

TABLE TENNIS SCOTLAND

UMPIRES TEST PAPER No 16

The Questions in this paper are on the current Laws of Table Tennis and the ITTF Regulations for International Competitions.

You may answer them in your own time, using any reference books you choose, (**The ITTF Handbook** (pages 24-54) and the **Handbook for Match Officials** can be downloaded from The ITTF using the link on the Table Tennis Scotland Website www.tabletennisscotland.com) but you must not be helped by another person.

In questions 1 – 40, you have to say whether the statement made is true or false, by putting **T** or **F** in the first column.

Questions 41 – 55 describe situations in either a singles match between **A** and **X** or a doubles match between **A/B** and **X/Y**. You have to say what decision the umpire should take by putting **A** for a point to **A** or **A/B**, **X** for a point to **X** or **X/Y**, **L** for a let or **N** for no action.

The paper has three sections which all must be passed although not all in one sitting. Candidates will only re-sit sections that they fail

Send the completed paper to Stewart McGowan
69 Cavendish Avenue, PERTH PH2 0JU or
Smcgowan69@btinternet.com

To be completed by the candidate

I declare that all the answers given are my own

Signed

Date

Name

Address

E-mail

Marks	S1	S2	S3	Total	Result	P/F
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Section 1	T/F	Marks
1. The umpire should suspend play if he is satisfied that a player is suffering from cramp and needs a short rest		
2. A player can interrupt a rally to request a time out		
3. The ball may be of any colour that is clearly different from that of the shirt or shorts of either player		
4. The blade of the racket must be covered with plain pimped rubber or sandwich rubber on at least one of its sides		
5. A player's shirt can have any number of advertisements providing the player's number is clearly visible		
6. The expedite system may be introduced at the start of a match at the request of both players or pairs		
7. The rally is automatically a let if a penholder player accidentally strikes the ball with an uncovered side of the racket.		
8. The assistant umpire's decision is final on edge balls at the side of the table furthest from the umpire		
9. If during a rally a player's racket touches the playing surface the umpire should take no action		
10. If the ball in service touches the server's court and then the net, the umpire should immediately call "let"		
11. The umpire should wait until the result of a rally has been determined before correcting an error in the order of serving		
12. At a change of service the umpire should always call the name of the new server		
13. Under the expedite system the receiver scores a point after making 13 successive good returns		
14. If a player is bleeding during a match the umpire must suspend play immediately and report to the referee		
15. In an individual match a player can refuse a time-out requested by a nominated advisor		
16. At the moment at which the ball is projected upwards, the server's racket must be visible to the receiver		
17. Either the umpire or the assistant umpire can warn a player for a service of doubtful legality.		
18. The score should be called as soon as is practical after a rally has been decided		
19. In a team match, an umpire's decision must be changed if both captains agree that it is wrong.		
20. Players may practise on the match table during an authorised suspension of play, with the approval of the referee		

Section 2	T/F	Marks
21. In a team match a yellow or a red/yellow card remains valid for subsequent individual matches of the same team match		
22. A player may receive advice at any time from the start of the practice period until the start of the match		
23. The loser of the toss has only the choice of which end of the table at which to start the match		
24. If at the score 6 – 2 it is realised that a player has served for 4 successive points, the next service is made by the last receiver		
25. If advice is given illegally by someone out of the umpires view, the assistant umpire can show the advisor a yellow card		
26. The clock should be stopped during breaks for towelling		
27. A racket cannot be changed during a match unless it is accidentally damaged so badly that it is unusable		
28. Players in a doubles pair must always be dressed alike.		
29. The ball is automatically out of play if it goes above the level of the lighting.		
30. An umpire cannot challenge the legality of a racket covering which is clearly marked with the brand and the ITTF logo		
31. If both disabled players of a doubles pair are in wheelchairs, they need not strike the ball alternately.		
32. When the expedite system is in operation the assistant umpire must act as act as stroke counter		
33. If a player disagrees with the umpire's ruling that a racket is illegal, the referee must be asked to decide.		
34. An umpire can disqualify a player for grossly offensive behaviour		
35. Advertisements on the back of a shirt can be of any shape or size.		
36. In a team match a player can receive advice from a spectator		
37. A player may be warned for a first illegal serve in a match without the award of a point to the receiver.		
38. A play or pair is entitled to only one time out during an individual match		
39. An umpire who is sure that the assistant umpire has wrongly called a service fault can overrule that decision		
40. If a player's free hand touches the side of the table top during play the opposing player scores a point		

Section 2 Cont'd	AXLN	Ms
41. The umpire delays calling the score until the applause has died down but, before he can do so, A serves and a new rally begins		
42. As A strikes the ball, he accidentally moves the table slightly. The ball lands on X's court but X makes no attempt to return it		
43. During a rally Y trips and falls. B then deliberately returns the ball to the part of the table which X cannot reach owing to Y's body lying on the floor		
44. As Y serves, B glances at the score indicator. Surprised, B fails to return the ball, and then says he is not ready		
45. In the 1 st game of a match Y is warned for a doubtful service. In the 3 rd game, the umpire suspects, but is not sure, that a service by X which A fails to return is illegal		

Section 3

46. In serving, Y tries but fails to strike the ball as it is rising, but he tries as it is falling and succeeds. It then bounces from his right hand court to A's right half court and A hits it into the net.	_____	—
47. After making a good return, X stumbles and drops his, and to steady himself, he rests the hand with which he held the racket on the playing surface. A's next return is good		
48. A serves the ball, after bouncing on his court, hits the top of the net. After passing over X's end line without touching the playing surface it hits A's racket		
49. The ball strikes the back of A's racket hand and rebound onto X's court just over the net. X manages to make a good return but in doing so he accidentally touches the net with his racket		
50. During a rally, A steps back over the surround and makes a good return by striking the ball from outside the playing area. X then fails to make a good return.		
51. B serves to Y and the ball, after bouncing on his right hand court, touches the net and is clearly going to land on Y's left hand court when X catches it over the playing surface.		
52. The ball is stationary on Y's open palm but accidentally rolls off his hand on to the floor before he can project it upwards.		
53. A serves to X, who is in a wheelchair, and the ball bounces on X's court and passes over the side line. X manages to make a good return but A then returns the ball to the other side of X's court, out of X's reach.		
54. The ball, returned by A, bounces on X's court and spins back over the net. X runs round the table and strike the ball directly down on A's court and A fails to make a good return.		
55. At the start of service the fingers of X's free hand are over the playing surface with the ball, resting on the palm, just behind the end line. From this position he projects the ball upwards.		