

國際乒乓球聯合會

乒乓球裁判人員手冊

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中文譯本只供參考，所有內容以國際乒聯的英文版本為準

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1 INTRODUCTION 序言

- 1.1 The purpose of this booklet is to guide match officials on the application of laws and regulations, and it should be read in conjunction with the current ITTF Handbook or Rules booklet. It deals mainly with the duties of umpires and assistant umpires, but it includes also aspects of the referee's duties in relation to the control of matches. The Handbook for Tournament Referees covers the wider duties of a tournament referee. Match officials should also refer to the URC Newsletter, videos and FAQ on the URC website for the latest update information, recommended procedures and rules changes.

這本手冊的目的是讓裁判人員在應用規則和規程時作為指引，應與現行的《國際乒聯手冊》或「規則」一併閱讀。本手冊主要是涵蓋裁判員和副裁判員的職責，但也包括部份關於裁判長控制比賽的職責。《競賽裁判長手冊》則包括更多競賽裁判長的職責。裁判人員亦應該參考國際乒聯裁判員及裁判長委員會通訊，在其網站上的視頻和常見問題解答的有關最新更新資訊、建議程序和規則的修改。

- 1.2 Officials should also refer to the World Table Tennis (WTT) Handbooks due to differences in regulations. Refer Appendix G useful links.

裁判人員亦應參照「世界乒乓球」(WTT)手冊，了解不同的規則。參照附錄 G 的一些實用連結。

- 1.3 Players are entitled to expect consistency in the conduct of matches and should not be expected to have to make continual adjustment to different procedures in different competitions or different countries. In order to encourage consistency, the ITTF Umpires and Referees Committee (URC) has produced a summary of recommended procedures for match officials and these are included as Appendices A, C, , D and E.

參賽球員有權期望賽會在競賽管理方面保持一致性，避免在不同的比賽中或在不同國家比賽時，需經常進行調整以適應不同的比賽程序。為了確保一致性，國際乒聯裁判員和裁判長委員會（URC）已經為裁判人員制定了一套建議程序摘要，並載於附錄 A、C、D 及 E。

Appendix F covers some aspects of Para table tennis and Appendix G is a list of useful links.

附錄 F 包涵一些殘疾人士乒乓球比賽方面的層面，附錄 G 則提供一些實用連結。

2 LAWS AND REGULATIONS 規則和規程

2.1 Applicability 適用性

- 2.1.1 The first requirement of a match official is a sound knowledge of the rules, comprising laws and regulations, which govern competitive table tennis, complemented by a clear understanding of the extent to which they apply to different types of competition. The relevant information is contained in Chapters 2 and 3 of the ITTF Handbook.

作為裁判人員的首要條件是全面掌握規則和規程的條例，以控制乒乓球比賽，並在不同類型比賽中對規則和規程的適用範圍有正確理解。相關資訊包括在《國際乒聯手冊》的第二及第三章。

2.2 Laws 規則

- 2.2.1 The “Laws of Table Tennis”, referred to hereafter as “laws”, are contained in Chapter 2. The laws apply to all international play and are generally adopted by Associations for their domestic competitions, although any Association has the right to introduce variations for competitions that concern only its own players. A law can be changed only at a General Meeting, with the agreement of a 75% majority of those voting.

第二章「乒乓球比賽規則」，以下簡稱「規則」，適用於所有的國際比賽，並且獲各協會於本土比賽普遍採用。雖然任何一個協會均有權在僅有自己選手參加的本土比賽中，對規則的執行稍有差異，但規則的修訂則只能在國際乒聯會員大會提出，並且須獲四分之三代表投票通過。

2.3 Regulations 規程

- 2.3.1 Chapter 3 contains the “Regulations for International Competitions”, referred to hereafter as “regulations”, which apply, in general, to all international competitions. The additional regulations for world title events, including World Championships, are given in Chapter 4. These regulations can be changed only at a meeting of the ITTF Board of Directors, by a simple majority of those voting.

第三章「國際比賽規程」，以下簡稱「規程」，一般來說，適用於所有國際比賽。第四章提供了包括世界錦標賽之類的冠名世界比賽附加規程。國際比賽規程的修訂只能在國際乒聯理事會會議中提出，只須以簡單的投票，獲多數贊成便能通過。

3 TYPES OF COMPETITION 競賽類型

3.1 Open Tournaments 公開賽

- 3.1.1 An open tournament is a competition, organized with the authority of the Association in whose territory it is held, which is open for entry to the players of any Association. In all such tournaments there may be minor variations of the regulations where the organizing authority is unable or unwilling to meet all of the requirements, usually in respect of playing conditions such as playing space.

公開賽是指由當地協會主辦，所有協會的球員均可報名參加的比賽。這類比賽中，當主辦方無法或未能勉強符合規程所有要求時，一般對於比賽環境，諸如比賽場區的空間等限制，可存在輕微的差異。

- 3.1.2 Where an open tournament does not comply with a particular regulation, the entry form must state clearly the nature and the extent of any variations, so that intending competitors will know in advance the limitations that will apply. A competitor who submits such an entry form is assumed to have understood and accepted the limitations, and the tournament will then be conducted under the modified regulations.

公開賽如有不符合某些規程條文的地方，必須在報名表中特別說明有關改動的性質和程度，以便有意參加比賽者可事先瞭解。遞交了報名表的參賽者則被視為已理解和接受了此等改動，公開賽亦會按修改後的規程進行。

- 3.1.3 Each season, an Association may nominate one senior, one junior and one veterans' open tournament which it organises as its Senior, Junior or Veterans' Open International Championships, and for such a tournament the regulations can be modified only with the permission of the ITTF Executive Committee. Similarly, any variations for World Championships must be authorised by the ITTF Board of Directors and for Continental Championships by the appropriate Continental Federation. An Association, in addition, may also organise a Para table tennis tournament.

在每一賽季，任何一個國際乒聯會員協會可以申辦一次國際成年、青年或元老公開錦標賽，並且只有經過國際乒聯執行委員會的許可，才能改動此類比賽的規程。同樣地，任何對世界錦標賽規程的改動，必須得到國際乒聯理事會的批准，對洲錦標賽規程的改動，必須得到相應洲聯合會的批准。此外，一個協會也可以組織一次殘疾人士乒乓球比賽。

3.2 Restricted Tournaments 限制賽

- 3.2.1 Domestic tournaments, in which all the players are from the same Association and tournaments which are restricted to players from a defined area or to members of specific groups or professions are not automatically covered by the regulations. For these competitions the organising authority has the right to decide which of the regulations will apply and what variations, if any, it wishes to make.

來自同一協會的球員參加的本地比賽、參賽球員僅限於某個地區或者僅限於某些組織或職業的比賽，均不受國際乒聯規程限制，主辦單位有權決定採用那些規程或作出改動。

3.3 Other International Competitions 其他國際比賽

- 3.3.1 International team matches, other than those in World or Continental Championships, normally observe all the regulations, but the participating Associations may agree on modifications. In these and other international competitions, it should be assumed that all the appropriate regulations are in force unless the published conditions of the event state that there are exceptions and make clear what the exceptions are.

除了世界錦標賽和洲際錦標賽，國際團體比賽通常應執行所有國際比賽規程，但參賽協會可以協商修改規程。除非事先指出並詳細闡明相關修改事項，否則國際比賽規程應被視為適用於此類和其他各類國際比賽。

4 MATCH OFFICIALS 裁判人員

4.1 Referee 裁判長

- 4.1.1 For every competition as a whole a referee is appointed, usually with one or more deputies who can act on his or her behalf. The referee or an authorised deputy must be present in the playing hall throughout play, to decide any question of rule interpretation, on which he or she is the sole authority, and generally to ensure that the competition is conducted in accordance with the relevant laws and regulations.

每個比賽必須委派一位裁判長，並通常同時委派一或數位副裁判長，以便在裁判長缺席時代理其職權。裁判長或獲授權的副裁判長必須在賽事進行期間身處現場，就任何有關規則解釋的問題作決定，以確保比賽在相關的規則和規程下進行，同時亦是此等問題上的唯一裁決者。

- 4.1.2 Where the referee is the sole arbiter, such as in allowing a temporary suspension of play for injury or disqualifying a player for misbehaviour, he or she must act consistently and avoid any suspicion of partiality to particular players. In major competitions it is recommended that the referee and his or her deputies be from different Associations, so that there is always a “neutral” official to adjudicate in a dispute.

對因傷要求暫停比賽或對不良行為球員判以取消比賽資格等事件，裁判長是唯一的裁決者。他的判決必須保持一致，避免有任何偏袒某球員之嫌。在重要的賽事中，建議裁判長和副裁判長來自不同的協會，以便由「中立」者就爭議作出裁決。

- 4.1.3 The referee is responsible for the appointment of match officials. Although he or she will not normally make such appointments himself or herself, he or she must be satisfied that the officials are competent and that they act fairly and consistently. He or she should explain to the umpires, in his or her pre-tournament briefing, how he or she expects laws and regulations to be applied, especially where any of these are new or might be contentious.

裁判長的職責包括委任裁判人員，雖然通常不會親自負責委任，但他必須認為被委任的裁判人員能夠勝任其工作，而且能公正並貫徹地執行規則和規程。在賽前簡介會中，裁判長應向裁判員解釋規則和規程執行的尺度和要求，尤其是那些新增或可能產生爭議的事項。

- 4.1.4 The players are under the jurisdiction of the referee from the time at which they arrive at the playing venue until the time at which they leave it. The practice hall or area is considered to be part of the playing venue.

球員從到達比賽場地開始直至離開，均在裁判長的管轄之下，練習場地也被視為比賽場地的一部份。

4.2 Umpire 裁判員

- 4.2.1 For each match there is an umpire, whose primary duty is to decide the result of each rally. In principle, the umpire has no discretionary powers, but he or she is required to exercise judgment in applying some laws and regulations, such as deciding whether a rally should be a let because a player's service or return may have been affected by circumstances outside the player's control, or whether a player's behaviour is acceptable.

每場比賽必須有一名裁判員，其基本職責是根據事實判定每個回合的結果。原則上，裁判員沒有酌情權，但他必須就某些規則和規程執行判決，例如：當球員的發球或回擊受到無法控制的環境干擾時，決定該回合是否為重發球，或決定球員的行為是否可以接受。

- 4.2.2 Where the umpire is officiating alone, his or she has the final decision on all questions of fact that arise during a match, including decisions on all edge balls and on all aspects of service. In these circumstances he or she is directly responsible also for all timings, but when the expedite system is in operation, he or she is assisted by another official who acts as stroke counter.

當只得一名裁判員執法時，對於比賽中所有發生的事實，其判決均為最終的決定，包括擦邊球和所有關於發球方面的判決。在此情況下，他也直接負責所有比賽時間的掌控，但當實行時間管制計分法時，則需要由另一名數板員協助。

- 4.2.3 Although the umpire is obliged to accept certain decisions made by other match officials, he or she is entitled to seek an explanation if he or she believes that an official has made a decision that is outside his or her jurisdiction. If, on enquiry, he or she finds that an official has acted in this way he or she can overrule the decision wrongly made by that official, either by reversing it or, more usually, by declaring the rally a let.

雖然裁判員必須接受由其他裁判人員做出的某些判決，但如果他認為該名裁判人員所作的判決超越其權限，他有權要求其解釋。經查詢後，若該裁判人員確實超越其權限，他可以否決其錯誤判決、作出糾正或在一般情況下判該回合為重發球。

- 4.2.4 The umpire should be about 2–3 meters from the side of the table, in line with the net, preferably on a slightly raised chair, although this is not essential for singles. For doubles, the umpire is advised to stand if his or her seat is not high enough for him or her to see clearly whether in service the ball bounces on the correct half-courts. Standing for singles is not recommended, because it unnecessarily obstructs the view of spectators.

裁判員應該坐在球檯一側離檯 2 至 3 米且與球網成一直線的裁判椅上。裁判椅一般應該稍高一些，然而單打比賽時，這要求並非必須。雙打比賽中，如果裁判椅不夠高，以致裁判員看不清發球是否落在正確的檯區時，裁判員應該站立執法。單打比賽中，裁判員不應站立以免遮擋觀眾的視線。

- 4.2.5 The players are under the jurisdiction of the umpire from the time at which they arrive at the playing area until the time at which they leave it.

球員從到達比賽場區開始直至離開，均在裁判員的管轄之下。

4.3 Assistant Umpire 副裁判員

- 4.3.1 An assistant umpire is appointed to take over or shares some of the umpire's duties. For example, an assistant umpire is solely responsible for decisions on edge or side balls at the side of the table nearest to him or her, and he or she has the same power as the umpire to decide the legality of a player's service action, whether a player obstructs the ball and some of the conditions for a let.

國際比賽必須委任一名副裁判員，以執行或分擔裁判員的某些職責。例如，副裁判員全權決定靠近其一側球檯的擦邊球，並同樣有權判定發球的合法性、阻擋和某些導致重發球的情況。

- 4.3.2 If either the umpire or the assistant umpire decides that a player's service action is illegal, that a player obstructs the ball, that the ball in service touches the net or that the conditions of play are disturbed in a way which could affect the outcome of the rally, that decision stands. A decision made by the Assistant Umpire, in the above circumstances may not be overruled by the Umpire.

無論裁判員抑或副裁判員，均有權判定發球不合法、阻擋、發球擦網或比賽條件受到干擾而可能會影響該回合的結果，且所作的判決視為有效。

- 4.3.3 Nevertheless, a decision taken by one of these officials may in some circumstances be preempted by a decision of the other. For instance, whether or not the ball touches the edge of the playing surface on the side nearest to the assistant umpire may be irrelevant if the umpire

has already seen a player move the playing surface. Similarly, a service that is judged illegal by the assistant umpire may not be penalized if the umpire has previously decided that the rally is a let because a ball from another table has come into the playing area.

然而，在某些情況下，某裁判人員的判決可能會被另一名裁判的判決所取代。例如，若裁判員已經看到有球員移動了比賽檯面，那麼球是否觸及在靠近副裁判員一方檯面邊緣已經無關重要；同樣地，如果裁判員因為外來球的進入而先判定該回合為重發球，那麼副裁判員對違例發球的判決便為無效。

- 4.3.4 The assistant umpire should be seated directly opposite the umpire, in line with the net, and at about the same distance from the table. The assistant umpire should not stand for doubles. 副裁判員應坐於裁判員對面，與球網成一直線，與球檯的距離跟裁判員相同，雙打比賽時，副裁判員不應站立。

4.4 Timekeeper 計時員

- 4.4.1 An assistant umpire may act as timekeeper, but some umpires prefer to carry out this function themselves, perhaps because they wish to decide for themselves how much time to allow for interruptions in play. The timekeeper is required to monitor the duration of practice, of play in a game, of intervals between games and of any authorized suspension of play, and his or her decision is final on the time that has elapsed.

計時員可由副裁判員擔任，但有些裁判員較樂意自己負責，或許他們想自己掌握比賽中斷時間的長短。計時員必須控制賽前練習、一局比賽、局與局之間間歇及任何法定的中斷時間，計時員在有關計時的問題上有最終裁定權。

4.5 Stroke Counter 數板員

- 4.5.1 Stroke counting when the expedite system is in operation is normally undertaken by a separate official, but the assistant umpire also can act as stroke counter. The stroke counter's duty is solely to count the return strokes of the receiver and his or her decision on this question of fact cannot be overruled. If the assistant umpire does act as stroke counter, he or she still retains his or her full responsibilities as assistant umpire. The recommended position for the stroke counter is standing next to the umpire so the umpire can clearly hear the counting (in a large stadium with a vocal crowd it can be difficult to hear from the opposite side of the playing area). If this is not possible for reasons of TV cameras, or blocking the sight of spectators, then the stroke counter should stand next to the assistant umpire. Exceptionally, if both positions would cause issues for TV

and/or spectators, the stroke counter may be seated next to the umpire.

