events pending compliance with such demand.

5.2 Determination and Penalty

The WTT Chief Events and Experience Officer shall conduct such investigation of an alleged player major offence as they, in their sole discretion, determines is appropriate and necessary. Upon completion of the investigation, the WTT Chief Events and Experience Officer shall determine whether a player major offence has occurred and, if so, shall fix a penalty to be imposed. A copy of the decision setting forth such penalty shall be promptly delivered to the player.

6. CODE OF CONDUCT ON SPORTS BETTING FOR PLAYERS AND OFFICIALS

This Rule 6 sets out the guiding principles for all players and officials (technical, team and administrative) on the issues surrounding the integrity of sport and betting.

Guiding Principles

1. Be Smart: know the rules.
2. Be Safe: never bet on table tennis.
3. Be Careful: never share sensitive information.
4. Be Clean: never fix an event.
5. Be Open: tell someone if you are approached.

6.1 Be Smart: know the rules

Find out the sports betting integrity rules of the ITTF and your National Association, team, club, Athletes' Commission, competition, and your country's laws, before the start of each season so that you are aware of the ITTF's most recent position regarding betting. Many sports and countries either have or are developing regulations on sports betting and you need to be aware of these – even if you do not bet. If you break the rules, you will be caught and risk severe punishment including a potential lifetime ban from table tennis and even being subject to a criminal investigation.

6.2 Be Safe: never bet on table tennis

Never bet on yourself, your opponent or table tennis. If you, or anyone in your entourage (coach, family members, etc), bet on you, your opponent or table tennis, you risk being severely sanctioned. It is best to play safe and never bet on any events within table tennis including:

- never betting or gambling on your own matches or any competitions (including betting on yourself or your team to win, lose or draw as well as any of the different side-bets);
- never instructing, encouraging or facilitating any other party to bet on table tennis;
- never ensuring the occurrence of a particular incident, which is the subject of a bet and for which you expect to receive or have received any reward;
- never give or receive any gift, payment or other benefit in circumstances that might reasonably be expected to bring you or table tennis into disrepute.

6.3 Be Careful: never share sensitive information

As a player or official you will have access to information that is not available to the public, such as knowing that a star player is injured or that the coach is putting out a weakened side. This is considered sensitive, privileged or inside information. This information could be sought by people who would then use that knowledge to secure an unfair advantage and make a financial gain.

There is nothing wrong with you having sensitive information; it is what you do with it that matters. Most players know that they should not discuss important information with anyone outside of their club or coaching staff (with or without reward) where the player might reasonably be expected to know that its disclosure could be used in relation to betting. The same applies to Officials.

6.4 Be Clean: never fix an event

Play and officiate fairly, honestly, and never fix an event or part of an Event. Whatever the reason, do not make any attempt to influence adversely the natural course of a table tennis event or part of an Event. Sporting competitions must always be an honest test of skill and ability and the results must remain uncertain. Fixing an Event, or part of an event goes against the rules and ethics of sport and when caught, you may receive a criminal prosecution and a lifetime ban from table tennis.

Do not put yourself at risk by following these simple principles:

- Always perform to the best of your abilities (play to your potential and umpire fairly).
- Never accept to fix a match. Say no immediately. Do not let yourself be manipulated - unscrupulous individuals might try to develop a relationship with you built on favours or fears that they will then try to exploit for their benefit in possibly fixing an event. This can include the offer of gifts, money, or other support.
- Avoid addictions or running up debts as this may be a trigger for unscrupulous individuals to target you to fix competitions. Get help before things get out of control.

6.5 Be Open: tell someone if you are approached

If you hear something suspicious or if anyone approaches you to ask about fixing any part of a match then you should tell the Athletes' Commission, the WTT officials (WTT Event Manager or WTT Event Supervisor), the Referee, the Umpires and Referees Committee (if you are a technical official) or someone you trust straight away. If someone offers you money or favours for sensitive information, then you should also tell

the ITTF or Athletes' Commission. Any threats or suspicions of corrupt behaviour must always be reported. The police and national laws are there to protect you. Your club, your National Association or your Athletes' Commission will help. If in doubt as to who to contact, email: integrity@ittf.com

7. EXCLUSIVE APPLICABILITY

Unless otherwise set out in the ITTF Handbook or the WTT Handbook, this Code shall be the exclusive basis for disciplinary action against any Covered Persons.

