Namur City Youth International - Rules

Article 1. Participation rules.

This event is reserved for delegations invited by the Ping Namurois Promotion Training Centre. To participate in the International Youth of the city of Namur, each delegation must include a minimum of 6 players per registration form.

Article 2. Teams

The International Youth of the City of Namur is a team competition of 6 players minimum and 12 players maximum. These must be engaged in at least four categories of different age: 1 Poussin or Poussine, 1 Préminime Boy or Préminime Girl, 1 Minime Boy or Minime Girl, 1 Cadet or Cadette.

A player may participate in his or her age category or in the immediately higher age category.

Article 3. Tables organisation :

- Cadets (CAG)
- Cadettes (CAF)
- Minimes Garçons (MG2)
- Minimes Filles (MF2)
- Minimes Garçons (MG1)
- Minimes Filles (MF1)
- Préminimes Garçons (PRG2)
- Préminimes Filles (PRF2)
- Préminimes Garçons (PRG1)
- Préminimes Filles (PRF1)
- Poussins (POG)
- Poussines (POF)

The age categories are those set by the ITTF.

Article 4. Additional registrations

The commitment of a team entitles you to the additional registration of up to 6 players. Participants registered through this article will need to be numbered in order of preference. They will be incorporated into the tables according to this order until the maximum number is expected for each table.

Article 5. Challenge

A team challenge will be set up at the end of each edition. Only teams represented in at least 6 different tables and 4 categories can participate in this Challenge. The ranking of this Challenge will be based on the top six results in different tables.

Article 6. Commitments

Commitments are made through delegations. Each delegation can register several teams. Each delegation must complete the registration form to be sent to the head of the Namur Youth Internationals, completed with the name and first name for each player as well as his (her) date of birth, his (her) ranking (last official ranking awarded) and size for the T-shirt.

Article 7. Financial conditions

Travel and stay costs are borne by the delegations involved.

The registration fee for delegations that do not wish to take advantage of a package is 55 euros per player.

Three "all-inclusive" packages are available:

• Package at 100 euros per person: accommodation in a hotel ***, a double or triple room.

Supplement of 25.00 euros for a single room.

• Package at 85 euros per person: accommodation in the hotel**, in a double room.

Supplement of 20.00 euros for a single room.

• Package at 75 euros per person: collectif accommodation in room of 2 to 6 people.

Supplement of 20.00 euros for a single room.

These packages include the evening meal on the Saturday night, the lunch packet the Sunday served on site and the breakfast on the Sunday at the accommodation or at the competition site (Tabora) and depending of the type of accommodation.

A meal for the Saturday noon and the Friday evening can be booked and taken on site at a cost of 14.00 euros per person. Similarly, an extra meal or lunch packet can be booked for the cost of 14.00 euros.

The invoice must be paid by bank transfer by October 31 at the latest. A 10% surcharge will be claimed for each payment reminder sent after that date.

Article 8. Arbitration

All games of the Namur City Youth International will be referred by referees. During the first day, when the competition is played in pools, players in a pool will be also referee, excepted if official referees are present. During the TED, the matches will be referred by referees.

To participate in this effort, each delegation is asked to provide an official referee or a volunteer who will be made available to the Umpire the second day of the competition, or if possible, the two days of the competition. If this was not possible for a delegation, a financial contribution of 200 euros will be requested in order to take over an additional referee.

If a delegation comes with a referee or a volunteer, for the two days of the competition, a reduction of 50 euros will be given to the delegation.

Article 9. Formulas of individual tables

9.1. Depending on the number of initial registrations, the organized tables will be 12, 16, 24 or 32 players maximum.

9.2. In each table, players are divided into pools on the first day.

9.3. At the end of the pools, the players are placed in integral tables according to the ranking of the first day.

9.4. Tables may be grouped if they do not include a minimum of 12 participants

Article 10. Duration of games

At the tables, all the games take place at the best of the five sets.

Article 11. Challenge Formula

Teams complying with Article 5 take part automatically in the Namur City Youth International Challenge

11.1. For each team, only the best result achieved in each table will be taken into account for the establishment of the ranking.

11.2. The ranking will be based on the top six places.

11.3. Each of his six selected results gives his team a number of points equal to the player's place in the table.

11.4. The number of points earned by a team corresponds to the sum of points earned by its six selected representatives.

11.5. The ranking of this Challenge is made in increasing order of the number of points, the winning team being the one with the fewest points.

11.6. In the event of an equality of points between several teams, the split will be as follows:

a) team with the best individual result, then the best second result, etc.

b) team with the youngest participant, the result of which is selected for the Challenge standings

Article 12. Appeal jury

This regulation may be amended by the Umpire if necessary.

For any sporting dispute, an appeal board will be formed by the President of the Training and Promotion Centre of Ping Namurois or its representative, the Director of competition and the Head of the organisation.

Article 13. Rewards

· Each player participating in the competition will receive a T-shirt

· The first 3 of each table will be rewarded with cups.

 \cdot The first team of the Challenge will be rewarded with a trophy