執行時間管制計分法時，數板員通常由另一位裁判人員擔任，亦可由副裁判員執行。數板員的職責只需數算接發球方的回擊板數，任何人不得更改他對這個事實所作的判定。如果副裁判員亦須擔任數板員，他仍需繼續執行副裁判員的原有職務。建議數板員應站在裁判員一旁，以便裁判員可清晰聽見數板員的數板數目（在大的場館及很多嘈吵觀眾的情況下，裁判員很難聽見站在場區對面的數板員的數板數目）。假若由於電視攝影機的位置或阻擋觀眾視線的原因，數板員便應站在副裁判員一旁。在特殊情況下，假若兩個位置均對電視攝影機或觀眾視線構成影響，數板員可坐在裁判員一旁。

4.6 Appeals 上訴

- 4.6.1 A player, or in a team match his or her captain, may appeal against what he or she believes to be a wrong rule interpretation by the umpire, assistant umpire or stroke counter, but no appeal may be made against a decision on fact by any of these officials in accordance with his or her designated authority. Such an appeal may be made to the referee, whose decision is final on any question of rule interpretation.

球員或團體賽中的隊長如果認為裁判員、副裁判員或數板員對規則的解釋錯誤，可以提出上訴，但不得對任何裁判人員在其職權範圍內就事實所作的判決提出上訴。有關上訴應向裁判長提出，裁判長對任何有關球例問題的解釋均為最終裁決。

- 4.6.2 If, however, the player or captain believes that the referee is incorrect a further appeal may be made, by the player's Association, to the ITTF Rules Committee. This committee will give a ruling for future occasions but it cannot change the decision already made by the referee. An appeal may be made also to the tournament management committee against a referee's decision on any matter not covered by rule.

若球員或隊長認為裁判長裁決錯誤，可以通過其協會向國際乒聯規則委員會進一步提出上訴。規則委員會將發出指令作為日後裁決的準則，但不能改變裁判長已作出的裁決。此外，亦可以向競賽管理委員會就裁判長對任何未包括在規則的問題所作的裁決提出上訴。

- 4.6.3 In responding to appeals, the referee must take care to observe the relevant procedures. In an individual event, he or she should deal only with the player or pair; a team captain or coach should not be allowed to intercede on his or her player's behalf, but an interpreter may assist where there is a language difficulty. In a team match, any protest by a player

that is not supported by his or her team captain should be ignored.

處理上訴時，裁判長必須注意要按照相關的程序來辦理。單項比賽中，他只可接受球員本人或其雙打配對的上訴，隊長或教練不得代表該球員提出；若有語言溝通問題，則可由翻譯員提供協助。團體賽中，球員的任何抗議若未得到其隊長的支持，則毋須理會。

- 4.6.4 When the appeal is against the action of a match official, only that official should participate in the argument of the case. The referee may at some stage wish to hear the evidence or opinion of another official or a witness, but once that person has made his or her statement, he or she should take no further part in any discussion, and interference by anyone not directly concerned must be firmly discouraged.

若對裁判人員的裁決提出上訴，只有該位裁判人員可以參與辯論。在某些情況下，裁判長亦會聆聽其他裁判人員或目擊者的證詞或意見，但當其陳述完畢後就不得繼續參與討論，任何無關人士一律不得介入。

4.7 **Replacement 更換裁判人員**

- 4.7.1 There may be occasions during a competition, either before a match or after play has started, when there is a question about the ability of a match official to carry out the duties for which he or she has been appointed. Such occasions are rare but when they do occur the referee must be ready to use his or her authority to deal with the matter, possibly replacing the official concerned if that is the only appropriate course of action. Refer to HTR.

無論該場比賽開始前或已經開始比賽，均有可能會出現臨場裁判人員是否有能力繼續履行其職責的問題。雖然這種情況很少發生，但一旦發生，裁判長就必須行使權力來處理。如果更換裁判人員是唯一的選擇，就應進行更換。請參照裁判長手冊。

4.8 **Presentation (See also Appendices A, D, E, F & G) 表現 (附錄 A、D、E、F 及 G)**

- 4.8.1 In addition to their responsibility for ensuring a fair result, match officials have an essential part to play in the presentation of a match. This should not, however, encourage them to indulge in personal showmanship and the best tribute to a good team of match officials is that they are not noticed, because they control play so unobtrusively that players and spectators can concentrate totally on the match.

裁判人員除了保證比賽公平競爭的基本職責外，對賽事的良好表現也起著重要的

作用。但這並非鼓勵他們過度自我表現，其實良好的裁判團隊應該是不引人注意的，正因為他們默默地控制著比賽，球員和觀眾才能全神貫注於比賽當中。

- 4.8.2 While on duty match officials should look alert and interested in the match at which they are officiating. Players, to whom each match is a serious matter, do not always welcome a jocular or light-hearted attitude. Officials should not leave their places during a match unless they need to do so for a specific purpose, such as to retrieve the match ball at the end of a game or to restore the position of surrounds.

執行任務時，裁判人員應該保持警覺，並將注意力集中在執法的賽事上。對於球員來說，比賽是嚴肅的事情，裁判的詼諧和浮誇態度均不會受到欣賞。在比賽過程中，如無必要，裁判人員不應離開自己的席位，在一局比賽結束後收回比賽用球或將圍板整齊擺放等情況則屬例外。

- 4.8.3 Even when off-duty, match officials should take care not to behave in a way which may prejudice their authority or which may reflect unfavourably on the sport. Good relationships with players are important, but care should be taken not to appear unduly friendly with particular players or to give any indication of partiality. Public criticism of other officials or organizers should be avoided.

即使在非執勤期間，裁判人員亦應該保持良好形象，以免本身的威信或乒乓球運動的聲譽受損。與球員保持良好的關係固然重要，但亦要注意避免與某些球員表現得稔熟或有偏私之嫌，同時要避免公開批評其他的裁判人員或主辦單位。

- 4.8.4 Match officials are also responsible for the appearance of the playing area during a match. It should be kept tidy and free from unnecessary people and equipment, and any disturbance of the table or surrounds should be corrected immediately. Only officials directly concerned with a match should be allowed in the play area, positioned so that they are as unobtrusive as possible consistent with their being able to carry out their duties.

在比賽期間，裁判人員亦有責任保持比賽場區的外觀整潔。與賽事無關的物品或人士均不得出現在賽區內，未整理好的球檯與圍板等設施，亦應儘快復回原位。只有與該場比賽有關的裁判人員才可進入比賽場區，但所在位置不應過於矚目，並能夠有效地執行任務。

- 4.8.5 Organizers, normally in conjunction with the referee, usually set a limit for the number of persons allowed on the “team bench” and, in an individual event, there may also be a limit on the number of people allowed to accompany the players or pairs. It is the duty of the

umpire to ensure that any such limits are observed and, if necessary, play should be suspended until those not entitled to be there have withdrawn.

主辦單位通常與裁判長協商，對團體席位人數有所限制，單項比賽對允許陪同球員的人數也有規定。裁判員有責任確保執行這些規定，必要時裁判員應暫停比賽，將未獲批准逗留的人士請離席位。

- 4.8.6 If wearing a jacket, it is suggested to close jackets when entering the field of play, and during the pre- or post-match presentation. However, whilst sitting down, it may be better to open the jacket for easier arm movements. It is important, at all tournaments, to make professional presentation a habit and something that the umpire feels natural and comfortable with at all times. (See Appendix E)

若穿著外衣時，建議裁判在進入比賽場區及在賽前賽後介紹時，將外衣的鈕扣扣上。當坐下時，則可解開鈕扣，以便手臂晃動。無論在任何比賽，裁判員應對專業表現習以為常，做到揮灑自如。（附錄 E）

4.9 Uniform for Umpires 裁判員服裝

- 4.9.1 Most Associations have adopted standards of clothing for their match officials, consisting usually of jacket and trousers or skirt of specified colours, but the same clothing may not be suitable in all environments. For instance, in very warm conditions it may be intolerable for an official to have to wear a jacket throughout what may prove to be a long match, while some playing halls may be uncomfortably cold.

大多數協會均已制定裁判人員服裝的標準，通常包括指定顏色的上衣和長褲或裙，但同樣的服裝不一定適合於所有環境。例如在非常悶熱的環境中，若裁判員仍要穿著外衣在一場冗長的比賽執法，可能難以忍受，相反；有些比賽場館卻異常寒冷。

- 4.9.2 In these circumstances the team of officials for a match should agree among themselves reasonable variations so that if, for example, they need to wear pullovers, these are all of the same colour. The most important consideration is that the officials are neatly dressed, as uniformly as is practicable, but it should be confirmed that any proposed changes to the normal uniform are acceptable to the referee and organizers of the competition.

在這種情況下，裁判團隊可協商作合理的調整，例如劃一穿上相同顏色的過頭冷衫。最重要的是裁判人員服裝必須整潔，儘可能劃一，但必須確保裁判服裝的任何改動均須得到裁判長及比賽主辦單位的許可。

4.9.3 The URC has adopted a standard umpire's uniform for major ITTF Events. Refer to Appendix G for details.

國際乒聯的裁判員和裁判長委員會已就主要國際乒聯賽事制定了標準的裁判員服裝。詳情參考附錄 G。

4.9.4 Unless approved by the referee for religious or medical reasons, hats, headgear or tracksuits should not be worn.

除非因宗教或健康的理由並得到裁判長的同意，否則不准戴帽、頭飾或長袖運動服裝。

4.9.5 In some events, such as the Olympic and Paralympic Games, the organisers provide a uniform for match officials which should be worn during the event.

在某些比賽，如奧運會和殘疾人士奧運會，主辦單位將提供制服予裁判人員穿著。

5 PLAYING CONDITIONS 比賽條件

- 5.1 The referee has the final decision on the acceptability of playing conditions but it is usually the umpire who is first aware of possible deficiencies, especially those that arise once an event has started. The umpire must, therefore, know the requirements of the relevant laws and regulations so that he or she can report promptly to the referee any variation that is not within his or her power to correct.

裁判長對比賽條件的接納有最終決定權，但一般會由裁判員首先發現可能的缺損，尤其在開賽時會遇到。因此，裁判員必須熟悉相關規則和規程的要求，以便能及時向裁判長報告其無權糾正的缺損。

- 5.2 The playing space and the level of lighting will normally have been checked when the playing hall is set up and the tables and nets will have been properly installed. The umpire should, however, satisfy himself or herself before play begins that nothing has happened to disturb the conditions of play, such as failure of a light source, displacement of a table or the surrounds or loss of tension in the net assembly.

在一般情況下，在設置比賽場地時應該已就比賽空間及照明度進行過檢查，球檯及球網亦已安裝妥當。但是，裁判員仍須在賽前親自檢查比賽條件是否已受影響，例如燈光失靈、球檯或圍板擺設位置不妥及球網組合沒有拉緊等。

- 5.3 Whenever possible, the umpire should try to correct any deficiency himself or herself but if he or she cannot do so without holding up play he or she should report promptly to the referee. The referee may defer the match until the proper playing conditions have been restored or may transfer the match to another table but, if the shortcomings are only slight, he or she and the players may agree to ignore it and play the match in less than ideal conditions.

裁判員應儘量嘗試自行修復有關缺損，倘若比賽非停不可時，則應及時報告裁判長。裁判長可以中斷比賽直至恢復合適的比賽條件，或將比賽轉移到另一張球檯進行。如果缺損比較輕微，而裁判長及雙方球員均同意毋須理會，比賽仍可在不太理想的條件下繼續進行。

- 5.4 Match officials have a responsibility to see that the advertising regulations are observed. The number, size and colouring of advertisements on equipment and fittings in and around the playing area should be checked by the referee, in time for any necessary corrections to be made before play starts. During the competition, umpires should ensure compliance

with the restrictions on advertisements on players' clothing and numbers.

裁判人員有責任確保執行有關廣告規定，裁判長則應在比賽開始前檢查比賽場區內及周邊器材和裝置上廣告的數量、顏色和尺寸，以便及時進行必要的糾正。比賽期間，裁判員必須確保球員服裝和號碼布上的廣告符合規定。

- 5.5 It is important for the umpire or assistant umpire to check the net. When checking the net ensure that the clamp is attached as close as possible to the table and make sure that there is no cord hanging down from the net post which could affect the ball or distract the players. Then check both the tension of the net-cord and the height of the net. This should be done prior to every match, including individual matches within a team match. It is not really satisfactory just to estimate the tension by touch and several manufacturers have produced weighted net gauges, which ensure consistency. These gauges, which weigh exactly 100g, have two steps, one at 15.25 cm and the other 1 cm lower. However, the weighted gauge should only be used to check the tension – it should not be used for checking the height. The lower step of the weighted gauge is rested on the top of the net, in the centre, and the tension adjusted until the bottom of the gauge just touches the playing surface. After the tension has been checked, the height is then checked at each end using a plastic net gauge.

Do not use the plastic gauge and weighted gauge at the same time.

裁判員及副裁判員檢查球網的工作甚為重要。當檢查球網時，注意必須確保網夾應盡量貼近球檯。確保懸網繩不要從網柱上垂下來，以免影響來球或分散球員的注意力。之後便應檢查球網的高度和張力，這應在包括團體賽中的每一場賽事前進行。若僅靠觸摸來估計球網的張力，做法欠佳，為確保量度的一致性，有些製造商生產了一批重量剛好為 100 克，有兩階邊，一條階邊長 15.25 釐米，另一條階邊則再低 1 釐米的金屬度網尺。這種金屬度網尺只能用來檢查球網張力而不應用作檢查球網高度。將金屬度網尺以較低的一階邊置在球網中央頂部，若尺的底部剛好觸及比賽檯面時，網的張力便調整妥當。球網張力調整過後，再用塑膠度網尺測量球網兩端的高度。

不可同時使用塑膠度網尺和金屬度網尺。

6 THE BALL 球

6.1 Type 類型

- 6.1.1 It is the umpire's duty to ensure that the ball used for each match is of the brand and colour specified for the competition and it is not permissible for a ball of a different kind to be used, even if both players or pairs prefer it. Any attempt by a player to substitute an alternative ball for the one supplied may be regarded as unfair behaviour, to be dealt with under the appropriate regulations.

裁判員有責任確保每場比賽用球的牌子及顏色均為該比賽所指定的，縱使雙方球員均更喜歡使用其他型號的球，亦不應允許。球員若有任何意圖以其他球替代該比賽用球，可被視為不君子行為，並應按相關規程處理。

6.2 Choice 選球

- 6.2.1 Players are not allowed to select balls in the playing area but, wherever possible, they should be given the opportunity to do so before they come to the match table. The match will be played with the ball chosen by the players. If the match ball has not been agreed by both players before the match, the umpire will take at random one of the first preferred match balls by either player. If a ball has not been chosen before players come to the playing area, the match is played with a ball taken at random by the umpire from a box of those specified for the competition.

球員不應在比賽場區內選球，但應有機會在其進入賽區前挑選比賽用球。比賽將使用球員選定的球作賽。若雙方在賽前對選球結果沒有共識，則裁判員便從雙方球員比賽前挑選的首選球中任意取一個進行比賽。若球員在到達場區前沒有選擇用球，裁判員便從一盒大會指定的比賽用球中任意取一個進行比賽。

- 6.2.2 The same procedure is followed if a ball is damaged or lost during a match and has to be replaced. If this happens, the players may be allowed a short period of practice with the new ball but it must be made clear to them that this is simply to enable them to get used to its characteristics and that there is no question of their being allowed to test it and possibly ask for an alternative.

如果比賽期間因球破損或失掉而必須更換，均按一同程序處理；球員可用新球練習數幾個來回，但他們必須要清楚，這只是讓他們熟悉新球的性能，而非讓他們檢測這個球後要求再換一個。

6.2.2.1 The “multi-ball” system means that the assistant umpire has a certain number of balls and delivers the next ball to the player, between points during the match, and at the start of each game, and the players do not need to pick up the ball from the floor or retrieve it from the back of the playing area (the net balls can be replayed). Prior to each match, the players are free to select 20 balls (10 balls per player) or more from the approved balls for the tournament. The box containing the selected balls remains on the assistant umpire’s desk during the entire match. The assistant umpire immediately throws the next ball to the serving player for each point, except when the player has picked it up. Once the point has been determined and the ball is out of play, the ball persons run on the short side of the playing area from one corner to the other collecting the ball from the floor. The balls picked up from the playing area are deposited in containers at each corner. All collected balls are usually deposited in the assistant umpire’s desk box between games.