8. OFFENCES, PENALTIES, INVESTIGATIONS, AND SERVICE

8.1. The fees or penalties for offences under this Code may be automatically issued by WTT, subject to Rules 8.2 and 11.

8.2 If it deems appropriate, WTT (or the WTT Event Manager, the WTT Event Supervisor, the WTT Chief Events and Experience Officer, or such other WTT Official as applicable) may refer any alleged breach of this Code to the ITTF Integrity Unit for investigation or prosecution, according to the principles and procedures set out in the ITTF Handbook, and the Covered Persons accepts the authority of the ITTF Integrity Unit as set out thereunder. Notwithstanding this, the ITTF Integrity Unit may, at its discretion, commence an investigation or prosecution of any alleged breach of this Code.

8.3. Service of any document on an Event LOC as is required under this Code shall be deemed completed if emailed to the Event Director at the email address indicated in the Event Rights Agreement.

8.4. Service to a player of any notice or other document shall be deemed completed if emailed to the player at their designated email address.

8.5. Any written communication to be sent to the WTT Event Manager, the WTT Event Supervisor, the WTT Chief Events and Experience Officer or such other relevant persons shall be done via the prescribed email address, unless notice of change is subsequently published.

9. FINES

9.1. All monetary fines set out in this Code are in US Dollars (USD).

9.2. Payment of fines by the Event LOC for any violation of Rule 2 or Rule 3 shall be paid as follows:

9.2.1 The Event LOC shall pay the fine to WTT within twenty-one (21) days of the date of notification.

9.2.2 WTT will withhold the amount of the fine from any monies owed to the Event LOC by WTT.

9.2.3 If the monies owed to the Event LOC are insufficient to pay the fine, the Event LOC shall pay the balance within twenty-one (21) days after receiving written notice of the fine.

9.3. Payments of fines by any player for any violation of Rule 4 or Rule 5 shall be paid as follows:

9.3.1. WTT shall deduct fines from the player's prize money, if any.

9.3.2. If the player's prize money is insufficient to pay the fine, the player shall pay the balance within twenty-one (21) days after the Event to WTT.

9.4. If a fine is not paid in a timely fashion, WTT may suspend, pending payment, the Covered Person fined from further participation in any Event.

9.5. WTT is authorised to obtain collection of all overdue fines along with costs, if any, by all reasonable means, including deduction from any subsequent prize monies or legal proceedings, as may be deemed necessary and appropriate.

10. SUSPENSION

10.1. Whenever any suspension is involved as a penalty for a violation of this Code, only weeks with Events shall be included in the suspension period.

10.2. Whenever a Covered Person is suspended by WTT and an appeal either of right or discretionary review is filed, then the suspension shall be stayed pending the resolution of the appeal.

10.3. Suspensions shall commence on the Monday after the expiration of the time within which an appeal may be filed, or, in the case of appeal, commencing on the Monday after a final decision on appeal.

11. APPEALS PROCEDURES

11.1. Any appeal of any penalty issued pursuant to this Code shall be exclusively and definitively resolved by the ITTF Tribunal, according to the principles and procedures set out in the ITTF Tribunal Regulations, unless expressly stated otherwise under this Code.

11.2. The Covered Persons agree to submit to the exclusive jurisdiction of the ITTF Tribunal.

11.3. This Code constitutes a “related document” for the purposes of R16 of the ITTF Tribunal Regulations and the ITTF Tribunal has the original or appellate jurisdiction to hear and decide any alleged infringement of any provision or such other claims arising from any provision under this Code.

12. DEFINITIONS AND INTERPRETATION

12.1. In this Code, unless otherwise defined in the WTT Handbook, the capitalised terms have the following meaning:

Term	Means
Adviser	A person validly designated by any player pursuant to rule 4.2.1.3.1 of this Code to provide that player or pair advice.
Affiliate	In relation to an entity, any entity that is from time to time controlled by, controls or is under common control with, directly or indirectly, such entity. For this purpose, “control” of any entity means ownership of a majority of the issued shares or voting power of an entity or party or the power to direct or cause the direction of the management and policies of an entity or party, whether through ownership of voting securities, by contract or otherwise.
Code	This document termed “Event & Player Code of Conduct”, as amended from time to time.
Covered Person	An Official, Player, Related Person, Event LOC, Affiliate of an Event LOC, or Representatives of an Event LOC or of an Affiliate of an Event LOC, as well as any natural person or organisation that has submitted to the ITTF Tribunal’s jurisdiction or is otherwise bound by this Code, the ITTF Handbook or the WTT Handbook.

