

INFORMATION FOR PARTICIPANTS

A. Classification

1. Purpose of classification

The aim of the classification is to give the participants the certainty of a fair division into the tournament classes. In all competitions, opponents or pairs of as equal strength as possible should compete against each other, so that there can be as balanced, open and exciting games as possible.

A methodology has been chosen that is as practicable and understandable as possible. If possible, it is based on the participant's playing strength, which is derived from his or her previous table tennis competition results, and otherwise on the participants' self-assessments. The methodology has to be partly abstract and can deliberately not depict special cases.

2. Calculation for singles

The calculation of the classification number for participants with no or only few competition results consists of several categories.

- Age (10 %)
- Date of Parkinson's diagnosis (10 %)
- Impairment due to symptoms (20 %)
- Table tennis playing strength (60 %)

The result is a number between 6 and 100 in the following system, where 6 is the worst possible value and 100 the best possible value:

Altersgruppe					
0	-	50	years	10	Punkte
51	-	55	years	8	Punkte
56	-	60	years	6	Punkte
61	-	65	Jahre	4	Punkte
66	-	100	Jahre	2	Punkte

Spielstärke:		
Kategorie A:	60	Punkte
Kategorie B:	48	Punkte
Kategorie C:	36	Punkte
Kategorie D:	24	Punkte
Kategorie E:	12	Punkte
Kategorie F:	1	Punkte

Jahre mit Parkinson:					
0	-	4	Jahre	10	Punkte
5	-	7	Jahre	8	Punkte
8	-	11	Jahre	6	Punkte
12	-	15	Jahre	4	Punkte
16	-	100	Jahre	2	Punkte

Symptome:		
Kategorie A:	20	Punkte
Kategorie B:	15	Punkte
Kategorie C:	10	Punkte
Kategorie D:	5	Punkte
Kategorie E:	1	Punkte

If a player does not provide the required data for a category in time (date of birth; date of Parkinson's diagnosis), he is not eligible to start.

If he does not provide a self-assessment for a category in time (symptoms; playing strength), he will be awarded the highest possible score in that category.

The classification number calculated in this way for each participant is used in particular for participants without available tournament results in order to be able to assess their playing strength.

However, if several meaningful table tennis tournament results of a participant are available and his/her playing strength can be reliably derived from them, these will be used with priority.

In this way, an assumed order of playing strength from the strongest to the weakest participant is established separately for all men and all women. The first third of this order will be assigned to class 1, the second third to class 2 and the third third to class 3. The aim is to fill the three men's classes and the three women's classes with approximately the same number of players each, so that they will have the same number of rounds in the course of the tournament.

When assigning players to tournament classes, requests from players to play in a higher tournament class than calculated will be taken into account. However, requests to play in a lower tournament class cannot be considered because this would contradict the goal of a fair and equal competition.

3. Calculation for doubles and mixed doubles

Both the men and the women are assigned to the numbers 300, 299, 298, 297, ... on the basis of their assumed playing strength (see singles).

For the men's doubles, women's doubles and mixed doubles, the numbers of the two players are added together and the assumed playing strength of the pairing is determined on this basis. Here, too, the division into the three classes is done in such a way that they then comprise approximately the same number of pairings.

B. Tournament procedure

1. The most important table tennis rules - and their modifications at PPP

Set

- A set is won by the player who first scored 11 points.
- If both players have reached 10 points, the match goes into extra sets.
- The first player to lead by 2 points wins the set (example: 12:10).
- After each set the sides are changed. In the decisive last set, the change of sides takes place as soon as one of the players reaches 5 points.

Match

- A match is played until one player has won three sets first.
- In the maximum case, five sets can be played. In case of a 2:2 set tie, the fifth set will decide the match.

