

25.22 TABLE TENNIS

25.22.1 COMPETITION DATES

October 26-30, 2025

25.22.2 COMPETITION VENUE (TBA)

25.22.2.1 Field of Play

Only photographers and camera people with accreditation, players, coaches and umpires who have a match are allowed to be in the Field of Play.

25.22.3 COMPETITION MANAGEMENT



Tournament Director	Daniel Aquino Deleniana Phone: 09951671401 Email: daniel.deleniana@ub.edu.ph
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PHILIPPINE TABLE TENNIS FEDERATION INC.	

25.22.4 COMPETITION EVENTS

25.22.4.1 Mini Cadet Boys' Singles (12 – 13 Years Old)

25.22.4.2 Mini Cadet Girls Singles (12 – 13 Years Old)

25.22.4.3 Cadet Boys' Singles (14 - 15 Years Old)

25.22.4.4 Cadet Girls' Singles (14 - 15 Years Old)

25.22.4.5 Junior Boys' Singles (16 - 17 Years Old)

25.22.4.6 Junior Girls' Singles (16 - 17 Years Old)

25.22.5 COMPETITION SCHEDULE (TBA)

25.22.6 ELIGIBILITY

25.22.6.1 The 2025 Batang Pinoy National Championship is open to all Filipino citizens who are born in the year 2008 and the years thereafter (limited to 17 years old) and as stated in the Batang Pinoy 2025 General Guidelines.

25.22.6.2 Participants in events 1 and 2 must be born in the years 2013 and 2012.

25.22.6.3 Participants in events 3 and 4 must be born in the years 2011 and 2010.

25.22.6.4 Participants in events 5 and 6 must be born in the years 2009 and 2008.

25.22.6.5 No double or multiple entries for all events. Participants can only play in ONE EVENT based on the abovementioned eligibility and with a cut – off birth year



on or before the Competition Date for each EVENT, thus, are not allowed to compete in lower or higher age categories.

25.22.7 COMPETITION RULES AND REGULATIONS

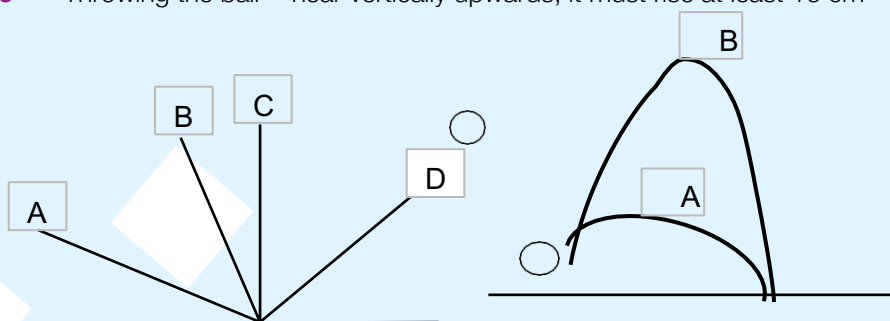
25.22.7.1 Service Rules

25.22.7.1.1 There is sometimes a tendency that umpires pay most attention to the aspects that they find easiest to check. To offset this tendency, a short summary will remind the aspects of a good service:

25.22.7.1.1.1 Free Hand - ball is resting freely on its palm

25.22.7.1.1.2 Ball - Above the level of the playing surface and behind the servers end line

25.22.7.1.1.3 Throwing the ball - near vertically upwards, it must rise at least 16 cm



25.22.7.1.1.4 In the left Diagram services B and C are acceptable, while A and D are not. The height of the toss is also a factor in determining whether the toss is near vertical. In the right diagram the ball is projected from and struck at the same place, but service A is a fault, while B is acceptable.

25.22.7.1.1.4.1 Striking the ball: The ball must not be struck until it is falling from the highest point of its trajectory.