“多球”制乃副裁判員在比賽的回合之間及每局開始時從若干數目的比賽球中，將球交給球員。這樣，球員便不需從地上撿球或從場區的後方撿球（網球可以重用）。每場比賽開始前，球員可從大會指定的比賽用球中選擇二十個球（每球員可選擇十個球）或以上。這盒比賽用球在整場比賽中將放在副裁判員的席位。每一回合後，除非球員已經撿了球，副裁判員應立即將下一個球拋給下一個發球員。當每一回合後，球僮便應從場區較短一邊的一角跑到另一角，從地上撿起球。從場區內撿起的球將放在每角的盛載器皿內，所有撿起的球可待兩局之間放回副裁判員席位的盛器內。

7 THE RACKET 球拍

7.1 Coverings 覆蓋物

- 7.1.1 A striking surface of the racket must be covered with one of the specified materials and, whether covered or not, must be matt, black on one side and the other a bright colour clearly distinguishable from black and the colour of the ball. The covering should extend to the limits of, but not beyond, the blade, but some tolerance may be allowed. The referee must decide what is acceptable and advise his or her umpires accordingly but, as a guide, ± 2 mm would be an acceptable margin to most referees. This may particularly be the case with Para class 1 and 2 players as they often use their racket hand to push themselves back up into a sitting position after striking the ball, and, in doing so, touch the table top with their rackets. Thus, an overhang can help to protect the table top and a slightly larger margin may be allowed.

球拍的擊球面必須以指定的材料覆蓋，無論是否有覆蓋物，球拍兩面的顏色必須不光澤，一面黑色，另一面鮮色但明顯跟黑色及球的顏色不同。覆蓋物必須覆蓋底板，不得超越其邊緣，但有一定的寬限。可接納的寬限程度由裁判長決定，裁判員須按照其決定來執行；作為參考，大多數裁判長接納的寬限程度通常是 ± 2 毫米。這特殊情況尤其會在 1 級和 2 級的殘疾球員出現，他們在擊球後通常會借助執拍手觸及檯面，並將自己的身體推回到坐姿；凸出的覆蓋物可以幫助保護球檯表面，因此容許的幅度可稍大一點。

- 7.1.2 In competitions played under international regulations the covering must be of a type authorized by the ITTF. Coverings authorized in this way carry the ITTF logo, the ITTF number (when present), and the supplier's logo or trademark, and players are required to attach the rubber to the blade so that these identifying features are clearly visible near the handle of the striking surface so that they can be checked by the umpire.

在按照國際競賽規程進行的賽事，球拍的覆蓋物必須是國際乒聯認可的型號。這些認可的覆蓋物附有國際乒聯的標誌、國際乒聯編號（如有）、製造商的標誌或商標，球員黏貼膠皮時，亦必須使這些標誌在擊球拍面近拍柄處清晰可見，以便裁判員檢查。

- 7.1.3 The umpire must check the racket covering against a list of currently approved racket coverings. The presence of the ITTF marking is required but is not proof that the covering is currently authorised. The ITTF web site www.ittf.com/equipment/ has a list of currently

approved racket coverings (LARC). One covering must be matt black on one side and of a bright colour clearly distinguishable from black and the colour of the ball, refer Technical Leaflet M4 Racket Coverings section 2.4.

裁判員必須參照國際乒聯現行認可的覆蓋物一覽表，檢查球拍覆蓋物。雖然覆蓋物上必須有 ITTF 標記，但也並不能證明它是國際乒聯現行批准使用的。國際乒聯網站 (www.ittf.com/equipment/) 載有現行認可的覆蓋物一覽表(LARC)。覆蓋物一面必須為黑色，另一面的顏色必須鮮色但明顯跟黑色及球的顏色不同，請參照技術小手術 M4 球拍覆蓋物第 2.4 節。

- 7.1.4 Although only materials that comply with current laws and regulations are authorized, it cannot be assumed that a covering marked as authorized will automatically be legal. The original sponge layer may have been replaced by one of greater thickness and gluing can cause the layer to swell, so the thickness of the covering should always be checked. The covering must be used as it has been authorised by ITTF and is not allowed to be treated in any way, either by physical, chemical or other treatment which could modify the playing properties, such as friction, colour, surface, etc, and shall successfully pass all parameters of the racket control tests.

雖然只有符合現行規則和規程的材料才獲批准，但並不能就此斷定有認可標誌的覆蓋物就是合法的。因為原來的海綿層可能被換成更厚的，膠水也可使海綿層膨脹，因此需要經常檢測覆蓋物的厚度。覆蓋物必須是國際乒聯認可的，且不得經過任何物理、化學或其他形式的處理以改變球拍的性能，如：摩擦力、顏色及表面等，並須順利通過球拍檢測的所有參數。

- 7.1.5 One of the most difficult decisions for an umpire or referee to make is the glossiness allowable for racket coverings. Although this can be measured with an EEL glossometer, such equipment is not usually available at a competition and some more practical means must be found. As a guide, a racket covering can be considered too glossy if letters can be clearly distinguished when, say, a plastic net gauge is placed at an angle to the racket surface. However, the umpire will only be required to check the glossiness if he or she receives a complaint from the opposing player.

對於裁判員和裁判長來說，判斷覆蓋物的光澤度能否接受是相當困難的事。雖然可以用 EEL 光澤度測量儀，但在賽事中通常不一定備有這儀器，因此必須尋求更實用的方法。作為指引，可以用塑膠度網尺以某一個角度放在球拍的表面，如果可以清楚地辨識其字母，則球拍覆蓋物的亮度可被視為超標。然而，裁判員只需

在對方選手提出抗議時才檢測光澤度。

7.2 Adhesives 黏合劑

- 7.2.1 Covering may be attached to racket blades only by means of pressure-sensitive adhesive sheets or liquid adhesives that do not contain harmful solvents. Organisers are required to provide a properly ventilated gluing area and players must not use liquid glues or the associated solvents anywhere else in the playing hall, including changing rooms and practice and spectator areas.

覆蓋物可使用壓力感應膠紙或不含有毒溶劑的液體黏合劑黏貼在底板上。主辦單位應提供通風的黏貼區域，嚴禁球員在比賽場館包括更衣室、練習區域及觀眾席使用液體膠水或相關溶劑。

- 7.2.2 Glues containing harmful volatile compounds are no longer approved by the ITTF. ITTF has informed all players to cease using glues containing volatile compounds and any player using such glues will be doing so at his or her own risk. ITTF has implemented a zero-tolerance racket testing program and protocol, using mini RAE instruments, to ensure that all rackets used by players are free of volatile compounds. Adhesives containing volatile organic solvents cannot be used at the playing venue.

國際乒聯已禁止使用含有毒揮發性化合物的膠水，並已通知所有球員停止使用含有毒揮發性化合物的膠水，任何球員使用此類膠水，風險自負。國際乒聯實施了零容忍的球拍檢測程序和計劃，使用 mini RAE 儀器，確保所有球員使用的球拍不含揮發性化合物，含有揮發性有機溶劑的黏合劑不得在比賽場館使用。

- 7.2.3 In major competitions a racket control centre is established and rackets are tested for the presence of banned solvents, thickness, flatness, etc, normally before the matches.

在大型比賽中須設立一個球拍檢測中心，通常在賽前檢測球拍是否含有禁用溶劑、厚度及平整度等。

- 7.2.4 A racket that does not pass a pre-match test, will be confiscated and the player will have to use a different racket; if there is no time to test the replacement before the match, it will be tested afterwards. A racket that is found satisfactory will be marked and given to the umpire in a paper envelope (or bag if envelope is not available) for issue at the match table.

未能通過賽前檢測的球拍將會被沒收，球員必須使用另一塊球拍；更換的球拍若在賽前沒有時間進行檢測，則須在賽後檢測。合格的球拍將會加上標記並放入紙質信封（如無信封，則用袋）交給該場比賽的裁判員，在比賽球檯給球員使用。

- 7.2.5 If a racket fails a post-match test, the offending player will be liable to penalties as detailed in Referee Directives regarding Racket Control which are available on the ITTF website.

若球拍未通過賽後檢測，球員有可能受到有關球拍檢測的處罰，相關資料詳載於國際乒聯網站的裁判長指南。

- 7.2.6 All players are entitled to have their rackets tested voluntarily without any penalties before the match. Full details of racket control can be found on the URC page of the ITTF web site.

所有球員均可在賽前自願進行球拍檢測，且不會導致任何處罰。球拍檢測的詳細資訊可在國際乒聯網站的裁判員和裁判長委員會主頁上找到。

7.3 Inspection 檢查

- 7.3.1 The umpire should inspect the rackets that players intend to use, if possible before arriving at the playing area, but before they start their pre-match practice, so as to avoid unnecessary delay at the start of the match. This is normally done in the Call Area before the match, and the rackets are kept in a paper envelope with the umpire for bringing into the playing area. This, and any subsequent inspection necessary because a damaged racket has to be replaced, should be done with as little fuss as possible. Opponents must always be given the opportunity to examine any racket that is to be used.

裁判員應儘可能在球員到達比賽場區之前檢查球拍，而不是在比賽練習前才進行，以免耽誤賽事。這通常是比賽前在報到處進行，而球拍放在紙信封內，再由裁判員帶到比賽場區。此類檢查與因為更換損壞的球拍再作檢查所引致的干擾應減至最低。在任何情況下，必須給予對手有檢查所用球拍的機會。

- 7.3.2 If the umpire considers that a racket is illegal, he or she should explain why to the player. Even where this is a question of fact, such as an over-thick covering, the player may not accept the ruling. In such a situation the matter must be reported to the referee, whose decision will be final. Similarly, if an opponent objects to a racket, which the umpire considers acceptable, the referee must decide whether the objection is justified.

若裁判員認為球拍不合法，應該向該球員清楚解釋原因。即使是覆蓋物厚度超標之類的事實，球員亦有可能不接受裁決，這種情況必須向裁判長報告，裁判長會作最終裁決。同樣地，若裁判員認為球拍可接受，但對手提出反對，亦應交由裁判長作出裁決。

- 7.3.3 A player is not allowed to change a racket during a match unless it is accidentally damaged

so badly that it cannot be used. If it is discovered that a player has changed an undamaged racket the umpire should immediately suspend play and report to the referee, who may disqualify the player.

比賽進行中，除非球拍意外損壞致不能使用，否則不得更換。若發現球員未經批准而更換未損壞的球拍，裁判員必須立刻中斷比賽，報告裁判長，裁判長可取消該球員的比賽資格。

- 7.3.4 Players must leave their rackets on the table during the intervals between games and other authorised intervals and must not remove them without the specific agreement of the umpire. If, with the agreement of the umpire, a player removes his or her racket during an interval for any reason, the umpire and the opponent must be given the opportunity to inspect the racket, or its replacement, before the next game starts. The only exception to this is a disabled player whose racket is strapped to his or her hand.

局與局之間的法定休息時間及其他法定中斷時間，球員必須將球拍放在球檯上，未得到裁判員的特別批准，不能移走球拍。不論任何原因，若得到裁判員同意移走，在下一局比賽開始前，必須讓裁判員和對手有機會再檢查球拍。唯一例外是將球拍綁在手上的殘疾球員。

7.4 **Damage 損壞**

- 7.4.1 A racket which is legal when a player starts to use it may become damaged to an extent which invalidates its legality by, perhaps, destroying the continuity of the covering or the uniformity of pimples over a significant part of the surface. If a player wishes to continue with a damaged racket and the umpire has any doubt about its continuing legality he or she should immediately report to the referee.

比賽開始時符合規定的球拍，在比賽中可能出現損壞，甚至嚴重至不符合規則，例如破壞了覆蓋物的整體性或大部分膠皮顆粒的均勻性。若球員要求繼續使用已損壞的球拍，而裁判員對其繼續使用是否合法存有懷疑，應立即報告裁判長。

- 7.4.2 In deciding whether to allow further use of a damaged racket the referee should consider primarily the interests of the opponent. The ball is likely to rebound unpredictably from a damaged surface and this could cause difficulties for both players, although the player who wishes to use the racket has implicitly accepted this risk. Therefore, unless the damage is trivial, it is generally better for the racket to be replaced.

The Racket Control Workflow Procedure is also applicable and can be found on the URC

page of the ITTF website.

裁判長在決定是否批准球員繼續使用損壞的球拍，必須首先考慮對手的利益。即使球員甘願冒風險要求繼續使用，但以損壞拍面擊出的球可能有異常的彈跳，而對雙方球員帶來困擾，因此，除非損壞是輕微的，通常最好仍是要求球員更換球拍。

有關球拍檢測程序將適用，並可通過國際乒聯裁判員及裁判長委員會網頁連結參閱。

8 CLOTHING 服裝

8.1 Colour 顏色

8.1.1 The main colour of clothing must be clearly different from that of the ball in use, but the “main” colour does not necessarily mean the colour occupying the greatest area. A solid patch of colour on the front of a shirt that covers only 40% of the area may still be the dominant colour, whereas a much larger percentage of same colour evenly dispersed could be relatively unnoticeable. The purpose of this clause is to ensure visibility of the ball, and for that reason the colour of the back of the shirt can be disregarded (however refer to 8.1.6).

服裝的主體顏色必須與比賽用球的顏色有明顯分別，但「主體」顏色並不一定是指覆蓋面積最大的顏色。球衣前面一幅僅佔面積 40% 的單一顏色，仍有可能被視為主體顏色；很大比率的同一種顏色若能均勻散佈，仍可能相對地不顯眼。這規定的目的是確保球的能見度，因此球衣背後的顏色可以毋須理會（參閱 8.1.6）。

8.1.2 It is the apparent colour of the clothing, which is important, and the referee has to decide whether it provides sufficient contrast with the colour of the ball. Predominantly yellow clothing may be quite acceptable with an orange ball and patterned clothing having a white background may be satisfactory with a white ball, provided the perceived colours of clothing and ball are clearly different.

重點是服裝的明顯顏色，能讓裁判長確定它是否與比賽用球的顏色有明顯的對比。只要服裝的顏色與比賽用球的顏色明顯不同，使用橙色比賽用球時，可接受黃色為主色的服裝；而使用白色比賽用球時，也可穿著白底有圖案的服裝。

8.1.3 There are no specific restrictions on the colour or size of badges, but they must comply with the normal requirements for the colour and design of clothing. On the back of the shirt players may wear lettering identifying themselves or their Associations or, in club matches, their club, and in this case white or any colour may be used; such lettering must not obscure any identifying numbers that the organizers require a player to wear.

徽章的顏色和尺寸並沒有特別的限制，但必須符合對服裝顏色及設計的一般要求。在球衣的背面可以有識別該球員、協會或球會（俱樂部）的文字，白色或其他任何顏色均可，但這些文字不得遮擋主辦單位要求球員佩戴的識別號碼。

8.1.4 Opposing players and pairs must wear shirts of clearly different colours. The umpire must resolve any question in this regard before the players start their practice period and, preferably, before the players arrive at the Call Area.

雙方球員必須穿著顏色明顯不同的球衣，裁判員必須在球員賽前練習開始前，並且最好在球員到達報到處前處理有關問題。

- 8.1.5 An umpire who considers that the shirts worn by opposing players are not sufficiently different should ask them to decide which of them will change; if they do not accept his or her ruling the matter must be reported to the referee. Where it is decided that one must change and they cannot agree which will do so, the decision must be made by lot.

裁判員若認為雙方球員的球衣並非明顯不同，應要求他們自己決定那一方作出更換；若球員不接受其裁決，裁判員應報告裁判長。若決定必須更換服裝，但雙方都不願意更換，則應由裁判員以抽籤決定。

- 8.1.6 The purpose of this regulation is to help spectators to distinguish between players, and the possible distance of spectators from the playing area must be taken into consideration. Colours which look quite different close-up can appear almost identical when seen from the back row of spectator seats or on TV, and opposing players' shirts should preferably be of different basic colours and not just different shades of the same colour. In some circumstances, this could also extend to the back of a player's shirt, especially in TV matches, where it is important that players are easily distinguishable. If a player has to change a shirt for any reason during a match, the new shirt does not have to be the same colour as the one being changed, but still has to comply with the above clauses.

上述規程的目的是為了方便觀眾區分球員，同時必須考慮到觀眾與比賽場區之間的距離。近看有明顯分別的顏色，在後排觀眾或電視螢幕中看起來可能幾乎完全一樣，因此雙方球員服裝的基本顏色最好是明顯不同，而並非同一種顏色的不同深淺度。有些情況下，這規定也可以延伸到球員服裝的背面，尤其是在電視轉播的比賽中，容易區分球員尤其重要。在比賽中不論任何原因，球員如需要更換球衣，新更換球衣的顏色毋須與被替換的相同，但仍須符合上述規定。

8.2 Design 設計

- 8.2.1 Clothing may be of any design provided it does not bear symbols or lettering that might cause offence or otherwise bring the game into disrepute. The referee is responsible for determining what is and what is not acceptable for such reasons, but examples of markings which would be precluded are obscene pictures or lettering and political slogans or messages in any language.