	<p>Any person who ceases to be a Covered Person for any reason shall for all purposes under this Code be deemed to be and to remain a Covered Person in respect of any investigation or allegation into conduct whilst that person was a Covered Person.</p> <p>Any person who became a Covered Person shall be deemed to be and to remain a Covered Person for a continuous period of twelve (12) months after the date, on each occasion, upon which that person became a Covered Person.</p> <p>Any person who is not otherwise a Covered Person but who engages in conduct which would amount to conduct which is a breach of this Code shall be deemed for the purposes of this Code as a Covered Person.</p>
Event	<p>An event sanctioned by WTT that is organised by an Event LOC pursuant to an Event Rights Agreement and such event include (as applicable and as renamed from time to time by WTT):</p> <ul style="list-style-type: none"> (a) WTT Grand Smash; (b) WTT Cup Finals; (c) WTT Champions; (d) WTT Star Contender; (e) WTT Contender;
Event LOC	The local organising committee or such other organiser of an Event.
Event Rights Agreement	The agreement entered between WTT and the Event LOC under which WTT grants to the Event LOC certain rights to plan, organise, finance and stage an Event.
Official	Any person who is an employee, office holder (including a nominated candidate) or Representative of WTT, an Affiliate of WTT, the Event LOC or an Affiliate of the Event LOC, or who officiates or is a technical official or who is part of the workforce in any Event (whether remunerated or otherwise).
Player	Any player who enters or participates in any Event.
Related Person	Any adviser, coach, trainer, management representative, therapist, physician, agent, family member, tournament guest, business associate or other affiliate or associate of any player, or any other person who receives

	accreditation at an Event at the request of the player or any other Related Person.
Representative	Any officer, member, director, employee, consultant, agent, operator, promoter, contractor or such other representative, in each case, from time to time.

12.2. In this Code, unless otherwise specified:

12.2.1. Headings are for convenience only and do not affect the interpretation of this Code;

12.2.2. A “person” includes a natural person, corporate or unincorporated body;

12.2.3. Words in the singular shall include the plural and words in the plural shall include the singular;

12.2.4. A reference to one gender shall include a reference to the other genders;

12.2.5. A reference to “writing” or “written” includes email;

12.2.6. Any obligation on a Covered Person not to do something includes an obligation not to allow that thing to be done;

12.2.7. Any reference to this Code, a legislation or regulation is a reference to this Code, that legislation or regulation as amended, extended, re-enacted, or consolidated from time to time except to the extent that any such amendment, extension or re-enactment would increase or alter the liability of a Covered Person; and

12.2.8. any words following the terms “including”, “include”, “in particular”, “for example”, “such as” or any similar expression shall be construed as illustrative and shall not limit the sense of the words, description, definition, phrase, or term preceding those provisions.

VI. MARKETING

1. WTT HERO PROGRAM

1.1 Responsibilities

All players/pairs participating in the Main Draw must make themselves available for media/sponsor/WTT-related activities at each Event (“HERO”), including any activities involving Event or WTT sponsors that conflict with players’ personal sponsors unless, in WTT’s reasonable discretion, the players’ participation in such activities will jeopardize their relationships with their personal sponsors.

All HERO activities shall be arranged by the WTT Events Department.

1.2 WTT Hero Commitments

A player will have fulfilled their total HERO commitment at each Event when they complete the first of either (a) two (2) hours of HERO or (b) four (4) full HERO activities.

