



T2 Umpire Seminar

- Score Indication

Primary Resources

ITTF Statutes

• <https://www.ittf.com/statutes/>

HMO

• <https://www.ittf.com/committees/umpires-referees/documents/hmo-17th-edition-july-2023/>

Other Resources

T2 Documents

• <https://www.t2tabletennis.co.za/member-area/documents/>

T2 Umpire Procedures

• https://www.t2tabletennis.co.za/sitepad-data/uploads/2023/09/T2ProcedureMatchOfficials_Umpire.pdf

JTTA League

• <https://tabletennis.joburg/league/league.html>

Some House Rules

Raising Hand for Questions:

- Raise your hand to ask questions.
- Wait to be acknowledged before speaking.
- Keep questions clear and relevant.

Muting Microphones:

- Keep your microphone muted when not speaking.
- Unmute only when speaking and mute again afterward.
- Use the chat for urgent issues without disrupting.

Participation:

- Actively engage in discussions.
- Be respectful and avoid interrupting others.
- Come prepared and provide constructive feedback.

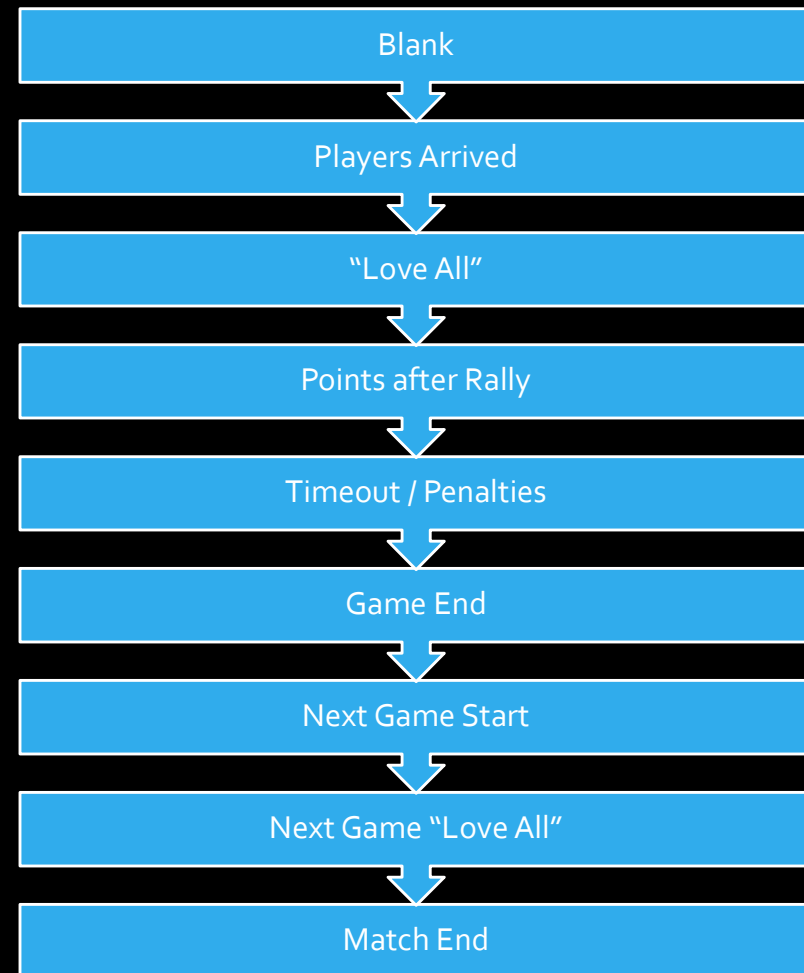
General Conduct:

- Arrive on time and return promptly from any breaks.
- Stay focused and avoid distractions.
- Be open-minded and willing to learn.

Technical Etiquette (Virtual Seminars):

- Ensure a stable internet connection.
- Choose an appropriate background if using video.
- Use the chat function for relevant comments and questions.

Score Indication



Blank

- Set the indicators to the blank position – that is, so that they show no points or game scores.
- (In a team match, check that the match score indicator is set correctly)



Players Arrived

- When both players or pairs arrive in the playing area, set both game score indicators to "0"



“Love All”

- After the Practice period (Max 2 minutes) and/or when the players are ready:
 - indicate to and name the first server
(In a team match, you may use the player’s name or the team’s name, or both)
 - call “love-all” or “zero-zero”.
- Set the points score indicators to “0-0”



Points After Rally

- After the end of each rally indicate the result by the appropriate hand signal, and as soon as practicable thereafter by calling the new score or repeating the last score in the event of a let.
- If there is to be a change of service, point to the next server.
- You may also name the next server.
- Do not change the indicators until the umpire has signalled or called the award of a point



Timeout / Penalties

- Place white card on side of player that took a timeout (after timeout has ended).
- Place penalty card(s) on side of player that has been penalized.



Game End

- Leave Point score as determined by the last rally of the game.
- Both Point score and Game score remain unchanged while players take a break and/or change sides.
- Remind players that they must leave their rackets on the table between games.
- Partially complete the scoresheet.



Next Game Start

- Just before the players return for the next game, set the points score indicators to the blank position and alter the appropriate games score indicators to reflect the result of the previous game.
- Remember to change round any yellow, red or white markers.



Next Game “Love All”

- Set the points indicators to “0-0” when the umpire calls that score.



Match End

- At the end of a match, announce the result and, in a team match, the new team match score.
- Complete the scoresheet and ask the players (in an individual match) or the team captains (in a team match) to sign/check it, as required.
- Leave the indicators showing the final points score and the previous games score





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THANK YOU