服裝可以是任何設計，但不得帶有可能冒犯或詆毀乒乓球運動聲譽的符號或文字。

裁判長有權決定接受與否，但應杜絕淫穢圖案或文字及任何語文的政治標語或訊息。

- 8.2.2 In a World, Olympic or Paralympic Title Competition, players of the same Association must be dressed uniformly, with the possible exception of socks, shoes, and the number, size, colour and design of advertisements on clothing (noting that no advertisements are allowed in Olympic and Paralympic competitions except for the clothing manufacturer). In other events, different coloured clothing for doubles pairs is allowed.

在世界、奧運會或殘疾人士奧運會冠名的比賽中，同一協會的球員除了鞋、襪、服裝上廣告的數量、尺寸、顏色及設計外，必須穿著一致的服裝。（須注意在奧運會及殘疾人士奧運會的賽事，除了服裝製造商外，不允許有廣告）。在其他比賽中，雙打的一對可穿不同顏色的服裝。

8.3 Advertisements 廣告

- 8.3.1 Shirts, shorts or skirts may carry advertisements in addition to the logo or trademark of the maker of the garment, although advertisements for certain types of products are precluded, such as tobacco goods, alcoholic drinks, harmful drugs or illegal products. These advertisements are limited in size and number but may otherwise be of any design, provided that they are not so conspicuous or brightly reflecting as to unsight an opponent, and that they do not include offensive wording or symbols.

球衣、短褲或短裙除服裝製造商的標誌和商標外，可允許有廣告，但某些產品的廣告除外，例如煙草產品、酒精類飲品，有害藥品或違法物品。服裝上廣告的尺寸及數量有限制，而設計雖沒有限制，但不得過於顯眼或明顯反光以至於影響對手視線，也不得有帶冒犯性詞語或符號。

8.4 Legality 合法性

- 8.4.1 It is usually the umpire who first has the opportunity to consider whether players' clothing complies with the relevant regulations. If he or she is sure that it is illegal he or she should explain why to the player and, if the player accepts his or her decision and modifies or replaces the garment with one that is legal, no further action is needed. Only where the umpire is uncertain or the player does not accept the umpire's decision would the referee be consulted.

通常是裁判員最先有機會去考慮球員的服裝是否符合相關規定。如果他肯定球員的

服裝不合法，便應向球員作出解釋，若球員接受裁決，而改變或更換了為合法的服裝，則毋須採取進一步行動。只有當裁判員不能肯定或球員不接受其的裁決定時，才需向裁判長請示。

- 8.4.2 It is often a matter of judgment whether clothing complies with the regulations and the referee's decision is final on any question of legality.

關於裁定服裝是否符合規則的要求，以裁判長的決定為最終裁決。

- 8.4.3 Although it is reasonable to expect umpires to report any doubts about the legality of clothing, the referee should check for himself or herself, by looking round the playing hall from time to time, that there are no obvious failures to meet the required standards. This should be done as early as possible in a competition, as it is difficult to justify banning a garment, which has been accepted without question in several previous matches.

雖然裁判長可期望裁判員對服裝合法性有懷疑時會向他報告，但裁判長應該不時自行巡視比賽場館，視察是否有明顯不符合規則要求的情況。要拒絕在先前比賽中曾獲准穿著的服裝會有困難，故此裁判長在賽事中應該儘早處理。

- 8.4.4 In making decisions about the legality of clothing and other playing equipment, the referee must be consistent, both among players at the same competition and, as far as practicable, with the standards applied at other similar competitions. Where he or she is uncertain, he or she may be able to make a comparison with similar garments that have been accepted previously and conform to a more widely used standard.

裁判長在同一賽事中，對所有球員的服裝及其他比賽器材合法性的裁決，應該保持統一，並儘可能與其他類似比賽的標準保持一致。當在無法確定時，他可與先前得到認可的類似服裝進行比較，以符合一個更普遍使用的標準。

- 8.4.5 The regulations define “normal clothing” but do not specifically preclude the wearing of such items as headgear and “cycling shorts”, and the referee must decide in each case what he or she will allow, taking into account presentation of the sport. Headgear worn for religious reasons and headbands to prevent long hair from obscuring a player's view are clearly acceptable, but most referees would not allow the wearing of, for example, reversed baseball caps.

規程所定義的「一般服裝」裡沒有特別禁止頭飾及「單車褲」等衣物，裁判長必須按個別情況來決定是否允許球員穿戴，並考慮到乒乓球運動的良好形象。球員基於宗教原因配戴頭飾或因頭髮太長而戴上頭帶以免影響視線均可接受，但多數

裁判長均不容許將棒球帽反戴。

- 8.4.6 Some players wear cycling shorts, usually under shorts or skirt, as a means of keeping muscles warm, and this practice is generally accepted. It is recommended, however, that where such shorts are worn, they should be of the same colour as the shorts or skirt and, in any case, they must not carry any advertisements or other markings.

有些球員為了讓肌肉保暖，一般會在運動短褲或短裙裡面再加穿「單車短褲」，這種做法通常都可接受，但建議這類短褲必須與運動短褲或短裙的顏色一致，並在任何情況下，不得含有廣告和其他的標記。

- 8.4.7 If a player protests that he or she is being unsighted by brightly reflecting jewellery or other items worn by an opponent the umpire should ask for the offending items to be covered or removed. If this request is refused the matter must be reported to the referee, whether or not the umpire supports the protest. The fact that the item has been worn in previous matches is irrelevant, and each case must be decided on its merits.

若球員投訴對手佩戴的反光飾物或其他物品干擾其視線，裁判員應該要求其對手除下或遮蓋該違規物品。無論裁判員是否認同該投訴，若其要求被拒，則應報告裁判長。裁判長必須根據每個個案的具體情況作出裁決，不論該等物品曾否在以往的比賽中獲准佩戴。

8.5 Track Suits 長運動服

- 8.5.1 A player may not normally wear any part of a tracksuit during play but in some circumstances the referee may give permission for him or her to do so. Examples of such circumstances are extremely cold in the playing hall, with the consequent risk of muscle strain, or a leg disability or injury that the player prefers to keep covered or for religious reasons. If a track suit is worn in play, it must comply with the requirements for playing clothes. A player with a physical disability, either in a wheelchair or standing, may wear the trousers portion of a tracksuit during play, but jeans are not permitted.

在一般情況下，球員均不可穿著任何長運動服參加比賽；但在某些情況下，例如比賽場館非常寒冷、有拉傷肌肉的危險、球員因腿部殘疾或受傷而希望予以遮蔽或宗教理由等，可能會得到裁判長批准。若穿長運動服比賽，也必須符合比賽服裝的有關要求。輪椅組或站立組肢體殘障的球員，在比賽中亦可以穿長運動褲，但禁止穿牛仔褲。

8.6 Changing 更換

- 8.6.1 If a player needs to change a playing garment because it is torn or wet through perspiration, in many cultures it is acceptable for male players to change shirts on the field of play, but outside the playing area. However, for some cultures or religions, this is unacceptable behaviour, and, in almost all cultures, it is not acceptable for females. In those circumstances, he or she may be allowed to leave the playing area to do so during any authorised interval in play, accompanied by an official. This should be done as quickly as possible, but it is accepted that it may take slightly longer than the statutory interval. The referee may give permission on each occasion or as a general dispensation to umpires before play begins, and this should be covered in the briefing to the umpires and also to team managers. Female players should always be allowed to leave the field of play to change clothing.

假若由於球員的衣服破爛或被汗水濕透而必須更換，大多數文化均接受男球員在場區以外的比賽場地更換球服。但是，這行為在某些文化或宗教卻不容許，而且大部份文化均不接受女球員這樣做。這些情況下，他或她可被允許在裁判人員的陪同下，於比賽中斷期間，離開場區前往更換。這必須儘速進行，但略長於法定時間也可接受。裁判長可按需要每次給予批准，亦可將此權力賦予裁判員，但應在比賽前的裁判員會議及領隊提及。女球員必須被允許離開比賽場地更換球服。

9 DEFINITIONS 定義

- 9.1 The laws governing play are preceded by a set of definitions. The main purpose of these definitions is to explain the significance of the main technical terms used in the laws, which may be different from the normal meaning of the words, but it should not be over-looked that they can often help also in the interpretation of laws to cover circumstances that are not dealt with specifically.

比賽的規則由一系列的定義規範，其主要目的在於解釋有技術用語的意義，這些定義可能有別於一般文字的意思，但不應忽略這是有助於在沒有特別闡述的情況下解釋規則。

- 9.2 For instance, the definition of “to strike” the ball is “to touch it with the racket, held in the hand, or the racket hand below the wrist”. From this it follows that a player who drops his or her racket during a rally but attempts to return the ball by hitting it with the hand in which he or she had been holding the racket cannot make a good return, because he or she is not “striking” the ball according to the definition.

例如：「擊球」的定義為「用執拍手中的球拍或執拍手手腕以下觸球」，引伸在一個回合中若球員的球拍跌了，他試圖用剛才執握著球拍的手來擊球，不能視為合法回擊，因為按照定義來說，這不是「擊球」。

- 9.3 For the same reason he or she cannot make a good return by throwing his or her racket at the ball, because the racket does not “strike” the ball if it is not held in the racket hand at the moment of impact. However, a player may transfer his or her racket from one hand to the other during play and strike the ball with the racket held alternately in either hand, because the hand holding the racket is automatically the “racket hand”.

同樣地，球員也不能把球拍擲出去擊球，因為在觸球時若球拍不是被握在執拍手中，就不能視為「擊球」。但在比賽中球員可以左右手交替執拍擊球，握著球拍的手即自動成為「執拍手」。

- 9.4 It is essential to understand when the ball is considered as being “in play” because it is only during this time that a point, other than a penalty point, can be scored. The ball is in play from the last instant at which it is stationary on the palm of the server’s free hand before being intentionally projected in service, and until the server has taken this action this instant is not defined.

必須理解球在什麼時候「處於比賽狀態」，因為只有在這段時間內才能判得分，

而罰分則除外。發球時，發球員將靜止在其不執拍手上的球，著意向上拋起前的最後一瞬間開始，球方可視為進入比賽狀態。

- 9.5 Thus, if the ball accidentally rolls off the server's hand before he or she starts to throw it his or her opponent does not score a point, because the ball was not in play. For the same reason a player may place the ball on his or her free hand and hold it stationary but then change his or her mind about the type of service he or she will make and move to another position to do so. Provided he or she has made no attempt to throw the ball, no point is scored.

因此，若在發球員準備拋球前，球意外地從其手中滑落，對手不能得分，因為球仍未進入比賽狀態。同樣地，發球員把球靜止地放在不執拍手上，這時他改變主意，想換另一種發球並轉換姿勢，只要他沒有試圖拋球，就不用判分。

- 9.6 Once the ball is in play it remains in play until the rally has been decided as a let or point. The ball does not go out of play simply because it goes outside the playing area or above the level of the lights without touching them, but it does do so if it passes over a player's court or beyond his or her end line without touching his or her court since last being struck by his or her opponent.

球一旦進入比賽狀態，這狀態將一直持續至判定該回合為重發球或得分為止。若僅因為球飛離比賽場區，或超越但未觸及燈光裝置，則不應視為比賽狀態結束。倘若球員的對手擊球後，球沒有觸及己方檯區便越過其檯區或端線，則可判定比賽狀態結束。

- 9.7 The intention of "obstruction" is that a player will be penalized under this law only if he or she intercepts the ball in a way that is likely to prevent an opponent making a good return. There is no obstruction if the interception occurs when the ball has passed beyond his or her end line, has passed outward over the sideline or is otherwise moving away from the playing surface.

「阻擋」是指當球員可能攔截了對手的合法回擊，才會被判失分。若球已越過其端線或超出邊線並離開比賽檯面，就不算是阻擋。

10 SERVICE 發球

10.1 Consistency 一致性

10.1.1 Consistent application of the service law always presents difficulties, perhaps because it has become so complicated, and there is sometimes a tendency for umpires to pay most attention to the aspects that they find easiest to check. To offset this tendency, the umpire should keep in mind the purpose of the various requirements and try to ensure that they are applied in a way that meets their objectives.

也許是由於多年來發球規則變得相當複雜，裁判員對發球球例的執行較難保持一致性，他們傾向於把注意力集中放在他們最容易察看的環節，要避免這種傾向，裁判員應該緊記規則的各項要求，並且確保執行以符合規則目的。

10.2 Free Hand 不執拍手

10.2.1 The requirement for the server's free hand to be open is intended to ensure that the ball is not gripped in any way, so that the player cannot impart spin to the ball as he or she throws it. In applying the law, the umpire should be less concerned with details such as the precise curvature of the server's free hand than with satisfying himself or herself that the ball is resting freely on its palm.

要求發球員的不執拍手張開，是要確保球員不能以任何方式握住球，以致在拋球時不能使球旋轉。在執行時，裁判員的注意力不應放在發球員不執拍手的彎曲度等細節上，而應該注意球是否自然地放在手掌中。

10.2.2 To help ensure that the ball can be seen resting freely on the palm it is required to be stationary above the level of the playing surface. The free hand may not be held stationary, dropped below the table surface and then brought upwards with a continuous sweep of the arm to throw the ball; if the hand is not brought to rest again above the level of the playing surface the service is illegal.

為確保能看見球是自然地放在手掌中，球必須靜止地處於比賽檯面之上。不執拍手不得從靜止狀態後先下降至低於檯面，再向上連貫揮臂拋球，若不執拍手在高於比賽檯面後沒有再次停頓，這個發球便不合法。

10.2.3 The ball, but not necessarily the whole of the free hand, must also be behind the server's end line from the start of service until it is projected upwards. Thus, a player may begin service with his or her arm and part of his or her free hand over the playing surface without being penalized, provided the ball itself is clearly behind the end line.

從發球開始到向上拋，球必須在發球員端線之後，而非整隻不執拍手。因此發球時，只要球明顯是在端線之後，即使發球員的手臂或部份的不執拍手在比賽檯面之上，亦不會被判違例發球。

10.3 Throwing the Ball 拋球

10.3.1 The server is required to throw the ball “near vertically” upwards and it must rise at least 16 cm after leaving his or her hand. This means it must rise within a few degrees of the vertical, rather than within the angle of 45° that was formerly specified, and that it must rise far enough for the umpire to be sure that it is thrown upwards and not sideways or diagonally. In Diagram 10.3.1.1 services B and C are acceptable, while A and D are not. The height of the toss is also a factor in determining whether the toss is near vertical. In Diagram 10.3.1.2 the ball is projected from, and struck at, the same place, but service A is a fault, whilst B is acceptable.

發球員必須將球接近垂直地向上拋起，並使球在離開不執拍手的手掌後上升最少 16 釐米。這表示球的上升只能在幾個垂直角度之內，而不是以前所容許的 45 度角，其高度亦應使裁判員確信拋球是向上的，而非側拋或斜拋。在圖 10.3.1.1 中，B 和 C 的發球均可接受，而 A 和 D 的發球則不合法。高度也是決定拋球是否垂直的一個因素，在圖 10.3.1.2 中的兩個發球，兩者的拋球點與擊球點均各自相同，但 A 的發球是違例，而 B 的發球則可以接受。

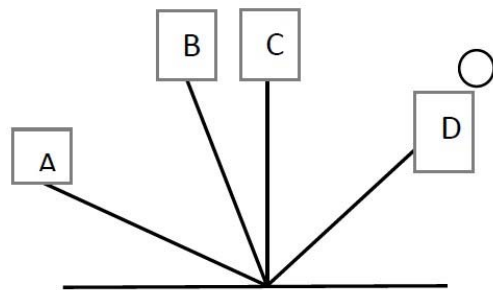


Diagram 10.3.1.1

圖 10.3.1.1

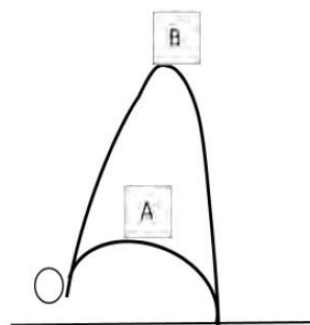


Diagram 10.3.1.2

圖 10.3.1.2

10.3.2 The lower limit of 16 cm is just greater than the height of the net, which provides a convenient reference.

16 釐米這個下限剛好比球網略高，因此，球網的高度提供了一個方便的參考。

10.4 Striking The Ball 擊球

- 10.4.1 The ball must not be struck until it is falling from the highest point in its trajectory. At the moment of contact with the racket the ball must be above the level of the playing surface and behind the end line.