Service

- The right to choose serve, return and side is decided by lot. The winner of the lot can choose to serve or return or choose a side.
- The serve begins with the ball resting freely on the open hand.
- The ball must be thrown vertically up behind the table, above the playing surface, at least 16 cm.
- The server must play the ball with the racket so that it bounces first on his own and then on the opponent's half of the table.
- If the ball touches the net, this is a "net serve" and must be repeated.
- If the ball thrown up is not hit on serve, this is a fault and the opponent is awarded a point.
- In singles, the server may decide whether to serve with the backhand or the forehand and from which side to serve. There are also no rules on which half of the opponent's court the serve must come from.
- It is necessary to wait until the opponent is ready to return the serve. Otherwise, the serve must be repeated.
- Each player serves twice, then the right to serve changes to the opponent.
- There is one exception in extra sets: if the score is 10 to 10, the players take turns serving.
- **The requirements for a correct serve are relaxed if compliance is prevented by a physical disability. If the server gains no immediate advantage from the incorrect serve, the serve may be incorrect.**

Rallies

- Unlike the serve, the ball must be played directly onto the opponent's half of the table.
- Before the ball is played, it may only bounce once on your own half of the table. It is not allowed to accept the ball "fully" from the air.
- Before the ball hits the opponent's half of the table, it may only touch the net or the net post. If, on the other hand, the ball touches other objects such as clothing, the ceiling or the wall, this is considered a fault.

- A ball counts only if it hits the opponent's half of the table, including the top edge. It counts as a fault if it touches the side of the table.
- **A player may touch the table with the club hand or the free hand to restore or maintain the balance when the table is not moving. The player may not use the table as a support to gain an advantage.**

Special features for doubles

- The doubles pair that serves first gets to decide which partner serves. Then the returners line up.
- At each change of serve, the previous return server serves, and the partner of the previous server becomes the return server.
- In the following set, the pair that initially served as returners in the previous set decides which player will serve. The player who took the serve in the previous set is then the returner.
- When serving, the ball must first touch the right half of the court of the server and then come up in the diagonally opposite opponent's half.
- The doubles partners always bat alternately. A point win for the opponent occurs if the order is not respected.
- If a deciding set has to be played, the sides are changed as soon as a doubles team has reached five points. This also changes the order of the setback.
- If an error happens during the changeover and it is noticed only after the rally, the points played still count.

Breaks and interruptions

- In principle, a game is played without interruptions. However, each player has the right
 - to a pause of no more than 1 minute between successive sets.
 - on short interruptions to dry off after every 6 points from the beginning of each set and at the change of sides in the deciding set.
- A player or pair may request a time-out of up to 1 minute during a match.
- A player or pair may request a stoppage of play of as short a duration as possible, but not to exceed ten minutes, if a player is temporarily disabled by an accident **or medication-off.**
- **If a player wishes a longer interruption than 10 minutes, this can be approved, once per player and tournament day, only by the summoned head referee. The head referee will grant a longer break of maximum 10 minutes.**

Sportswear

- Sports clothing normally consists of a short-sleeved or sleeveless shirt and shorts or skirt or one-piece sports dress, socks and indoor shoes. Other clothing, such as a tracksuit (full or partial), may be worn in the game only with the permission of the head referee. **Due to the increased risk of falls in PD, this permission should be granted as a general rule to protect the health of the participants.**
- Apart from the sleeves or collar of the jersey, the main color of the jersey, skirt or shorts must be clearly different from the color of the ball used, i.e. not white.

2. Disputes

In the event of disputes, the three-member arbitration tribunal shall decide by simple majority. The arbitration tribunal shall consist of the following persons:

- Named male participant,
- Named male participant,
- Member of the Board of PingPongParkinson International

3. Procedure

The preliminary rounds in singles, doubles and mixed doubles and also the first round of the main and consolation rounds in singles are played in groups. Each group will be assigned a fixed table where all matches of that group will be played. The referee sheet for all group matches are brought to the table by the tournament management and must then be played in the order entered.

At the end of a group match, the winner is responsible for bringing the completed referee sheet to the tournament management immediately so that the result can be entered and published on the internet. After the end of the last match of a group, the winner shall also bring the clipboard, ball and cup and pen to the tournament management. Referees for the group matches are players from the same group who are not playing.

Before the matches of the knockout rounds, the players are called by the hall announcer. In the rounds in which no referees are appointed, the first named player goes to the tournament management to collect the cup with ball, pen and referee's sheet. The cup is marked with the respective table number. After the

match, the referee or, in the case of matches without a referee, the winner shall return the cup, ball, pen and completed referee's sheet to the tournament management.

4. Help at the table ("ball boys")

Players who need help at the table, especially to pick up the balls, are given another cup with several balls. This is to be given to the referee, who throws the balls to the player in need of help during the game, so that balls do not have to be picked up again until all balls have been used.

