



# Cyclone Table Tennis Club

## Player Code of Conduct & Club Rules

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### Mission

Our mission is to create environments and opportunities that foster equal chances in the participation of the game of table tennis; encourage personal achievement; seek continual improvement of skill level through friendly competition and to develop the spirit of friendship and mutual assistance among members.

### Zero Tolerance Statement

Verbal (including profanity or derogatory remarks) and physical abuse, as well as abuse of facilities will not be tolerated. Infractions may be grounds for a suspension period or expulsion from future CTTC participation. The zero tolerance policy applies to players, coaches, and spectators.

### The Code of Conduct

Players, coaches and spectators are expected to support club staff, volunteers and officials, treat the facilities with respect and demonstrate good sportsmanship at all times.

### All players are expected to follow the rules below:

1. Change into indoor shoes before entering the gymnasium - NO INDOOR SHOES NO PLAY.
2. Absolutely no food, drink or smoking is permitted in the gymnasium. Water is allowed.
3. All players and spectators are expected to be respectful of the facility at all times. No loud noises, running around the gym and stage, entering class area or leaving garbage or empty bottles/cans behind.
4. Individual will be financially responsible for damaging any equipments or the facility. Damage done willfully may result in suspension and/or expulsion from the club.
5. Any CTTC representative or Officials may eject any player or spectator without prior warning for any player conduct situation regardless of the severity of the situation.
6. Do not pass through a game area unnecessarily. If required, walk quickly along the barriers and the perimeters to avoid disturbing the play and for your own safety.
7. Call a "let" when a stray ball enters other players' court. Be courteous, help retrieve the ball for the owner.
8. Keep all belongings in a location out of the way of tripping and in your control. CTTC is not responsible for missing or lost items.
9. Players will cooperate in setting up and taking down all equipments and in cleaning up before leaving.
10. Two people are required to handle table set up and take down. Ask for instructions and help if you are new.
11. Parents or guardians are responsible for the behavior of their children. Club rules apply to everyone regardless of age.

### Club Table System:

- Tables 1 to 5 are for players with a higher club rating.
- Tables 6 to 10 are for players with a lower club rating.
- Tables 11 to 15 are used for training purposes, priority is given to junior training.
- Warm up time is limit to 2 minutes.
- All matches are 11 points using best 2 games out of 3.
- Winner of any table may stay on for a maximum of 3 consecutive turns before re-queuing.
- Table assignment is by challenger queue.
- To challenge a table, the player places his/her racquet at the side of the table in plain view just below the net; no other marker will be recognized. Only one racquet per individual may be down at any one time.
- No one may challenge more than one table at a time, or challenge a table while playing a match or practicing.
- Members may give up their table. If this is done, the table goes to the next paddle in line at that table. The player giving up the table cannot designate a player to take his place.
- Winner cannot refuse challenger but may choose to retire from the winning table for a break or re-queue for another table.
- Challengers can estimate the wait time by the number of paddles ahead of them.