當球被拋起後，在最高點下降時才能擊球，擊球點必須在比賽檯面的水平面之上和端線之後。

10.5 Visibility 可見度

- 10.5.1 The primary requirement of the current service law is for the server to ensure that the receiver can see the ball throughout the service, and the umpire or assistant umpire must be satisfied that this is the case. The umpire or assistant umpire should look to see that the ball is not hidden from the receiver at any stage by any part of the body, or anything he or she or his or her doubles partner is wearing or carrying, and that the server's free arm, which includes the free hand, is not in the space between the ball and the net, once the ball has been projected upwards.

現行的發球規則的基本要求是發球員應確保接發球員能清楚看到整個發球過程，裁判員或副裁判員必須確保發球符合此等要求。裁判員或副裁判員應注意發球員身體的任何部份、發球員或其雙打同伴所穿戴或攜帶的任何物品，在發球期間均不能遮擋接發球員的視線；此外，發球員的不執拍手臂，包括不執拍手，在拋球後不應處於球與球網之間所形成的空間。

- 10.5.2 The ball must be above the level of the playing surface at the start of service. There is, however, no specific requirement for the receiver to be able to see the racket throughout service, and the server may quite legitimately begin service with the racket concealed, for example, behind his or her back.

從開始發球，球必須高於比賽檯面，但在規則中並沒有明確規定在發球過程中要讓接發球員清楚見到球拍。因此，發球員可以在發球前將球拍合法地隱藏起來，例如放在其背後。

- 10.5.3 From their positions in line with the net, especially in case of one umpire per table in the qualification stage, it may be impractical for the umpire and/or an assistant umpire to judge whether the ball is struck illegally if it is struck close to the end line or beside a player's body. It is, however, the responsibility of the player to serve so that the correctness of his or her service action can be seen and if he or she serves near the margins of illegality, he

or she runs the risk of being penalized.

從裁判員及 / 或副裁判員處於與球網成一直線的位置，甚或在預選賽時每球檯祇得一名裁判員時，當擊球點接近端線或球員身旁，要判斷擊球是否合法確有難度。但是，球員有責任讓裁判員或副裁判員看清楚他的發球是否合法，若他的發球接近不合法的邊緣，就有被判罰的風險。

10.6 Warning 警告

- 10.6.1 An umpire or assistant umpire, who suspects, but is not sure, that a player's service action is illegal may call a let and warn the player without awarding a point. Either the umpire or assistant umpire can issue a service warning (see Appendix C for appropriate hand signals). Only one warning may be given during a match. If any of his or her, or his or her doubles partner's, subsequent services in that match is of doubtful legality, for the same or for any other reason, a point will be awarded to his or her opponent. A yellow card should not be used for a service warning. For additional examples, refer to the FAQ.

當裁判員或副裁判員對球員發球的合發性有懷疑，但不肯定時，可以叫「重發」並警告發球員而不予判分。裁判員或副裁判員均可發出懷疑發球合發性的警告（有關手號可參考附錄 C）。一場比賽只能警告一次，如在該場比賽中對該球員或其雙打同伴的發球再有懷疑時，無論原因是否相同，均須判接發球方得一分。發球警告不應出示黃牌。有關更多例子，可參考裁判員及裁判長委員會常見問題解答。

- 10.6.2 Whether or not a formal warning is given there is no objection to a player whose service action is only marginally acceptable being advised informally, between rallies, by either the umpire or assistant umpire, that any deterioration could make it illegal. Contrary to popular belief, a player is not entitled to a warning for a first illegal service, and a clear failure to meet the requirements of the service law should always be penalized by the award of a point.

無論球員是否曾被正式警告，若其發球只達可接受的邊緣，裁判員或副裁判員可在回合之間，非正式地向球員忠告，指出其發球有可能變成不合法。有別於一般想法，只要球員的發球明顯不符合發球的規定，便應判接發球方得一分，而非在第一次違規發球仍要給予警告。

- 10.6.3 The umpire or assistant umpire has no power to ignore an infringement of the service law because he or she does not believe that it gives the server any advantage and there is no

justification for overlooking a first offence in the hope that it was a temporary lapse. The offence may be repeated at a critical stage of the match, and a player penalized then could justly protest that he or she had been given no earlier indication that the action was illegal.

裁判員或副裁判員不得因認為發球員沒有任何得益，而對該違例發球置之不理，也不能以相信球員偶爾疏忽為理由而不處理該首次犯規。在比賽的關鍵時刻，類似的違規可能再次出現，如果這時才判罰，球員就有理由投訴裁判為何先前沒有指出同類發球屬不合法。

10.7 Exceptions 例外

- 10.7.1 The umpire may relax the requirements for a correct service if he or she is satisfied that that compliance is prevented by a physical disability. This will always be done for Class 1 and Class 2 players (refer Appendix F). The player's international classification card contains a section indicating any physical limitations that the player may have affecting compliance with the requirements of a correct service e.g. where a player with disability is either not able to straighten his or her palm or does not have a hand, the player may serve with a curved palm or toss the ball from his or her stump.

如果確信球員因身體殘疾而無法遵守合法發球的規定，裁判員可以放寬要求，這通常適用於 1 級和 2 級的球員（附錄 F）。球員的國際級別鑑定卡會載有其身體限制的資料，以說明可能會影響其遵守合法發球的規定，例如一名殘疾球員手掌無法伸直或根本沒有手掌，該球員發球時可以彎曲手掌或在斷肢位置拋球。

11 A LET 重發球

11.1 Purpose 目的

- 11.1.1 The primary purpose of a let is to end a rally without awarding a point when something has happened which may affect the result of the rally, but there are other occasions on which it is necessary to suspend play temporarily. Such occasions may include the correction of errors in the score, the serving order or the ends at which the players are playing and the introduction of the expedite system when the time limit is reached.

重發球的主要目的是當發生某些情況，以致可能影響該回合的結果，便要終止該回合而不予判分。此外，有一些情況也必須暫時中斷比賽，例如：糾正比分錯誤、發球次序或方位錯誤，與及比賽時限已到而實行時間管制計分法等。

11.2 Net Cord Service 發球擦網

- 11.2.1 The most common reason for a let is that the ball touches the net assembly while passing over it in service. Provided the service is good up to the point at which the ball touches the net, the rally is a let if the ball then touches correctly the receiver's court or if it is obstructed by the receiving player or pair; if it does not touch the correct court at all and is not obstructed, the receiver scores a point.

重發球最常見的原因是發出的球在越過或繞過球網裝置時，觸及球網裝置。如果合法發出的球，擦網後落在接球方的正確檯區內、或被接發球方或其同伴阻擋，則判重發球。如果球未能落在正確的檯區內，也未被阻擋，則判接發球方得一分。

- 11.2.2 When the ball touches the net during service, the umpire and assistant umpire wait until the ball touches the correct court and then make the appropriate call, rather than introduce an additional signal before the rally is over that may interfere with play. (See Appendix C – Recommended Hand Signals and Calls)

若發球擦網，裁判員和副裁判員應等球落在正確的比賽檯區才作宣布，而不應在回合仍未結束前就做出額外的手號，以干擾比賽。（參考附錄 C - 手號及宣布）

- 11.2.3 If either the umpire or the assistant umpire believes that the ball in service touches the net the rally is a let. Even if there is only a suspicion that the ball touches the net in an otherwise good service it is better to declare a let than to allow play to continue, because there is a risk that one or more players may have the same suspicion and, as a result, will be unable to give full attention to the course of play.

無論是裁判員或副裁判員認為發球擦網，均須為重發球。即使只是懷疑發球擦網，

最好仍是判重發球，而不要讓比賽繼續進行，因為球員亦可能有同樣的懷疑，以致無法專注比賽。

- 11.2.4 A player who believes that the ball touched the net in an otherwise good service may sometimes raise his or her arm or catch the ball and ask the umpire to declare a let. Unless the umpire is certain that it did not he or she will usually concur, especially if the server agrees with his or her opponent, but he or she should make clear that he or she is under no obligation to do so and that the player should continue playing if the umpire does not declare a let.

有時球員會認為發球擦網，而舉起手臂或把球抓住，要求裁判員判重發球。除非裁判員肯定沒有擦網，否則一般會判重發球，特別是發球員及其對手也同意是擦網，但裁判員應讓該球員明白，裁判沒有義務這樣做，如果裁判員沒有判重發球，球員應該繼續比賽。

11.3 Interruptions 干擾

- 11.3.1 Another common reason for a let is a disturbance that may affect the outcome of the rally, such as a ball from another table coming into the playing area or a sudden noise that is sufficiently loud to startle the players. Here again, it is better to declare a let immediately if there is a risk of an interruption than to wait until the rally has ended and then to decide whether or not the disturbance was significant.

重發球的另一個常見原因是，出現某些可能影響回合結果的干擾，例如有來自另一張球檯的球進入比賽場區，或者是足以令球員受驚的突然聲響。這類情況，最好立即判重發球，而非等到回合結束後，才去判斷干擾是否嚴重。

- 11.3.2 A let should not normally be declared for occurrences due to hazards which were present at the start of a rally. For example, a player who fails to make a good return because he or she collides with his or her doubles partner, or trips over a surround is not entitled to the benefit of a let, but one may be allowed if the incident disturbs the conditions of play in a way which could be disadvantageous to an opponent.

來自回合開始時已存在的障礙，一般不應判為重發球。例如：球員由於與雙打的同伴相撞或因被圍板絆倒而未能作合法回擊，均不會獲判重發球。但如果比賽條件受到干擾，以致可能不利於對手，則可以判重發球。

11.4 Unreadiness 未作好準備

- 11.4.1 The umpire may declare a let if the receiver or his or her partner is not ready, provided the receiver makes no attempt to return the ball. However, the fact that the receiver makes no stroke does not itself justify a let and the umpire must decide whether the receiver was really unready or, perhaps, merely unwilling to try to return what appeared to be a difficult service. Players should be encouraged to show when they are unready by raising a hand.

如果接發球員或其雙打同伴未作好準備，而且接發球員沒試圖回擊，裁判員可以判重發球。但是，接發球員沒有擊球，並不能成為判重發球的理由，裁判員必須判定接發球員是確實未有準備，抑或只是不願意去接一個難接的發球。需提醒球員若他們尚未作好準備時應舉手示意。

11.5 Wheelchair play 輪椅組比賽

- 11.5.1 If the receiver is in a wheelchair due to a physical disability, the rally is a let if during service the ball comes to rest on the receiver's court, or after touching the receiver's court returns in the direction of the net, or in singles, leaves the receiver's court after touching it by either of the sidelines. This is because a player in a wheelchair, by definition, is restricted in the extent of his or her ability to stretch and a service returning towards the net or going out from the sidelines is regarded as unfair. The ball can cross the sideline after one or more bounces. However, in singles play and where the ball is traveling towards the side line, if the receiver strikes the ball before it crosses a sideline or takes a second bounce on his or her side of the playing surface, the service is considered good and no let is called.

若球員因身體殘疾需坐輪椅，如果發球時球停在接發球方檯區、或在觸及接發球方檯區後向球網方向回彈、或在單打比賽中，在觸及接發球方檯區後，從其中一側邊線離開，該回合應被判為重發球。因為按照定義，輪椅球員的伸展能力受到限制，如果發出的球朝著球網方向回彈或從邊線處離開球檯，對該球員不公平。球可以在球檯彈跳一次或多次後才越過邊線。然而，在單打比賽中，當球向邊線方向運行時，如果接發球方在球越過邊線前或在本方檯區內第二次彈起前已將球擊出，該球均被視為合法發球，毋須判重發球。

12 A POINT 一分

12.1 Decision 判決

12.1.1 Each rally that is not a let results in the award of a point and the laws specify the various reasons for which a point is scored. The decisive stage of a rally is usually that at which the ball goes out of play and the umpire should beware of making a decision based on what he or she expects to happen, without allowing for the possibility that the rally may be ended in some quite different way which may invalidate his or her decision.

每個回合除重發球外均必須判分，規則規定了判分不同依據。一個回合的關鍵往往在於球不在比賽狀態的一刻，裁判員應該慎防根據自己的猜測來做判決，因為該回合可能會基於不同原因而結束，以致令其判決無效。

12.1.2 For instance, the ball may be returned by a player, well wide of the table, so that it is clear that it will not touch the opponent's court; but the rally does not end until the ball goes out of play and either player may still win the point. If, in these circumstances, the opponent moves the playing surface while the ball is in play, it is the player who struck the wide return who wins the point, even though the return was unlikely to be good. The rule regarding moving the playing surface is more than 50 years old, and comes from a time where we had no rollaway tables; nowadays tables have hinges and a light push or even stamping on the floor can move the playing surface. Because of this, most umpires do not apply the rule strictly and it would be impossible to play wheelchair table tennis if "moving the playing surface" was enforced. Only lifting, permanent shifting or displacement, or intentional shaking the tabletop should result in the awarding of a point.

例如，球員作出的遠檯回擊，很明顯不會觸及對方的檯區，但該回合仍須等到球不在比賽狀態時才結束，期間雙方球員均仍有可能得分。即使該球員的一記遠檯回擊看似可能失敗，倘球仍處於比賽狀態時，對手移動了比賽檯面，他仍可贏得這一分。

這條有關移動球檯面的規則已沿用超過五十年，源自球檯尚未有滾輪。現時球檯安裝鉸鏈，輕輕推動或甚至往地上頓足也可移動球檯。因此，大部份裁判員均不會嚴格執行此規則，同時假若嚴格執行此“移動球檯面”規則，輪椅乒乓球賽將無法進行。祇應在將球檯提起、長期移動至移位或刻意搖動球檯面才應判得分。

12.1.3 Not all points are scored for reasons directly related to play, such as the failure to make a good service or a good return. For example, if while making a potentially winning hit a player accidentally touches the playing surface with his or her free hand or moves the table

while the ball is in play, his or her opponent will score a point, whether or not he or she is likely to be able to make a good return.

比賽的判分並非一定直接與發球或回擊等打球情況有關。例如，當球員剛擊出了致勝的一球，但在球仍處於比賽狀態時，他的不執拍手意外地觸及了比賽檯面或移動了球檯，對手可獲得一分，而毋須考慮對手能否作出合法的回擊。

- 12.1.4 The umpire must never award points for reasons that are not supported by the laws, perhaps because he or she considers that one player “deserves” a point or that another should be penalized for an unfair action. The umpire should always be able to justify any decision he or she makes by reference to a law and it is for this reason that he or she should study carefully and understand all of the reasons for which a point may be scored.

裁判員決不可不按規則條文判分，即使他可能認為某球員更「值得」取得該分或基於某些不公平行為而判罰一名球員。裁判員的所有判決均應以規則為依據，因此，他應該仔細研究及理解所有用以判分的規則條文。

- 12.1.5 Some infringements of the laws or regulations do not automatically stop play and the umpire may have to do so by calling the score. In some cases, it will be obvious to the players why the rally has ended; where it is not obvious the umpire or assistant umpire should be ready to explain the reason for his or her decision. He or she may be able to do so by means of signs or by using one of the standard terms of explanation (18.4.2).

某些違規情況未必令比賽自然停下，必須由裁判員以報分來終止。球員有時會很清楚回合結束的原因，否則，裁判員或副裁判員就應該解釋判決的理由，並可用手勢或標準術語加以解釋（18.4.2）。

- 12.1.6 If all players are in a wheelchair due a physical disability and who do not maintain a contact with the seat or cushion with the rear side of at least one of the thighs just before striking the ball is considered to be gaining an unfair advantage and the opponent is awarded a point.