25.22.7.1.1.4.2 Visibility: the umpire will ensure that the receiver can see the ball throughout the service; the Umpire or Assistant Umpire shall be satisfied that this is the case. The ball shall not be hidden from the receiver at any stage by any part of the body, or anything the server is wearing or carrying. As soon as the ball has been projected upwards, the server shall completely remove his free arm from the space between the ball and the net.

25.22.7.2 Behavior of Players

Many players will show emotions (happiness, disappointment,..) and these kinds of emotions are part of the game. However, if emotions are used against an opponent, a match official, a spectator or brings discredit to the sport the Umpire will give sanction card/s.

25.22.7.2.1 Time-wasting

The requirement is for play to be continuous throughout a match, apart from authorized intervals, but if, for example, the ball goes outside the playing area, clearly play cannot continue until it is returned. The intent of the regulation is to prevent deliberate time-wasting, such as by repeated bouncing of the ball, long pauses before serving and prolonged discussions with a doubles partner, which should be firmly discouraged.

There are a number of actions and sanctions:

25.22.7.2.1.1 Quiet informal word: This should be done without interrupting the play (use next natural break) and before the situation escalates.

25.22.7.2.1.2 Yellow Card: shows that the misbehavior is not appropriate and that a repetition will incur a penalty point

- 25.22.7.2.1.3 Yellow and red card: repetition of bad behavior, one penalty point has to be awarded to the opposing player or pair,
- 25.22.7.2.1.4 2nd yellow and red card: two penalty points must be awarded.

25.22.7.3 Advice

- 25.22.7.3.1 If an unauthorized person gives advice the Umpire will show a red card and send him away.
- 25.22.7.3.2 Players may receive advice at any time except during rallies provided that continuity of play is not affected;
- 25.22.7.3.3 If any authorized person gives advice illegally the umpire will show a yellow card to warn him or her that any further such offence will result in his or her dismissal from the playing area.
- 25.22.7.3.4 If the dismissed adviser refuses to leave, the Umpire must suspend play and report to the Referee.
- 25.22.7.3.5 The coach has to go to the opposite side of the hall (spectator seats) to avoid any contact with the player.

25.22.7.4 Time-out

Only one time-out per individual match.

25.22.7.5 Expedite System

- 25.22.7.5.1 Unless 18 points in total have been scored the expedite system is introduced automatically after ten (10) minutes play in a game or at any earlier time upon request of both players or pairs.
- 25.22.7.5.2 A member of the reserve umpires – designated by the referee on duty - will act as stroke counter.

25.22.7.6 Ball Breaks During Rally

- 25.22.7.6.1 Umpire must call LET (2.9.2.4) - regardless of direction of ball's trajectory
- 25.22.7.6.2 If a ball is obviously cracked or completely broken during a rally, then the umpire will always call "let" (2.9.2.4 because the conditions of play are disturbed in a way which could affect the outcome of the rally). The trajectory of the ball is irrelevant and it doesn't matter where the ball is when it is struck. E.g. If a player hits the ball with the edge of the racket and the ball breaks into two halves or the broken ball goes into a direction away from the table, the umpire must call a LET.
- 25.22.7.6.3 But a player cannot claim after the rally that the ball was broken in the rally before.

25.22.7.7 Racket Control

- 25.22.7.7.1 Twenty (20) minutes before the start of the match, the Player shall deposit the rackets of all players at the Call Area.
- 25.22.7.7.2 The rackets will be kept in the Call Area in an envelope (one per envelope, bearing the player's name).
- 25.22.7.7.3 Following inspections are obligatory:
 - 25.22.7.7.3.1 Any other irregularity such as damage of blade and rubber, extension of racket coverings, etc.
 - 25.22.7.7.3.2 LARC (covering authorized by ITTF)
 - 25.22.7.7.3.3 Thickness
 - 25.22.7.7.3.4 Flatness

25.22.7.8 Practice

Practice is NOT allowed on competition tables.



25.22.7.9 **Waiting Time**

If a player does not arrive at the match table, the Umpire will wait five (5) minutes and then will inform the Referee, who will be then responsible for the final decision.