1.3 Planning

a. WTT Responsibility

- i. All HERO activities must be organized through the WTT Events Department. If an Event LOC arranges activities directly with a player, agent, or coach the activities are not enforceable under the HERO Program and do not count to the WTT HERO commitments.
- ii. To maximize the effectiveness of the HERO Program and to make the best use of player time, the WTT shall: (a) Develop a list of “high impact” and “low impact” activities, in consultation with the Events and players; and (b) Develop a list of player activity preferences, in consultation with players.
- iii. The WTT and the Events shall seek to customize activities to match up with such preferences where possible.

b. Event Responsibility

i. Requirements

Events are required to designate a WTT HERO Program Manager to coordinate the HERO Program with the WTT Events Department and must:

- (a) Submit a HERO planning form at least three (3) months before the start of their Event to share information regarding HERO preparations;
- (b) Submit final HERO Program requests and information regarding contractual appearances at least three (3) weeks before the start of their Event; and
- (c) Execute HERO activities at a quality commensurate with the level of Event (factors to determine quality of execution may include but are not limited to: reasonable scheduling; appropriate transportation; adequate security; suitable staff; and applicable provision of equipment or supplies).

c. Penalties

Events failing to comply with the scheduling requirements in (a) and (b) above will not be guaranteed player participation in Event related HERO activities.

d. Player Responsibility

- Previously scheduled personal player sponsor commitments cannot override WTT-designated mandatory activities, provided the player has been notified of the mandatory activities at least one (1) week in advance.
- Unless otherwise designated by the WTT, all players receiving byes must be available for HERO activities in the Event city by 12:00 pm Event local time on the first day of the Main Draw for any HERO activity scheduled at the Event on the first day of the Main Draw.
- Players who miss or are a late to WTT Hero Program activities are subject to a fine under the WTT Player Code of Conduct.

1.4 WTT HERO Activities

All players shall be required to complete any of the below WTT Hero activities when requested by a WTT Event Manager, WTT Event Supervisor, PR & Marketing Manager, or any requests one (1) of the following activities. These activities are deemed mandatory for a player when requested to participate.

i. WTT Event Promotion Session

All players, when requested, are required to participate for up to forty-five (45) minutes of promotional PR, media and marketing opportunities consisting of any combination of the following activities:

- (i) Press conference or roundtable;
- (ii) Host broadcaster television interview;
- (iii) Home broadcaster television interview;
- (iv) WTT Newsfeed interview;
- (v) Tournament social media interview or video appearance;
- (vi) Local radio or television interview;
- (vii) One-on-one interview;
- (viii) Autograph session,
- (ix) green screen sessions.

ii. Pre-Tournament Media Activities

All players are required, if requested, to participate in pre-event media activity, including but not limited to:

- (a) Press conference or roundtable;
- (b) Host broadcaster television interview;
- (c) Home broadcaster television interview; or
- (d) WTT Newsfeed interview.

iii. Tournament/WTT Sponsor Autograph Sessions and Hospitality Visits

All players shall be required, if requested, to participate in hospitality visits, autograph sessions, or other similar sponsor-related activities.

iv. Satellite TV/Radio Tours

All players shall be required, if requested, to participate in satellite television and radio tours.

v. One-on-One Interviews

All players shall be required, if requested, to conduct a minimum of twelve (12) one-on-one interviews per WTT Series Year (in addition to each WTT Event Promotion Session).

vi. Photo Opportunities

All players shall be required, if requested, to participate in a minimum of four (4) photo opportunities per year. Each such photo opportunity shall be jointly agreed upon by the WTT and the player.

vii. Sponsor/WTT Special Events

All players shall be required, if requested, to participate in a minimum of four (4) sponsor/WTT special events per year.

The WTT shall provide at least sixty (60) days notice of the date and location of any sponsor/WTT special event.

viii. WTT Awards Ceremony

All players shall be required, if requested, to attend the WTT Awards Ceremony or any affiliated award ceremony arranged by the ITTF.

ix. Home Country Media/Sponsor Activity

All players are required, if requested, to participate in a minimum of two (2) media/sponsor activities for the WTT title sponsor in or for such player's home country market media per Year.

x. Green Screen Sessions

All players are required, if requested, to participate in short-form content capture green screen sessions throughout the year, not to exceed thirty (30) minutes per session unless agreed by the player.

xi. Photo Shoots

All players are required, if requested, to participate in the annual WTT photo shoot each, not to exceed two (2) hours.

xii. Promotional Events

During the year, WTT may designate other activities as mandatory, including, but not limited to:

- (a) Event special dedication ceremonies or events;
- (b) Sponsor and WTT-related off-court activities, such as award ceremonies, player parties, and sponsor special events; and

(c) Marketing and publicity activities for the WTT or WTT sponsors; however, each such marketing or publicity activity at an Event shall not exceed one (1) hour.

xiii. Other Activities

Players shall be required to undertake publicity events and charity activities (i.e., hospital visits, celebrity photo opportunities).