如雙方球員均由於身體殘疾而坐輪椅，球員在擊球前，若未能以最少一條大腿的後部與輪椅座位或座墊保持接觸，將被視為不公平得益，對方可獲得一分。

- 12.1.7 If all players are in a wheelchair due to a physical disability, a player may only touch the table with his or her racket hand to restore balance, only after a shot has been played, provided the playing surface does not move. The player is not allowed to use the table as an extra support before striking the ball. Similarly, the player may not use his or her free

hand on the table as an extra support, or touch the playing surface at any time during the rally. In a doubles match neither player can touch the table with either hand during play with the exception of that only the player that strikes the ball may do so to restore balance, but only after a shot has been played.

如雙方球員均由於身體殘疾而坐輪椅，球員只有在擊球後才可以用執拍手接觸球檯以恢復身體平衡，但仍不能移動比賽檯面。球員不可在擊球前以球檯作為額外的支撐。同樣地，球員亦不可以將他的不執拍手放在球檯作為額外的支撐或在回合內任何時間觸及比賽檯面。以上限制均適用於雙打比賽中的兩位球員。在雙打比賽中，任何球員均不可在回合中以任何一隻手接觸球檯面；唯有擊球的球員才可在擊球後用執拍手接觸球檯以恢復身體平衡。

12.2 Edge Balls 擦邊球

12.2.1 It is necessary to decide whether a ball which touches the edge of the table makes contact on or below the playing surface, and the path of the ball before and after it touches the table can help the umpire or assistant umpire to arrive at the correct decision. If the ball first passed over the playing surface the return is good, but if it touched while it is still rising from below the level of the playing surface, it almost certainly touched the side.

球觸及球檯的邊緣時，必須裁定球是觸及比賽檯面的邊緣抑或檯面以下，球觸及球檯之前或之後的路線可以協助裁判員做出正確判斷。如果球先從檯面上越過，這應是合法的回擊；若球是從檯面下方在上升時觸及球檯，則幾乎可肯定球觸及的是球檯的側面。

12.2.2 The main difficulty arises when a ball arrives from outside, and above the level of, the playing surface, and here the best guide is the direction of the ball after contact with the table. There is no infallible guide but, if, after touching the edge, the ball travels upwards, it is reasonable to assume that it touched the playing surface but, if it continues downwards, it is more likely to have touched the side.

最難判的是當球是從球檯外高於比賽檯面進入，最好參照球觸及球檯後的運行方向。雖然並非定律，但如果球觸及球檯後球仍然向上運行，則有理由推斷球觸及了比賽檯面；如果球觸及球檯後球繼續向下，則很可能是觸及了檯側。

12.2.3 The assistant umpire is solely responsible for edge ball decisions at the side of the table nearest to him or her. If he or she believes that the ball touched the side he or she should

call “side”, and the umpire must award a point to the opponent(s) of the last striker. Only the umpire can decide on edge balls at the ends and at the side nearest to him or her.

副裁判員全權決定觸及靠近他一方的比賽檯面邊緣的擦邊球。如果他肯定球觸及了球檯側面，則宣布「檯側」，裁判員應判擊球員的對手得一分。只有裁判員才有權決定球是否觸及兩端線及靠近其邊線的擦邊球。

12.3 Doubt 懷疑

12.3.1 An umpire who is certain that he or she has made a correct decision should not change it simply because the players think he or she is wrong, but he or she may appear officious if he or she insists on maintaining a decision with which both players or pairs strongly disagree. There is also a risk that the player who benefited from the decision may then deliberately fail to make a good service or return, and this will diminish the umpire’s authority.

若裁判員肯定自己判決正確，就不應因為球員認為錯判而作出改判。然而，如果雙方球員都強烈反對該判決，而裁判仍堅持原判，難免顯得矯枉過正；若得益的球員故意作出不合法發球或回擊，以失掉一分，反而會削弱裁判員的威信。

12.3.2 A decision should never be reconsidered solely at the request of the player who would benefit from a change, even if his or her opponent offers no objection, and a request for reconsideration should be ignored once another rally has started. Exceptionally, where both players or pairs are sure that a decision is wrong and the umpire can accept that he or she may have been mistaken, he or she would be wise to accept the correction.

即使對方不反對，也絕不可單憑得益的一方球員要求而更改判決。此外，下個回合一旦開始，便毋須再理會其要求。但是若雙方球員都堅持認為判決錯誤，則裁判員可以接納自己可能出錯而明智地更改判決。

12.3.3 When there is a genuine doubt in the mind of the umpire, he or she should give the benefit of the doubt to the player who may have committed an offence, provided he or she is certain that an opponent has not been adversely affected. If, however, there is a risk that a player’s attention has been distracted during the play because he or she too suspected that his or her opponent infringed a law but was not penalized, the rally should be declared a let.

如果裁判員心裡確實有懷疑時，在肯定對手不會受到不利影響的情況下，應將疑點利益歸於可能違規的球員。可是，球員有可能因懷疑對手違規卻沒被判罰，以致分散了注意力，這樣，該回合應該判為重發球。

13 CONTINUITY OF PLAY 比賽的連續性

13.1 Time-out 暫停

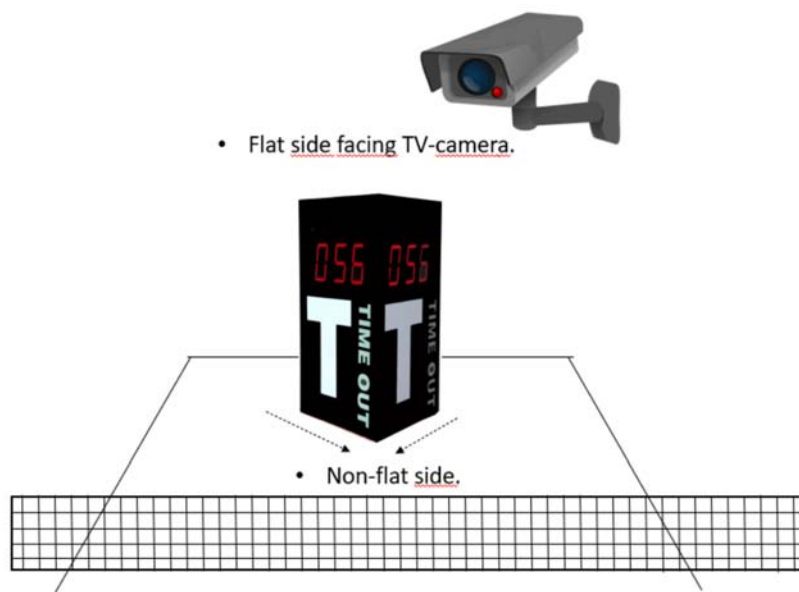
13.1.1 In addition to the statutory intervals between games, each player or pair, or their captain or adviser on their behalf, is entitled to claim a time-out period of up to 1 minute during an individual match. Making a T-sign with the hands indicates the request, which can be made only between rallies after the start of the game. In the unlikely event of one player requesting a time-out and the other player also requesting a time-out before play has resumed this is allowed. The intention of the rule is that requests for a time-out may be made in the period between successive rallies in a game.

除了局與局之間的法定間歇外，每名或每對雙打球員或其隊長或其指導者可在一場單項比賽中要求一次不超過 1 分鐘的暫停。暫停應以「T」字手勢示意，並只可在一局比賽開始後的回合之間提出。當罕有的情況下出現，即一名球員要求暫停，在比賽恢復前另一名球員亦要求暫停，這是容許的。這規則的意圖在容許在一局中兩回合之間要求暫停。

13.1.2 On receiving the request, the umpire should suspend play and hold up a white card, calling “Time-Out” and raising the arm above the head, on the side of the player or pair making the request. The assistant umpire should then place a special signboard (or a white marker) on the court of the player or pair making the request, approximately 15 cm from the end of the table and on the centre line, and according to the Referee briefing. After placing the special signboard (or white marker) and before removing it from the table, the assistant umpire shall stand beside his or her table. Play is resumed when this player or pair is ready to do so, or at the end of 1 minute, whichever is the sooner. The special signboard (or white marker) should then be removed from the table and a white marker be placed near the score indicator, next to the score of the player or pair who requested the time-out. If an umpire is working without an assistant, he or she should show the white card, and, if it can be done easily, place a special signboard (or white marker) on the court of the player or pair making the request or as instructed by the Referee.

在收到暫停要求後，裁判員應中斷比賽，向提出暫停的一方球員以手臂高舉過頭，出示白咭，並叫“暫停”。副裁判員然後按裁判長指示將特定標誌牌（或白色標記）放在提出暫停一方球員的檯區離球檯端線 15 釐米的中線上，並按照裁判長簡報會執行。從該標誌牌（或白色標記）被放置到球檯直至被移離，期間副裁判員應站立在其裁判桌旁邊。當一分鐘暫停時間結束，或提出暫停的一方的球員提早

準備繼續比賽，便應立即恢復比賽。當移離該標誌牌後，並在分牌上提出暫停的一方位置旁邊放置白色標記。若比賽沒有安排副裁判員執法，裁判員須出示白咭，可以的話，同時以便捷的方式將白色標記放在提出要求暫停一方球員的檯區上；或依照裁判長的指示執行。



13.1.3 If a captain/adviser and a player/pair disagree whether a time-out is to be taken, the captain has the final decision in a team match and the player/pair in an individual match.

若球員與隊長或指導者對是否要求暫停有不同意見時，在團體賽中，隊長對暫停有最終決定權；在單項比賽中，則球員有最終決定權。

13.1.4 If both players/pairs ask for a time-out at the same time, the time allowed is still up to 1 minute but they need not return earlier unless both players/pairs are ready to resume.

Neither player/pair is entitled to another time-out in that individual match.

如果雙方球員同時提出暫停，暫停時間仍為一分鐘，除非雙方球員均準備繼續比賽，否則他們毋須提早返回。在該場比賽的剩餘時間中，任何一方均不得再次要求暫停。

13.2 Time-wasting 拖延時間

13.2.1 The requirement is for play to be continuous throughout a match, apart from authorized intervals, but if, for example, the ball goes outside the playing area, clearly play cannot continue until it is returned. The intent of the regulation is to prevent deliberate time-wasting, such as by repeated bouncing of the ball, long pauses before serving and prolonged discussions with a doubles partner, which should be firmly discouraged.

除了認可的中斷時間外，比賽必須連續進行。倘若球飛到場外，未撿回之前，比賽就明顯不能繼續。保持比賽連續性的目的在於防止故意拖延比賽時間，裁判應果斷阻止球員重複拍球、發球前的長時間停頓及雙打配對的冗長商議等行為。

13.2.2 Players may practice for up to 2 minutes, but as soon as they have finished, they must start play, even if the practice period has lasted for less than 2 minutes.

球員可在賽前練習不多於兩分鐘，但一旦練習結束，即使仍未足兩分鐘，他們便必須立即開始比賽。

13.3 Towelling 抹汗

13.3.1 It is the duty of the umpire to ensure that any interruptions are as short as is practicable and that players do not take advantage of any concessions to gain extra rest periods or disturb the rhythm of an opponent's play. The pace of modern table tennis, especially when played in warm conditions, makes occasional breaks for towelling necessary but such breaks are now limited to specified stages of play.

裁判員有責任確保比賽的中斷時間儘量縮短，球員不得利用任何中斷時間以獲得額外休息或打亂對手的節奏。以現代乒乓球比賽的節奏而言，尤其在悶熱的條件下比賽，難免要中斷比賽來抹汗，但現已規限在比賽的指定時段才可抹汗。

13.3.2 Players are entitled to brief breaks for towelling after every 6 points from the start of a game, and at the change of ends in the last possible game of a match. Spectacle wearers can have particular problems, especially in hot conditions, and the umpire may allow them short breaks for cleaning between any rallies.

球員在每局比賽開始後每隔 6 分或在決勝局交換方位時才可享有短暫的抹汗時間。在悶熱的環境中，戴眼鏡球員可能有其特殊的困難，裁判員可允許他們在回合之間用短暫的時間擦拭眼鏡。

- 13.3.3 The purpose of the restriction on towelling is to prevent it being used as a delaying tactic, either to gain extra rest time or to disturb the rhythm of an opponent's game. There is no reason why players may not towel at times which do not further interrupt the continuity of play, such as when the ball is being retrieved from outside the playing area, but care must be taken that players do not deliberately cause such breaks. In some playing conditions it might be practical to allow a very short towel break outside specific breaks to avoid moisture on playing equipment.

對抹汗的限制，目的在於防止藉抹汗作為拖延戰術，從而獲得額外的休息或打亂對手的比賽節奏。但沒有理由阻止球員在不干擾比賽連續性的情況下抹汗，例如需檢回離開比賽場區的球，但必須關注球員會否故意製造這類中斷。在某些比賽條件下，可允許在特定時間外容許球員用短暫時間抹汗，以避免比賽器材受潮濕影響。

13.4 Damaged Equipment 器材損壞

- 13.4.1 Another possible reason for an interruption of play is damage to playing equipment. No interval can be allowed for a player to fetch a new racket if the one he or she is using is damaged, because he or she is required to be able to replace it in the playing area. If he or she is unable to replace a racket immediately, call the referee.

比賽中斷的另一個原因可能是比賽器材的損壞。若在比賽期間球拍損壞，不得中斷比賽讓該球員去取新球拍，而應要求他在比賽區域內更換。如果他未能即時更換另一塊球拍，裁判員必須報告裁判長。

- 13.4.2 Replacement of a damaged ball should not be allowed to hold up play unduly, but players should be allowed a few practice rallies with the new ball before resuming play.

更換破損的比賽用球時不應過於阻延比賽，但應允球員在恢復比賽前用新球練習三數來回。

- 13.4.3 The failure of a light, or other serious disturbance of the playing area, that could cause delay should be reported immediately to the referee, who may transfer the match to another table if one is available.

發生燈光損壞或在比賽場區內其他可能延誤比賽的嚴重干擾，應立即報告裁判長，

在情況許可下，裁判長可將比賽調換到另一張球檯進行。

13.5 Injury 受傷

- 13.5.1 If, owing to accident or illness, a player is unable to continue the umpire must report immediately to the referee. The referee may authorize an emergency suspension of play for the player to receive treatment or to recover by resting, provided he or she is satisfied that the break in continuity will not unfairly affect an opponent and that the player will be able to resume play within a reasonably short time. The timekeeper should time the suspension from the time when the referee is called, not from the time he or she arrives at the playing area. **At WTT events, the requirements set out in the WTT Handbook apply.**

球員在比賽中因意外或生病不能繼續作賽，裁判員應立即報告裁判長。裁判長可允許比賽緊急中斷，讓該球員接受治療或休息片刻，只要他認為中斷比賽不會為對手帶來不利，同時球員亦能在合理的短時間內恢復比賽。計時員應從報告裁判長的一刻開始計算中斷時間，而非由裁判長到達比賽場區後才開始計算。在「世界乒乓球」賽事，相關要求將按「世界乒乓球」(WTT)手冊執行。

- 13.5.2 No interval can be allowed where the disability is due to illness or unfitnes that was present or to be expected at the start of the match, or to effects such as exhaustion resulting from the way in which play has proceeded. If an interval is granted, it should be as short as possible and not longer than 10 minutes, but if anyone in the playing area is bleeding, play must not be resumed until all traces of blood have been removed. **At WTT events, the requirements set out in the WTT Handbook apply.**

如果球員因為疾病或身體不適以致失去比賽能力的狀況早已存在、或在比賽開始時已預期會出現、或由於比賽進行而引起過度疲勞等，均不應中斷比賽。如果批准中斷，時間應盡量短，且不得超過十分鐘；但如果比賽場區內有人受傷流血，則必須擦淨場區內所有血跡才可恢復比賽。在「世界乒乓球」賽事，相關要求將按「世界乒乓球」(WTT)手冊執行。

- 13.5.3 Once a player has been granted an interval for recovery from injury, normally he or she should be allowed no further such interval during that match. Exceptionally, where the first interval was very short, another brief interval may be allowed for treatment provided that it is not likely to be prejudicial to the opponent and that the total period for which play is suspended during the match does not exceed 10 minutes.

球員一旦獲准利用中斷時間以接受傷後治理，那麼在這場比賽中，該球員通常不能再要求類似的中斷。除非首次中斷的時間非常短，而再次的短暫中斷接受治療不會為對手帶來不利，則可允許再次中斷比賽，但一場比賽的中斷時間合共不可超過十分鐘。

- 13.5.4 If a player with a disability is unable to play temporarily due to the nature of his/her disability or condition, the referee may, after consulting a medical classifier or doctor at the competition, allow a medical recovery time of the shortest practical duration, but in no circumstances more than 10 minutes.

