



FIXTURES

GCTTA FIXTURE GUIDELINES

Competition Structure & Protocols

These guidelines apply in addition to the existing GCTTA By-Laws & Regulations (Sections 10,11,12) and Playing Regulations (1–18), as ratified by the Club Committee.

Governance and Authority

The Tournament Committee acts as the Fixture Sub-Committee or Selectors, referred to as the “Fixture Committee.” Their responsibility is to arrange, organise and control all fixture matters, and monitor the grading and nomination of players/teams. They have the authority to arbitrate disputes, regulate player conduct, and levy penalties. Any penalty meriting suspension will be referred to the Full Committee.

The Selectors: The Selectors hold sole authority over team formation and are responsible for maintaining competitive balance across all divisions.

The Current Fixture Committee & Selectors:

- **Phil Caldwell** (Sub-Committee/Vice-President)
- **Jakob Fensom** (Sub-Committee, GCTT Stats)
- **Lukas Kozak** (Sub-Committee, Manager)
- **Peter Hadrill** (Sub-Committee, Peterman Ratings)

Disputes and Resolution: The **Night Controller** is authorised to make immediate, decisions on behalf of the Fixture Committee regarding urgent matters, including result disputes and fill-in approvals.

- **Fill-in Disputes:** Any objection regarding a fill-in player must be submitted verbally to the Night Controller *before* the fill-in’s second match begins. Failure to do so may result in the objection being dismissed for that match.

Appeals Process:

1. **Sub-Committee Review:** If a player is unsatisfied with a Night Controller’s decision, they must submit a written appeal to the Fixture Committee within **7 days**. The Committee will respond in writing to uphold, reverse, or amend the decision.
2. **Full Committee Review:** If any party wishes to appeal the Sub-Committee's ruling, they must submit a written appeal to the Full Committee within **28 days** of receiving the decision. All decisions remain binding until formally reviewed.

Division Structure and Team Limits

To ensure efficient scheduling, the following limits apply to the number of teams & players per Division:

- **All Stars:** Maximum 10 teams – 30 player spots
- **Divisions 1, 2, & 3:** Maximum 8 teams per division – 24 player spots
- **Divisions 4 & 5:** Maximum 9 teams per division – 27 player spots

***A player may nominate for a maximum of two (2) Divisions:** All-Stars and one (1) of Divisions 1 to 5, subject to their current Division status. If player registration limits are not reached for any Division in a given season, additional nominations can be opened to existing registered players to fill the remaining positions. Preference will be given to **Gold Annual Members**.

Team Amounts and Match Formats

All-Stars and Divisions 2–5

- **Number of Players:** Teams shall consist of 3 players (ranked position 1, 2 & 3)
- **Matches:** Consist of 11 rubbers (9 singles and 2 doubles matches)
- **Scoring:** Singles – matches to be best of 5 games to 11 points. Doubles - best of 5 or 3 games, depending on the Division and team limits.

Division 1

- **Number of Players:** Teams shall consist of 2 players
- **Matches:** Consist of 5 rubbers (4 singles and 1 doubles)
- **Scoring:** Singles - matches to be best of 7 games to 11 points. Doubles - best of 5 games

Player Grading and Team Composition

- Grading of new fixture players, returning players or who have recently moved to the Club shall be done by various methods including:
 - assigning games against current Club members to determine their level;
 - results from past fixtures seasons participated in or played at other Clubs, performances at tournaments, if available;
 - information from other ratings/ranking sources, if known.

Any player lacking sufficient qualification data, prior history, or who has not received a preliminary grading from the Fixture Committee shall automatically be assigned a default to **Division 5, position 3** or **All-Stars, position 3**

- Composition of teams for each Division will be made using the following factors:
 - final place on percentage, then rank on wins from the most recent fixture season played in;
 - current individual rating or ladder ranking;
 - determining player positions (i.e. 1,2,3) for each Division based from the nominations received.
 - allowing for any team & player requests, if accepted;
 - segregation of players who have played with the same teammates from the past 3 seasons, as possible;
 - a balance of teams after considering the above points and information provided.

Fixture structures and formats are subject to changes and may be amended as needed at the discretion of the Fixture Committee.