1.5 Notification of WTT HERO Activities

When possible, players will be notified by letter or email of all confirmed requests surrounding a given Event no later than one (1) week prior to the Event. Please note that due to unknown play schedules, requests may continue to arise during the Event and WTT can request a player to participate in any WTT HERO program at its sole discretion.

1.6 Additional Player Responsibilities Beyond WTT HERO Program

In addition to HERO requirements, all Main Draw singles and doubles players must make themselves available for the activities set forth below,

a. Pre-Match Interview

Players are required to conduct one (1) pre-match host broadcaster television interview or WTT pre-match social media interview, which shall be coordinated by the WTT. Such interview shall be no more than three (3) minutes in length and shall be conducted prior to the start of the match at one (1) of the following locations:

- i. The on-court entrance;
- ii. The practice courts;
- iii. The call area, or
- iv. Any other location determined by WTT

b. Post-Match Media Activities

i. Scope

Players are required to be available for at least twenty (20) minutes but no more than sixty (60) minutes to participate in post-match media activities, win or lose, which must include:

- (a) Conducting media interviews in the mixed zone with the host broadcaster, home broadcaster and WTT Media team;
- (b) One (1) WTT Newsfeed interview ;
- (c) One (1) host broadcaster live studio visit per week, if requested;
- (d) One (1) sponsor meet and greet session, if requested, if a player wins a match on the main table,
- (e) One (1) radio interview; provided however, that if a player has fulfilled the other media activities in (a)-(c) and (d), if applicable, above, the radio interview is optional.

ii. Timing

A player is required to attend the mixed zone immediately following the conclusion of their singles or doubles match and undertake all other post-match media activities within sixty (60) minutes following the match, except if:

- (a) They are given an extension by a member of the WTT Events staff;
- (b) They are scheduled for another match within one (1) hour following their first match, in which case they must complete their post-match media activities after the completion of both matches; or
- (c) They are scheduled to play two (2) matches, singles, or doubles, on the same day. In this case, or under extenuating circumstances, as determined by the WTT staff, a player may choose to do the required media activities immediately following their second match. However, if a player elects to do the required media activities immediately following their second match, they must provide a statement and/ or quotes for the media within fifteen (15) minutes following the completion of the first match.

In addition, if the player's second match is rescheduled to the following day, the player shall be obligated to conduct the required media activities the same day, if requested.

In any event, if a player is scheduled in the doubles and/or the singles semi-final or final, she will be required to do fifteen (15) minutes of post-match media activities following the singles semi-final or final (win or lose) and prior to the doubles (or vice versa depending on the match order).

1.7 WTT Content Feature

All players are required, if requested, to participate in a minimum of six (6) WTT-driven content features per year.

1.8 Practice

Players shall be required to allow filming of their on-site practices by photo and broadcast media, provided such media remain off court.

WTT Media may undertake media interviews with players at practice and these activities shall not count towards the WTT HERO program.

Failure to comply with the requirements in this section will result in a fine as per the WTT Player Code of Conduct.

1.9 Marketing Activity

a. Requirement

All players are required, if requested, to participate in one (1) activity per year (not to exceed five (5) hours, including travel time) for major marketing or publicity purposes for WTT or a WTT sponsor that takes place in or around an Event in which a player is entered or at such other mutually agreeable date and location, subject to the following restrictions:

- i. The five (5) hours must be within a single eight (8)-hour period, unless otherwise approved by the player;
- ii. The activity must be in conjunction with the promotion of the WTT and/or Events;
- iii. The activity cannot involve a WTT sponsor that is in category conflict with an existing player sponsor;
- iv. The activity cannot constitute a direct individual endorsement by the player of a commercial product;
- v. The player must be given the opportunity to select the activity photographs to be used; and
- vi. For activities involving player photography, where the WTT can clear the rights without expense, players shall be permitted to utilize photographs for non-commercial purposes on their personal websites and in player promotional materials, following a possible hold-back period set by the WTT.