殘疾球員因殘疾或身體的狀況而暫時喪失比賽能力，裁判長在徵詢醫學級別鑑定師或賽會醫生的意見後，可以給予可行的最短暫治理時間，但任何情況下都不得超過十分鐘。

13.6 Leaving Playing Area 離開比賽場區

- 13.6.1 Players must normally remain in or near the playing area throughout an individual match, except with the permission of the referee; during intervals between games and time-outs they shall remain within 3 metres of the playing area under the supervision of the umpire.

在單項比賽的整場賽事中，除非得到裁判長的批准，球員必須留在比賽場區或其附近；在局與局之間及暫停的間歇時間，球員均必須在裁判員的監督下，留在比賽場區 3 米以內的範圍。

13.7 Rest Periods 休息時間

- 13.7.1 Players should not be allowed to extend the intervals between games and should be called back if they have not returned at due time. Each interval is limited to 1 minute and if players do not take all the time available to them at one interval, they may not claim extra time at the next. It is not necessary for the players or pairs to agree on taking a rest period, which must be allowed if any player wishes to take one.

球員不得延長局與局之間的間歇，如果間歇時間結束時球員仍未回到比賽球檯，應將其召回。每次間歇不得超過一分鐘，但球員不可將剩餘的時間在下次間歇使用。任何一方都可以享有局與局之間的間歇，而毋須得到對手的同意。

14 ORDER OF SERVING, RECEIVING AND ENDS 發球、接發球和方位的次序

14.1 Choice 選擇

14.1.1 Before the start of a match the choice of serving, receiving and ends is decided by lot, usually by tossing a coin or disc having two distinct sides. The player who wins the right to choose first may decide to serve or to receive first or to start playing at a particular end of the table. If he or she decides to serve or receive first he or her opponent has the right to choose an end and vice versa, so that both players have a choice to make.

一場比賽開始前，發球、接發球和方位的選擇由抽籤決定，通常以拋硬幣或兩面顏色不同的挑邊器。勝方可以首先選擇發球或接發球或方位，如果他選擇先發球或先接發球，對方則可選擇方位，相反亦然，因此，雙方球員均有一個選擇。

14.1.2 In each game of a doubles match, the pair due to serve first may choose which of them will serve first and in the first game the opposing pair must then decide which of them will receive first. In subsequent games the striking order is defined by the initial order, which reverses for each game. When first one pair scores 5 points in the last possible game of a match, players change ends, and the receiving pair must change their order of receiving.

在雙打比賽中，每局首先發球的一方可以決定由誰先發球，而第一局的接發球方則可以決定誰先接發球。在以後的每局中，按開始時確立的次序擊球，每局轉換。在決勝局，若一方先得 5 分時，雙方球員交換方位，同時接發球方應交換接發球次序。

14.1.3 In a doubles match between A, B and X, Y, the only two possible orders of striking are A-X-B-Y-A- and A-Y-B-X-A-, but the sequence may start with any player, depending on the choices made at the start of each game. The umpire should note the striking order at the start of the match and of the first server in each game, so that any errors can be corrected by reference to the appropriate starting point. Between games, it is best to wait until both pairs have returned to the table before asking which player is to serve.

在 A/B 對 X/Y 的雙打比賽，只有兩種擊球次序的可能性：A-X-B-Y-A- 及 A-Y-B-X-A-，但次序可由四名球員中的任何一人開始，惟須根據每局比賽開始所作的選擇而定。裁判員應記錄比賽開始時的擊球次序及每一局的第一發球員，以便發生錯誤時能參照開始時的次序進行糾正。兩局之間，最好的做法是等待雙方球員返回球檯作賽才詢問他們誰將發球。

14.1.4 In doubles when at least one player of a pair is in a wheelchair due to a physical disability, the server first makes a service and the receiver makes a return, but thereafter either player

of the pair may make a return. However, if any part of a wheelchair or foot of a standing player crosses the imaginary extension of the centre line of the table, the umpire will award a point to the opposing pair.

雙打比賽中，若其中一名球員由於身體殘疾而坐輪椅，發球員首先發球，然後接發球員回擊，隨後雙打配對的任何一人都可以回擊。倘若球員輪椅的任何部分或站立球員的腳越過了球檯中線的假定延長線，裁判員應判對方得一分。

14.2 Errors 錯誤

14.2.1 The correction of errors in striking order or ends is based on two principles. First, as soon as the error is discovered, play is stopped and is resumed with the correct order or ends; second, any points that have been scored while the error persisted count as though it had not occurred. If an error is noticed during a rally the umpire should immediately declare a let, and not wait until the ball is next out of play.

糾正發球、接發球和方位的錯誤須根據兩個原則執行。首先，一旦發現錯誤，應立即中斷比賽，並按照正確的次序和方位繼續比賽。其次，錯誤發現前的比分均為有效。若在回合進行中發現錯誤，裁判員應立即判重發球，而不要等到球在結束比賽狀態後才宣判。

14.2.2 The score that has been reached usually determines who should be serving and receiving but if, in doubles, the pair who should have served first in a game did not do so, the umpire cannot know which of them would have served first. If this happens, he or she should ask them immediately who would have been their first server, and he or she can then calculate the order in which play will resume.

通常可由當時的比分來確定應該由誰發球或誰接發球。但在雙打中，若該局比賽應該首先發球的一方沒有先發球，裁判員就無法得知應該由誰先發球。在這個情況下，裁判員應立即要求這對手決定誰是第一發球員，然後推算出次序，繼續比賽。

15 EXPEDITE SYSTEM 時間管制計分法

15.1 Principle 原則

- 15.1.1 The expedite system is the method provided by the laws to prevent unduly long games, which may result from negative play by both players or pairs. Unless 18 in total have been scored it is introduced automatically after 10 minutes' play in a game or at any earlier time at the request of both players or pairs.

時間管制計分法是防止由於比賽雙方的消極打法導致比賽時間過長的計分方法。如果一局比賽在十分鐘仍未結束，除非雙方的得分總和已達到 18 分，否則須自動實行時間管制計分法；或在此之前，亦可以應雙方球員的要求而實行時間管制計分法。

- 15.1.2 Under the expedite system the serving player or pair has 13 strokes including the service stroke in which to win the point. If the receiving player or pair safely makes 13 good returns, the receiving player or pair wins the point. The game is won, as in normal play, by the player or pair first scoring 11 points or, if the score reaches 10-10, by the player or pair first establishing a lead of 2 points.

當實行時間管制計分法，發球方必須於包括發球在內的 13 次擊球中取得分數。如果接發球方能作出 13 次合法回擊，則接發球方可得分。與正常比賽一樣，在一局中先取得 11 分的一方獲勝；10 對 10 後，則先多取 2 分者獲勝。

- 15.1.3 The serving order throughout each game is the same as for a normal game, but service changes after each point instead of after every 2 points. At the start of each game the first server, and in doubles the first receiver, is determined by the order established at the start of the match, even though the same players may have been serving and receiving at the conclusion of the preceding game.

當實行時間管制計分法，各局的發球次序與一般比賽無異，只不過是每打完 1 分就交換發球，而非每 2 分才交換。每局比賽開始誰先發球及雙打比賽中誰先接發球，均由該場比賽開始時已建立的次序來決定，即使發球員、接發球員可能與前一局結束時相同。

15.2 Procedure 執行情序

- 15.2.1 When the time limit is reached, unless at least 18 points have been scored, the timekeeper should call "Time" loudly. The umpire should then declare a let if necessary and tell the players that the remainder of the match will be conducted under the expedite system. If the ball is in play when the time limit is reached, the next server is the player who served for

that rally; if it is not in play, the next server is the player who received in the preceding rally.

除非比分總和已達到 18 分，否則當時限已到，計時員應大聲宣布「時間到」。如有需要，裁判員應隨即判「重發球」，並通知球員該場比賽的剩餘部分將實施時間管制計分法。如果時限剛到時，球處於比賽狀態，該回合為重發球，並由該回合原來的發球員先發球。如果時限剛到時，球不在比賽狀態，則由前一回合的接發球員先發球。

- 15.2.2 Thereafter, in each rally the stroke counter is required to count aloud the return strokes of the receiving player or pair, including the return of service, from “one” to “thirteen”. The call should be made immediately after the receiver has struck the ball and not delayed until the return has been judged good or the ball has gone out of play. If the 13th return is good the umpire should call “stop” and award a point to the receiver.

此後，數板員在每個回合均必須大聲報出接發球方的回擊次數，從「1」數到「13」，當中包括接發球。當接發球方擊球後，應立即報數，而毋須等到球被判為合法回擊或不在比賽狀態後才報數。如果第 13 次回擊是合法回擊，裁判員應叫「停」，並判接發球方得一分。

16 ADVICE TO PLAYERS 場外指導

- 16.1 Players may receive advice at any time except during rallies provided that continuity of play is not affected. Whilst there is no longer any specific regulation regarding advice between the end of practice and the start of play, this is to be actively discouraged as it would delay the start of the match.

祇要不影響比賽的連續性及回合當中，球員可以在任何時間接受場外指導。雖然已經沒有規則限制賽前練習結束到比賽開始前的場外指導，但由於將影響比賽開始，故亦應勸阻。

- 16.2 In a team event, he or she may receive advice from anyone authorised to be at the playing area but in an individual event he or she may receive advice from only one person, who must be nominated to the umpire before the match. Where a doubles pair consists of players from different Associations, each may nominate an adviser. These advisors are treated as a single unit for the purposes of the advice regulations. A single warning applies to both, and if either of the pair gives advice illegally after either has been warned, both would be sent away from the playing area.

在團體比賽中，球員可以接受獲授權進入比賽場區的任何人的場外指導；但在單項比賽中，球員只可接受一人的指導，而這名指導者的身份應在賽前向裁判員指明。由不同協會的球員組成的雙打配對，可以各自指定一名指導者。在有關場外指導的規程上，這兩位指導者應被視為一體，警告同時適用於兩位指導者，如果其中一人被警告後，另一人作出非法場外指導時，兩名指導者都將同被逐出比賽場區。

- 16.3 When anyone tries to give advice illegally the umpire should first warn him or her by holding up a yellow card so that it is clearly visible to everyone concerned, but there is no need for him or her to leave his or her chair to do so. In a team match, such a warning applies to everyone on the “team bench”. If in that team match anyone again gives advice illegally, the umpire should hold up a red card and send that person away from the playing area. Another advisor cannot replace an advisor who is sent away from the playing area for giving advice illegally.

當任何人第一次作非法場外指導時，裁判員應出示黃咭予以警告，並讓每一位有關人士都能清楚看到，但裁判員毋須離開裁判椅去作警告。在團體比賽中，有關警告適用於團體席位上的所有人。如果團體席位上再有任何人作非法場外指導，裁判員應出示紅咭並將其逐出比賽場區。因非法指導而被逐出比賽場區的指導者不可以由

另一名指導者替代。

- 16.4** A dismissed adviser must go far enough away to ensure that he or she cannot influence play. In an individual event he or she may not return until the match ends; in a team event, he or she may not return until the end of the team match except to play, when he or she may return only for the duration of his or her individual match. If he or she refuses to leave, gives advice from spectator seats, or returns before he or she is entitled to do so the umpire should suspend play and report to the referee.

被逐離的指導者應遠離場區，確保不能再影響比賽。在單項比賽中，直到比賽結束，他才能返回比賽場區。在團體比賽中，除非輪到他上場比賽，若比賽仍未結束，他亦不能返回比賽場區。如果他拒絕離開比賽場區、在觀眾席作出指導或在容許返回前返回，裁判員應中斷比賽並報告裁判長。

- 16.5** The “behaviour” regulations include provision for use of the penalty point system to control advice given illegally, but its application should be limited to situations where it is clear that it is the player who is seeking advice. It would be unfair to penalize a player for simply receiving advice that he or she has not sought and may not want and in most cases, it is better to deal directly with the illegal adviser.

在規程中有關「行為」的條例包括了使用「罰分制」來控制非法場外指導，但只限於球員明顯主動尋求不合法的場外指導時才能使用。有時球員並非主動尋求指導，或該指導也可能非他所需，若球員因此而被判罰就未免不公平。在大多數情況下，最好還是直接處理非法指導者。

- 16.6** The assistant umpire may often be in a better position than the umpire to see that advice is being given illegally during play. If advice is given illegally the assistant umpire should immediately draw this to the umpire’s attention, interrupting play if necessary, by calling “stop” and raising his or her hand. The umpire should then take any appropriate action.

副裁判員的位置往往比裁判員更容易察覺到比賽中的非法場外指導。如發現非法場外指導，副裁判員應立即通知裁判員，必要時可舉手叫「停」來中斷比賽。裁判員繼而應作出適當的處理。

17 BEHAVIOUR 行為

17.1 Responsibility of the Umpire 裁判員的職責

17.1.1 Deliberately unfair or offensive behaviour is not common in table tennis and is usually limited to a small minority of players and coaches, but its effects may be very damaging and it is often difficult to control. Because misbehaviour can take many forms, it is impractical to lay down precise rules, and setting and applying acceptable standards of conduct is more a matter of judgment and common sense than of factual decision.

故意的不公正或冒犯行為在乒乓球比賽中並不常見，通常只發生在少數球員和教練身上，但足以帶來嚴重的負面影響，而且往往亦難於控制。因為不良行為形式多樣化，很難制定明確的規則及可接受的標準，因為這些是關乎判斷和常理，多於事實裁決。

17.1.2 The umpire should be ready to respond immediately to any sign that bad behaviour by a player or coach is likely to be unfair to an opponent, to offend spectators or to bring discredit to the sport. If he or she tolerates early lapses in good behaviour, however trivial, without even a disapproving glance he or she will find it much harder to impose proper discipline if these lapses later become more persistent or serious.

有任何跡象顯示球員和教練的不君子行為，可能對其對手不公平、冒犯觀眾、或有損乒乓運動聲譽，裁判員應迅速作出反應。如果裁判員容忍了先前的輕微不君子行為，甚至連一個不滿的眼神都沒有，如果這些的行為變本加厲時，要採取相應的紀律措施就會更加困難。

17.1.3 The umpire should, however, avoid over-reaction to possibly unintentional instances of unseemly behaviour, for this could lead to resentment and animosity that will undermine his or her authority. When he or she takes action he or she should always try to do so in a way that does not make the situation worse, either by drawing undue attention to an incident that may not have been generally noticed or by appearing to victimize a player or coach.

但是，若該不適當行為屬無心之失者，裁判員也不必反應過敏，因為這會導致對方不滿和敵視，從而削弱自己的威信。在處理這類事件時，裁判員要設法不讓情況惡化，不要矯枉過正，或者讓人覺得球員或教練員無辜受罰。

17.1.4 An example of behaviour which might justify action by the umpire is shouting during play, in annoyance or elation, but in deciding how to react the umpire should take account of the environment in which it occurs. If the general noise level is so high that the player's shouting is hardly noticeable, it is more sensible not to stop play but to wait until the end of the rally before speaking to the offending player.

例如，比賽中大聲叫喊，不管是怒吼還是歡呼，裁判員雖然可視為不適當行為而採取行動；不過，在處理時，應該考慮當時的環境。如果場上的喧鬧聲很大，而球員的叫喊幾乎不被察覺，最好不要中斷比賽，應等到該回合結束後再向該球員提出。

17.1.5 Another example of bad behaviour is gross disrespect of match officials by players or coaches, usually to demonstrate disagreement with a decision. This may take the form of persistent protest, alteration of the score indicators or even threats against the officials. Such behaviour detracts from the presentation of the sport and from the authority of the match officials, and must be strongly resisted.

另一個不君子行為的例子是球員或教練對裁判人員不尊重，通常是由於不同意裁判人員的判決。他們採取的行動包括不斷投訴、更改分牌上的比分、甚至恐嚇裁判人員等，此類嚴重損害乒乓球運動精神和裁判人員權威的行為必須強烈制止。

17.1.6 When misbehaviour occurs, the umpire has to decide whether the offence is so serious that he or she must suspend play and report immediately to the referee. Although this option is always available and should be used when appropriate, it should rarely be necessary on the first occasion and in most circumstances the initial action should be to give the offender a warning.

