

**Reminders to Team Managers, Captains, Coaches and Players**

**TEAM EVENTS**

1. Players A, B, C or X, Y, Z must be nominated and written clearly on the Toss Sheet before the match.
2. Team Captain's name to be clearly nominated on the same Toss Sheet.
3. The name of the designated Team Coach must be nominated before the match to the umpire.
4. **Only members of the team and the Designated Team Coach are allowed on the Team Bench.** (*If the Team Captain is not a member of the team and is not the designated team coach, then he/she is **NOT** allowed to be at the Team Bench*)
5. **Call Area Reporting Time:**
  - 5.1. **30 Minutes** (before Scheduled Match Time)
    - 5.1.1. Team Captain(s) to report to **CALL AREA** to complete the Toss Sheet.
    - 5.1.2. Team Shirt colour(s) to be affirmed at the same time.
    - 5.1.3. Rackets of all nominated players in the Toss Sheet have to be submitted at the Call Area for testing.
    - 5.1.4. Rackets submitted late will be subjected to after match testing (*For more information, please refer to the Racket Control Information*).
  - 5.2. **25 Minutes** (before Scheduled Match Time)
    - 5.2.1. Team Captain(s) failing to report will lose the right to choose the Team shirt colour(s) and the team playing order in the Toss Sheet.
    - 5.2.2. Team playing order shall be filled up in the same order as per the team's registration list.
6. At the end of each tie in a team match, players playing in another tie in the same team match shall leave their rackets with the umpire.
7. **Teams may need to remain at their bench even if the match has 'ended' if the winner's racket has to be tested after the match.**

## **INDIVIDUAL EVENTS (Singles and Doubles)**

### **8. Call Area Reporting Time:**

#### **8.1. 20 Minutes** (before Scheduled Match Time)

- 8.1.1. Players to report to the **Call Area**.
- 8.1.2. Shirt Colour(s) to be affirmed at the same time.
- 8.1.3. Rackets have to be submitted at the Call Area for testing.
- 8.1.4. Rackets submitted late will be subjected to after match testing (*For more information, please refer to the Racket Control Information*).

#### **8.2. 15 Minutes** (before Scheduled Match Time)

- 8.2.1. Player(s) failing to report will lose the right to choose the Shirt Colour(s).

## **SHIRT COLOUR(S)**

- 9. All Players participating in the Team events and Doubles event shall dress in uniformed playing attire (top and bottom).
- 10. Opposing player(s) in every match (Team event / Singles / Doubles) shall dress in top that are of sufficiently different **Main Colour(s)**.
- 11. All teams and players are **REQUIRED** to bring along at least 2 different top of sufficiently different **Main Colour(s)** throughout the competition.

From:  
Referee & Umpire Team  
12<sup>th</sup> December 2019