In no event shall a player utilize the photographs in conjunction with a sponsor or third-party activity or allow a sponsor or other third party to utilize the photographs.

b. Procedures

The player shall be provided with a minimum of thirty (30) days' notice unless he/she agrees to less. Notice to the player shall include a description of the marketing activity, including current creative plans, an approximation of the total time commitment (within the restrictions set out above), and a description of the purpose and proposed use of the resulting creative.

Where appropriate, the WTT shall utilize professional stylists to prepare players for the activity.

If the activity occurs at an Event, it will count as one (1) HERO program activity, however the maximum time limit will not be considered.

If a player is required to travel solely to perform the activity, the WTT will book and pay for his/her travel arrangements, including airline, hotel, and ground transportation, as applicable.

1.10 Player Responsibilities Upon Withdrawal or Retirement

Upon a player's withdrawal or retirement from an Event, they are required to submit a statement containing the reason for the withdrawal or retirement and a suitable quotation that the WTT may release to the media and public.

Upon a player's on-site withdrawal, she also is required to participate in one (1) post-withdrawal activity prior to leaving the Event city as determined by WTT.

1.11. Event Payment for Additional Services

Events are responsible for player fees for media/sponsor/promotional services rendered in addition to the above detailed player responsibilities. The fee shall be determined based upon the value of a given player in a given market.

1.12 WTT Commercial Benefits, Promotions, and Endorsements

a. Player Group Licensing Rights - WTT Global Premier/Premier/Partners

Each player who participates in the WTT Series agrees that WTT, WTT Global Premier/Premier/Sponsors, and WTT Events may use or grant to others the right to use their name, photograph, likeness, signature, voice, picture, and/or biographical information (collectively, "Player Likeness"), alone or in conjunction with the name, photograph, likeness, signature, voice, picture, and/or biographical information of others, for the

purpose of promoting the WTT in newspapers, magazines, motion pictures, programs, player and tournament yearbooks, broadcasts and telecasts, educational materials, and all other publicity and promotional materials and media, including publicity and promotion in connection with a commercial product, as long as such publicity and promotion in connection with a commercial product is directly related to the publicity and promotion of the WTT or WTT Events and does not constitute a direct individual endorsement of such commercial product.

WTT and WTT Global Premier/Premier/Partners shall utilize a minimum of three (3) players or a series of three (3) players in each use unless in WTT's sole discretion it sees appropriate to utilise less players for a particular promotion.

WTT Events shall use a minimum of three (3) and a maximum of five (5) players and, no more than two (2) players from one (1) member association unless otherwise agreed by WTT.

b. Television Rights

Each player also conveys to the WTT any television rights he/she may own in all WTT events in which they participate. This includes but is not limited to any WTT Series Events or any other event organised by WTT.

APPENDIX A - WTT PRIZE MONEY BREAK DOWNS – 2021

A1. WTT GRAND SMASH

MINIMUM EVENT PRIZE MONEY: USD \$2,000,000

MINIMUM BY GENDER: USD \$978,000 (1,956,000 + 44,000 Mixed Doubles)

PRIZE MONEY DISTRIBUTION BY EVENT:

SINGLES	QF SINGLES	DOUBLES	MIXED
760,000	72,000	146,000	44,000

PRIZE MONEY DISTRIBUTION BY COMPETITION / ROUND:

SINGLES – MAIN DRAW

WINNER	FINALIST	SF	QF	RD 16	RD 32	RD 64
125,000	65,000	45,000	26,000	14,000	8,500	4,000

SINGLES – QUALIFYING DRAW

Q – RD16	Q – RD 32	Q – RD 64
2,500	1,450	900

DOUBLES

WINNER	FINALIST	SF	QF	RD 16	RD 32
26,000	18,000	13,000	7,000	4,000	2,000

MIXED DOUBLES

WINNER	FINALIST	SF	QF	RD 16
9,600	6,000	4,000	2,500	1,300

A2. WTT CUP FINALS

TOTAL EVENT PRIZE MONEY: USD \$1,000,000
TOTAL NUMBER EVENTS: 2 (1 x Men's / 1 x Women's)