5. Referee

The PingPongParkinson World Championship will be played on a total of 48 tables. It is not possible for the organiser to provide sufficient certified referees for all days and all tables. Therefore, we would like to ask that on the days from Tuesday to Friday, the games on tables where no referee is appointed are counted by volunteers. In the preliminary round groups of singles, doubles and mixed and the first main and consolation round in singles, these should be the players who are playing their matches at the corresponding table but are currently free of play.

In the knockout rounds on Friday, players who are free of play, but also relatives or visitors should take over the referee function. If no volunteer can be found for a table, the player who lost last at this table should be the referee for the following match. On Saturday there will be referees for all tables.

6. Competition system in singles

In each of the three tournament classes, groups of six players (if possible) will be formed in the preliminary round, otherwise groups of five players each. In each group, one player from the strongest sixth of the field of participants in that class will be seeded (see under Classification). In addition, one further player from the second, third, fourth, fifth and sixth strongest sixth of the field of participants shall be drawn into each group. Each group will be played in a round-robin system. Start for all players is on Tuesday at 10.00 am. For the calculation of the order in the groups see section 8 "Calculation of the order in the groups".

The three best players in each group qualify for the main round, the other three for the consolation round. In groups of five, if necessary, only the fourth and fifth will qualify for the consolation round.

In the main round as well as in the consolation round, the matches will again be played in groups of six at the beginning (if possible). The groups will be formed in such a way that, if possible, each main round group will contain two preliminary round group winners, two runners-up and two thirds, and each consolation round group will contain two fourths, two fifths and two sixths from the preliminary round. An attempt will be made to form each group in such a way that the six players in the preliminary round have played in six different groups. The players in each group will play this first part of the main and consolation rounds on Thursday from 10.00 a.m. again in a round-robin system.

The three best players of each main round group will remain in the main round, the fourth to sixth players will be eliminated. The three best of each consolation round group will remain in the consolation round, the fourth to sixth will be eliminated.

The rest of the main and consolation rounds will be played in a knock-out system up to and including the quarter-finals on Friday. Those who lose will be eliminated. The semi-finals and the finals will be played on Saturday. Third place will not be played - both losers of the semi-finals will be third and please be ready for the award ceremony on Saturday afternoon.

7. Competition system in doubles and mixed doubles

In each of the three tournament classes, groups of four couples (if possible) will be formed in the preliminary round, otherwise three couples each. In each group, one couple from the strongest quarter of the field of participants in that class will be placed (see under Classification). In addition, one pair from the second, third and fourth strongest quarter of the field of participants will be drawn into each group. Each group will be played in a round-robin system. The start for all doubles will be at 10.00 a.m. on Wednesday and for all mixed doubles on Wednesday at 1.30 p.m.. For the calculation of the order in the groups see section 8 "Calculation of the order in the groups".

The top two pairs in each group qualify for the main round, the other two for the consolation round. In groups of three, if necessary, only the third will qualify for the consolation round.

The main and consolation rounds will be played in a knock-out system up to and including the quarter-finals on Friday. Losers will be eliminated. The semi-finals and the finals will be played on Saturday. Third place will not be played - both losers of the semi-finals will be third and please be ready for the award ceremony on Saturday afternoon.

8. Calculation of the order in the groups

Each winner of a match shall receive two match points, each loser of a match played shall receive one match point and each loser of a match not played or not finished shall receive no match point. The order in the group is determined by the number of match points.

If two or more players or pairs have won the same number of match points, their ranking among themselves shall be decided first by the greater number of match points and then by the better division ratio of sets and balls, if any, taking into account only the matches between the players concerned.

If at any stage of the calculations the position of one of the group members who have won the same number of matches can be clearly determined in relation to the others, the results of the matches of that member shall be disregarded for all further necessary calculations.

If it is not possible to determine the order of players in this way, it shall be decided by lot.

9. Award ceremonies

The award ceremonies for all classes will take place on Saturday. Please be ready for this as follows:

- Consolation rounds: Participants of all finals (1st and 2nd place)
- Main rounds: The participants of all finals and those losing in the respective semi-finals (1st and 2nd place, as well as two 3rd places)

IMPORTANT! We kindly ask all participants to wear sportswear at the award ceremony! After the presentation of the medals, due to time constraints, not the complete but short versions of the national anthems will be played.