Competition Dates & Nominations

- **Season dates:** The competition dates shall be set by the fixture Committee. A season runs for a minimum of 15 weeks including finals. The teams and schedule to be released a week prior to the season commencement.
- **Opening Dates:** Registrations for the Summer season open approximately **6 weeks** prior to the season commencement, for Winter and Spring seasons, approx. 4 weeks before.
- **Closing Dates:** Registrations will close on a nominated date - for the Summer season close approx. **4 weeks** prior to the season commencement, for Winter and Spring seasons, approx. **2 weeks** before or when divisional team limits are reached whichever occurs first.
- **Allocation Policy:** Position allocation operates on a "**first-in, best-dressed**" basis. Players are strongly encouraged to register early to secure a place. Preference will be given to **Gold Annual Members**.

Exemption and Teammate Requests: Players may request exemptions from standard selection guidelines by submitting a written application via email.

- **Deadline:** Requests must be submitted no later than the season closing date.
- **Player Request Limits:** Two specific players will not be allowed from being teammates for more than two consecutive seasons. A request to reunite may be submitted only after a break of two seasons.
- **Competitive Balance:** Requests involving players of similar standard will be granted only under exceptional circumstances.

Junior Development Policy: To support natural development and competitive progression, preference will be given to Junior players for promotion to higher divisions when grading decisions are marginal.

Completion of Scoresheets: Team Captains and the players are responsible for verifying the accuracy of the scoresheet.

- **Results:** Once a scoresheet is signed by both Captains, the result is deemed official.
- **Disputes:** Errors must be submitted in writing via the website or email to the Club. Verbal disputes regarding signed scoresheets are not accepted.

Substitute (Fill-In) and Finals Policy

- **General Substitute (Fill-in) Protocol:** it is the responsibility of the individual or team captain to arrange a fill-in. Generally, the substitute player shall be a **Member** and should be of the same or lesser ability of the relevant Division. Players on the bye should be the first option for replacement, following that, the players listed on the fill in list for that current season. The substitute player is limited to playing only 1 (one) doubles in the team's match.

Finals Eligibility and Disqualification: Strict eligibility rules apply to the Finals Series (Top 4).

Substitute Eligibility for Finals: A substitute may only participate in a final if:

- They hold a win percentage equal to (within 10%) or lower than the player they are replacing, **OR**
- They have played a minimum of 3 team matches for said team during the regular season.
- **Approval:** The opposing captain must agree to the fill-in and must inform the Fixture Committee or Night Controller before commencement of matches. The night controller will advise team captains of the eligibility of substitute.

Team Disqualification (Unavailability)

- If a Top 4 team is unable to field at least two original members for the Semi-Finals and Finals, that team is deemed ineligible to compete. In exceptional circumstances overturning of this rule may be considered.
 - **Replacement:** The ineligible team shall be replaced by the next highest-ranked team based on season points.
 - **Grand Final Vacancy:** If a Grand Finalist (or 3rd place playoff) team/player becomes ineligible, the replacement player/s shall come from the team they defeated in the Semi-Final in the respective position.
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Player Promotion, Relegation & Playoffs

To ensure fair movement between divisions, the following criteria determines promotion, relegation and playoffs.

Automatic Promotion: There will be 2 (two) spots available to gain promotion into a higher division depending on the player registration numbers required in each Division for any given season.

1. The first spot shall go to the player with the highest eligible **Win Percentage** at the end of the season shall receive Automatic Promotion to the higher division, provided they have participated in at least **75%** of the scheduled matches.
2. The second spot shall go to the highest ranked player on wins provided they have reached a minimum of 80%.
3. If neither the 2 automatic promotional spots meet the above criteria, they may still be considered. Additional spots based on ranking/percentage, as required, can be made at the discretion of the Fixture Committee.

Automatic Relegation: A minimum of 2, up to a maximum of 3 players shall be relegated to the lower division, depending on the player registration numbers required in each Division for any given Season.

1. The 2 (two) players with the lowest percentage shall be relegated. If two out of the 3 bottom players are equal on percentage and/or below 15% then all 3 players shall be relegated.

* Automatic promotion and relegation remain in effect across all seasons. If a player skips one or more seasons, their standing is determined by their last played season.

Play-off Protocols

To maintain Division **limits** and competitive balance, the Fixture Committee may schedule play-offs between seasons.

Play-offs are determined on an as needed basis. Returning players, new ungraded players and/or if the above promotion and relegation spots are undecided, the number of players to be involved is determined by the Fixture Committee.

- **Play-off Format:** Typically matches to be played in a Round Robin format.
- **Outcomes:** Depending on the number of positions required, the winner/s secure a spot in the higher Division position, the remainder are placed in the lower Division.

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