PRIZE MONEY DISTRIBUTION BY EVENT:

SINGLES	DOUBLES
850,000	150,000

PRIZE MONEY DISTRIBUTION BY COMPETITION / ROUND:

SINGLES

WINNER	FINALIST	SF	QF	RD 16
180,000	100,000	75,000	45,500	30,000

DOUBLES

WINNER	FINALIST	SF	QF
50,000	33,000	17,500	8,000

A3. WTT CHAMPIONS

TOTAL EVENT PRIZE MONEY: USD \$400,000
TOTAL NUMBER EVENTS: Up to 8 (4 Men / 4 Women)

PRIZE MONEY DISTRIBUTION BY ROUND:

WINNER	FINALIST	SF	QF	RD 16	RD 32
60,000	38,000	23,000	18,000	10,000	6,500

A4.1 WTT STAR CONTENDER – 48 MAIN DRAW / 48 & 64-QUALIFYING

TOTAL EVENT PRIZE MONEY:	USD \$250,000
TOTAL NUMBER EVENTS:	Up to 6 (Variable Qualifying Singles Draw Size)
TOTAL PRIZE MONEY BY GENDER:	USD \$122,500 (245,000 + 5,000 Mixed Doubles)

PRIZE MONEY DISTRIBUTION BY EVENT

SINGLES	QF SINGLES	DOUBLES	MIXED
95,000	8,500	19,000	5,000

SINGLES – MAIN DRAW

WINNER	FINALIST	SF	QF	RD 16	RD 32	RD 48
15,000	8,500	5,550	3,000	1,850	1,200	900

SINGLES – QUALIFYING DRAW – SIZE 48 & 64

Q – RD16	Q – RD 32	Q – RD 48/64
255	185	110

DOUBLES

WINNER	FINALIST	SF	QF	RD 16
6,000	3,600	1,600	750	400

**No doubles Qualifying prize money awarded.*

MIXED DOUBLES

WINNER	FINALIST	SF	QF
1,500	900	600	250

A4.2 WTT STAR CONTENDER – 48 MAIN DRAW / 32-QUALIFYING

PRIZE MONEY DISTRIBUTION BY EVENT

SINGLES	QF SINGLES	DOUBLES	MIXED
97,500	6,000	19,000	5,000

SINGLES – MAIN DRAW

WINNER	FINALIST	SF	QF	RD 16	RD 32	RD 48
15,000	8,500	5,550	3,000	1,850	1,255	1000

SINGLES – QUALIFYING DRAW – SIZE 32

Q – RD16	Q – RD 32
300	225

DOUBLES

WINNER	FINALIST	SF	QF	RD 16
6,000	3,600	1,600	750	400

**No doubles Qualifying prize money awarded.*

MIXED DOUBLES

WINNER	FINALIST	SF	QF
1,500	900	600	250

A5. WTT CONTENDER – 32 MAIN DRAW / NO QUALIFYING PRIZE MONEY

TOTAL EVENT PRIZE MONEY: USD \$75,000
TOTAL NUMBER EVENTS: Up to 14
TOTAL PRIZE MONEY BY GENDER: USD \$36,000 (72,000 + 3,000 Mixed Doubles)

PRIZE MONEY DISTRIBUTION BY EVENT

SINGLES	QF SINGLES	DOUBLES	MIXED
30,000	-	6,000	3,000

SINGLES – MAIN DRAW

WINNER	FINALIST	SF	QF	RD 16	RD 32
5,000	2,800	1,850	1,100	650	325

DOUBLES

WINNER	FINALIST	SF	QF	RD 16
1,200	900	550	300	200

MIXED DOUBLES

WINNER	FINALIST	SF	QF
1,200	620	350	170

APPENDIX B – ITTF TTWR Regulation

Direct link to the ITTF Table Tennis World Ranking Regulation.

[2021 ITTF Table Tennis World Ranking Regulation](#)

DISCLAIMER

Please note that all information set forth in this document is valid at the time of publication.

WTT reserves the right to amend or supplement the Handbook from time to time, and users agree to implement any such changes made and notified by WTT in this regard.