25.22.7.10 **Injury**

25.22.7.10.1 In case a player is injured the Umpire must suspend the match and report to the Referee immediately.

25.22.7.10.2 If a player is bleeding, play shall be suspended immediately until all blood stains in the playing area are removed and the Umpire has to report immediately to the Referee.

25.22.7.10.3 During intervals between games players shall remain within three (3) meters from the playing area.

25.22.7.10.4 Cramp and exhaustion are not part of an injury in table tennis. Suspension due to injury will last until ten (10) minutes only and if the player cannot play after the given time, the opposing player will be declared as the winner.

25.22.7.11 **Damaged Racket**

A racket shall not be changed during a match unless it is accidentally damaged so badly that it cannot be used. If this happens the racket must be replaced immediately and the Umpire just makes a quick visual check at the match table and the new racket has to be brought to the Call Area by the Umpire after the match for an after match test.

25.22.8 **COMPETITION FORMAT**

The competition shall be conducted in accordance with the current 2025 Batang Pinoy National Championship General Guidelines as issued by the Philippine Sports Commission and per the International Table Tennis Federation (ITTF) Rules and Regulations. However, the Organizing Committee shall resolve other unforeseen circumstances that are not covered by the Guidelines and ITTF Rules and Regulations.

25.22.8.1 **For All Events**

25.22.8.1.1 **FIRST STAGE** – Players will be divided into groups and shall play in a GROUP - SINGLE ROUND ROBIN matches.

25.22.8.1.2 **SECOND STAGE** – The top two (2) players in each group (first stage) shall progress to the 2nd stage Knock – Out Matches (to be drawn) to determine the Medalists. Losing Semi Finalists shall be declared Joint Bronze Medalists.

25.22.8.2 All matches of the 2025 Batang Pinoy National Championships will be a best of five (5) games, which can be reduced to best of three (3) games depending on the number of participants entries.

25.22.8.3 **Call Area**

25.22.8.3.1 Twenty (20) minutes before the start of the match the player should report to the call area for the racket control and other requirements.

25.22.8.3.2 If the player is not present within five (5) minutes then the opposing Team has the right to choose the balls and decide the color of shirts they will play in.

25.22.8.4 **Ball Selections**

- 25.22.8.4.1 All Singles Event – twenty (20) minutes before match time; choose two (2) balls per player
- 25.22.8.4.2 If only one player arrives in time for the ball selection, the umpire will randomly select balls.

25.22.8.5 Awards

- 25.22.8.5.1 Bronze - 16 pieces
- 25.22.8.5.2 Silver - 8 pieces
- 25.22.8.5.3 Gold - 8 pieces

25.22.9 NUMBER OF ENTRIES (Per Event)

25.22.9.1 Each LGU/ TEAM is allowed to enter the following maximum number of participants per event:

- 25.22.9.1.1 MINI CADET BOYS' SINGLES – 2 players
- 25.22.9.1.2 MINI CADET GIRLS' SINGLES – 2 players
- 25.22.9.1.3 CADET BOYS' SINGLES – 2 players
- 25.22.9.1.4 CADET GIRLS' SINGLES – 2 players
- 25.22.9.1.5 JUNIOR BOYS' SINGLES – 2 players
- 25.22.9.1.6 JUNIOR GIRLS' SINGLES – 2 players

25.22.10 EQUIPMENT AND CLOTHING/UNIFORM

25.22.10.1 Clothing and Uniform

25.22.10.1.1 Color of Shirts

- 25.22.10.1.1.1 Players should show their match shirts.
- 25.22.10.1.1.2 The 2 players are not required to wear shirts of clearly different main colors.
- 25.22.10.1.1.3 White main color is not allowed to be used as a uniform.

25.22.10.2 Equipment

- 25.22.10.2.1 Tables: ITTF approved, 25 mm
- 25.22.10.2.2 Official Ball: 3-star ITTF approved