當發生不君子行為，裁判員應按其嚴重性決定是否必須中斷比賽及立即報告裁判長。雖然裁判員可以隨採取行動，但應在適當時執用；一般在首次情況出現時，應該先警告違規者。

17.1.7 The assistant umpire may often be in a better position than the umpire to see misbehaviour. If this occurs the assistant umpire should immediately draw this to the umpire's attention, interrupting play if necessary by calling "stop" and raising his or her hand. The umpire should then take any appropriate action.

副裁判員的位置往往比裁判員更容易觀察到不君子行為。如果出現不君子行為，副裁判員應立即通知裁判員，必要時可舉手叫「停」來中斷比賽。裁判員應繼而作出適當的處理。

17.2 Warning 警告

- 17.2.1 Unless the incident is so seriously unfair or objectionable that formal action cannot be avoided, a quiet informal word of warning or even a warning signal should be sufficient to make the offender aware that such behaviour is unacceptable. Wherever possible, this should be done without interrupting play, taking advantage of the next natural break such as the end of the rally or the end of the game.

除非不君子行為嚴重引致不公平或令人反感而必須採取行動外，輕聲的非正式口頭警告，甚至一個手勢，亦足以使違規者知道該行為不當。這些非正式警告應在不中斷比賽的情況下，可於該回合結束時或一局結束時提出。

- 17.2.2 When, however, the umpire believes that an opponent may have been adversely affected or that the behaviour is likely to offend spectators or otherwise to be detrimental to the sport he or she should immediately declare a let and formally warn the offender, by holding up a yellow card, that further misbehaviour will incur penalties.

如果裁判員確信該行為已對其對手構成不利或可能冒犯了觀眾或有損乒乓球運動，裁判員應立即判重發球，並出示黃咭正式警告違規者，如有再犯，將被判罰分。

- 17.2.3 When a formal warning has been given, a yellow marker should be placed near the score indicator, next to the score of the player who has been warned. Similarly, if a player has had a penalty point awarded against him or her, both a yellow and red marker should be placed near the score indicator, if space permits. If both the umpire and assistant umpire are using score indicators then the cards should be placed on both the umpires' indicator. These warning apply for the remainder of the individual match or, in a team event, the remainder of the team match, and subsequent offences will incur penalty points.

當球員被正式警告後，應將一個黃色標記將放在分牌其得分的旁邊。球員如被罰分，若分牌旁邊有足夠的空間，應同時放置黃色和紅色標記在其得分的旁邊。若裁判員和副裁判員均有使用分牌，這些標記均需放置在裁判員及副裁判員的分牌旁邊。這些警告在該場單項比賽的剩餘時間內仍為有效；在團體賽中將帶到該場團體賽餘下的賽事中，若再次違規將被判罰分。

- 17.2.4 It should be remembered that, once a formal warning has been given, subsequent offence must automatically be penalized by the award of points. The umpire should not be afraid to use this procedure when it is justified, but if a formal warning is given too readily he or she may find that he or she has to penalize a player at a critical stage of a match for an

offence that to many people may appear trivial.

須緊記，一旦給予正式警告，隨後的違規行為就須判以罰分。只要是使用恰當，裁判員就毋須害怕執行這些處罰程序，但如果太隨意發出正式警告，裁判員則可能在比賽的關鍵時刻，就一些大眾看來並不嚴重的冒犯行為，而不得不對該球員處以罰分。

17.3 Penalties 判罰

- 17.3.1 If a player who has been formally warned commits a further offence in the same match the umpire should award 1 penalty point to his or her opponent and for a third offence he or she should award 2 points, each time holding up a yellow and a red card together to show the action he or she has taken. Should misbehaviour continue after the umpire has imposed these penalties, he or she should suspend play immediately and report to the referee.

如果球員被正式警告後在同一場比賽中再次有冒犯行為，裁判員應判對手得一個罰分，在第 3 次違規，則判對手得兩個罰分。每次罰分，裁判員應同時出示紅咭及黃咭。如果在裁判員已執行了這些罰分後，球員仍持續其冒犯行為，裁判員應立即中斷比賽，報告裁判長。

- 17.3.2 Penalty points may sometimes be awarded after a game has ended, or 2 penalty points might be awarded against a player when his or her opponent needs only 1 point to win the game. If the match has not ended any “unused” points are transferred to the next game of that individual match, so that it starts at the score of 0-1 or 0-2 in favour of the offender’s opponent (but if the match has ended, they should be ignored). In this case the server is the one who should have been serving at that score according to the sequence established at the beginning of the match.

罰分也許會在一局比賽結束後執行，或者在需判兩個罰分時，對手卻只需一分就可勝出該局比賽。如果該場比賽仍未結束，這些「未用的得分」將帶到下一局比賽，即該局將由被判罰球員的對手領先，並以 0：1 或 0：2 開始；但如果這場比賽已結束，這些罰分就毋須理會。在上述例子中，應根據比賽開始時所訂立的次序，按當時的比分來確定發球員。

- 17.3.3 In a team match, warnings and penalties are carried over to subsequent individual matches. A doubles pair is regarded as having incurred the higher of any warnings or penalties incurred by either of the players; thus if one has been warned in a previous match and the other had incurred 1 penalty point, a first offence by either of them in the doubles match

would incur 2 penalty points. A warning or penalty during a doubles match applies to the pair during that match, but only the offending player will carry it over to a subsequent individual match. The following example illustrates this point:

In a team match with 4 singles and 1 doubles matches, players A & B are paired to play the doubles match. In their first singles matches in this team match, A was warned and B incurred a penalty point. In the second game of the doubles match A intentionally breaks the ball by stepping on it. The umpire awards 2 penalty points against A/B. In their next singles matches, each player carries forward a yellow/red card – i.e. they each have 2 misbehaviour offenses.

Both players of a doubles pair (A and B) have misbehaved immediately following the loss of a game (one player threw the racket, the second one shouted bad words). Yellow card to player A and yellow/red to player B. It makes no difference whether it is in the same moment or a little bit later. A warning or penalty incurred by either player of a doubles pair shall apply to the pair. The next game of that **doubles** match starts at the score of 0-1 or 1-0 in favour of the offender's opponent. In the next individual match of this team match each player starts with a yellow card.

Cards carry forward between individual matches (singles and doubles) but penalty points do not.

在團體比賽中，一名球員的警告或罰分將被帶到隨後的同一場團體賽的單項比賽中。雙打比賽中，任何一名球員被警告或判罰後，該對球員均被視為帶有已判的任何警告或罰分的較高罰則。

因此，如果雙打配對中的其中一人在上一場比賽中曾被警告，而另一人則已被判一個罰分；到這場雙打比賽時，他們其中一人有第一次冒犯行為，將會被判兩個罰分。在雙打比賽中，警告或判罰應視為對該配對有效，但這些警告或罰分只會被帶到該名違規球員在同一場團體賽的單項比賽中。以下為參考例子：

在由 4 場單打和 1 場雙打組成的團體賽中，A/B 組成雙打配對，在團體賽各自的第一場單打比賽中，A 被警告，B 被判一個罰分。在雙打比賽的第二局中，A 故意把球踩破，裁判員判 A/B 兩個罰分，至隨後的單打比賽中，每球員則須各自只帶有一個罰分，因為他們均違規兩次。

雙打的兩名球員（A 和 B）同時於輸掉一局後違規（一名球員摔掉球拍，另一球員用粗言大叫）。應以黃咭給 A 一個警告及黃紅咭判 B 一個罰分。其實，誰先誰後並

不重要，對其中一名球員的警告或罰分必對另一球員有效。目前的雙打比賽的下一局將以 0：1 或 1：0 由他們的對手領先開始。這場團體賽往後的單打比賽，每名球員均帶一個黃咭開始比賽。

咭將帶至下一局，但是罰分卻並不如此。

- 17.3.4 In a team match it is necessary to record warnings and penalties so that they can be transferred to later matches, but it is advisable to do so also in individual events. This will allow the referee to take account of persistent bad behaviour when deciding, for example, whether to disqualify a player. The record can conveniently be a note on the scoresheet, stating who was warned or penalized and at what stage of the match, with a brief description of the offence. This recording of warnings should also be applied to coaches for similar reasons.

在團體比賽中，必須記錄警告或罰分，以便將這些判罰帶到該場團體賽隨後的單項比賽中。建議在單項比賽中也作同樣記錄，以便裁判長就處理持續的不君子行為時作為參考，例如是否要取消該球員的比賽資格。警告或罰分可以隨即記錄在分紙上，註明誰在比賽的哪個階段被警告或被判罰，並附上冒犯行為的簡短描述。這些記錄也適用於警告教練的違規事項。

- 17.3.5 It is clearly impracticable to award penalty points against a coach, and it would be unfair to award them against a player on whose behalf he or she may be protesting. If after a formal warning a coach continues to misbehave, he or she should be shown a red card and sent away from the playing area until the end of the match or, in a team event, of the team match; where this action is taken the incident should be reported to the referee.

對犯違規行為的教練不能判以罰分；但因教練的違規行為而對其球員罰分亦不公平及引起球員的投訴。教練被正式警告後，如果在同一場單項比賽或團體賽中再次違規，裁判員應出示紅咭並將其逐出比賽場區，直到該場團體賽或單項比賽結束才可返回，在執行有關行動後，應報告裁判長。

17.4 Responsibility of the Referee 裁判長的職責

- 17.4.1 The referee may disqualify a player from a match, an event or a whole competition, depending on the gravity of the offence. This is a matter for his or her judgment but when a player is reported for continuing to misbehave after the award of 2 penalty points the referee would normally disqualify him or her, holding up a red card. In very serious cases he or she would also make a formal report to the player's parent Association.

裁判長可根據球員冒犯行為的嚴重性，取消他在該場、該項或甚至整個賽事的比賽資格。裁判長可根據自己的判斷來執行，在一般情況下，若得悉球員在被判兩個罰分後仍繼續冒犯，裁判長將出示紅咭，取消其比賽資格。對於非常嚴重的情況，裁判長亦可撰寫報告予該球員的所屬協會。

- 17.4.2 Usually the referee learns of instances of bad behaviour from the umpire, but he or she may sometimes be able to see them and to take action before the umpire has invoked his or her attention. He or she can also anticipate possible problems by, for example, watching at least part of any match involving a player who has previously been warned or penalized for bad behaviour, to make sure that such behaviour does not continue.

一般來說，裁判長是從裁判員得知不君子行為的發生，但有時他也可親自觀察，並在裁判員報告之前進行處理。他亦可預測可能出現的問題，例如，仍會觀看剛才因不君子行為而被警告或被判罰球員的一段比賽，以確保這種不良行為不會繼續。

- 17.4.3 Even where there has been no previous incident it may be obvious from the reaction of spectators that one or more of the players in a match are misbehaving. By watching the match, the referee may find that the umpire is no longer in control of play and in this situation he or she should take action on his or her own initiative, either by telling the umpire what he or she must do or by dealing directly with the offending player.

即使沒有先前的事例，通常可以從觀眾的反應，顯示有球員在比賽中作出不君子行為。通過觀看比賽，裁判長可能會發現裁判員無法繼續控制比賽局面，這時，他應該主動告知裁判員正確做法，或直接處理違規的球員。

18 MATCH CONDUCT 比賽管理

18.1 Score Calling 報分

18.1.1 The umpire should call the score clearly, taking care that the tone of his or her voice does not suggest partiality towards one player or pair; he or she may place a slight emphasis on the number of points which has changed as a result of the rally. If he or she is using a microphone he or she may need to adjust his or her speaking level, and/or the position of the microphone, and he or she should remember that it may well cause remarks that were not intended for the public to be generally audible.

裁判員報分應要清晰，注意語調不要偏向某一方。在一個回合結束後，對比分變化的數字可稍微加重語氣。如果使用擴音器，裁判員需調整說話的音量或麥克風的位置，並需緊記擴音器可能會將一些不打算讓觀眾聽見的說話也播放出去。

18.1.2 The score should normally be called as soon as the rally has been decided and the umpire should not wait until he or she judges that the players are ready to resume play. However, if there is loud applause or a player is retrieving the ball from the back of the playing area, he or she may prefer to delay his or her call slightly until he or she is satisfied that both players or pairs will be able to hear it.

一個回合結束時，裁判員通常應立即報分，而不必等到雙方球員均準備繼續比賽時才宣布。然而，如果喝彩聲很大或有球員正在到賽區後方撿球，則可暫緩報分，直到認為雙方球員都能聽見時才報分。

18.1.3 The umpire should call first the number of points scored by the player or pair due to serve next, then the number of points scored by the opposing player or pair. At a change of service, he or she should point to the next server. This may be followed by the name of the next server. Whether or not to name the server should be covered at the referee's briefing, with the main aim being that all umpires at an event act consistently. If it is not covered at the referee's briefing, it is recommended not to call the server's name at each change of service. At the start of a game the server's name should be announced first.

報分時，裁判員應先報下一回合發球方的得分，再報其對手的得分。轉發球時，裁判員須以手號指向下一個發球員，也可以報出下一個發球員的名字。是否報出發球員的名字應由裁判長在賽前簡報會決定，讓裁判員可一致執行。假若裁判長沒有在簡報會說明，便建議在每次轉發球時毋需報出下一個發球員的名字。一局比賽開始時，應先報發球員的名字。

- 18.1.4 Whilst it is optional for the umpire to use the players' names, he or she should be sure how to pronounce players' names correctly. The umpire should verify correct pronunciation before the match is started.

若裁判員宣讀球員的姓名，應先肯定其姓名的正確發音。裁判員應在比賽開始前向球員求證其姓名的正確發音。

- 18.1.5 When each player or pair has scored, say, 4 points the score may be called either as "4-4" or "4-all"; the score 0 may be expressed as either "zero" or "love". At the start of a game the umpire should announce "Smith to serve", "Love all" or "Zero-Zero", to avoid the risk of players starting before the call is complete. If the rally is a let, the umpire should repeat the existing score, to confirm that no point has been scored.

如果雙方都得 4 分，可報為「4 對 4」或「4 平」，比分 0 可以用「0」或「love」來表示。一局比賽開始，裁判員應報「史密斯發球」，「0 對 0」或「love-all」，同時避免球員在報分仍未完成時已開始比賽。如果是重發球，裁判員應重報原有比分，以示該回合未無人得分。

- 18.1.6 In a team match the name of the team may be used instead of, or as well as, the player's name. It is, however, a requirement to point to the next server. Thus, in a team match between France and Poland, the opening announcement could be "Kinski of Poland to serve, 0-0". During an individual game the score might be called as "6-4, France" and the announcement after an individual match could be "11-6 Game to Poland, Poland wins by 3 games to 0; Poland leads by 1 match to 0".

在團體比賽中，可以用參賽球員所屬協會名稱代替球員名字，或另加上球員的名字來報分，並須指向下一個發球員。以法國對波蘭的團體賽為例，比賽開始時可以報為：「波蘭 金斯基發球，0 對 0」；在賽事進行期間的比分可報為：「6 對 4，法國」；該場比賽（團體賽的其中一場比賽）結束時，可報為：「11 對 6，波蘭勝局數 3 比 0；波蘭領先 1 比 0」

- 18.1.7 In an international competition both the score and, when the expedite system is in operation, the number of strokes must normally be called in English, but a different language may be used by agreement between the umpire and both players or pairs. Other announcements should be made in English unless it is clear that another language is more acceptable to spectators.

在國際比賽中，報分及時間管制計分法的回擊板數通常必須使用英語，但在裁判員

和雙方球員同意下，也可以使用其他語言。除非觀眾更為接受另一種語言，否則其他各項宣布都應使用英語。

18.1.8 See Appendix D for Field of Play Procedures

臨場操作程序詳見附錄 D

18.2 Signals 手號

18.2.1 In addition to calling the score, it is recommended that the umpire use hand signals to indicate certain decisions, especially where the noise level makes it difficult for a score call to be heard. Even if the umpire delays his or her call to allow for a burst of applause to subside or a player to return from retrieving the ball, a prompt signal will allow score indicators to be updated without having to wait for the score to be announced.

除報分外，建議裁判員也用手號來表示判決，當比賽場地的喧鬧聲太大，以致球員、觀眾及其他人員均聽不清裁判員報分時，尤其需要。即使裁判員考慮等到掌聲靜下來或球員撿球回來時才報分，亦可即時先做出得分手號，讓示分員毋須等到裁判員報分後才更新比分。

18.2.2 The umpire must point with his or her hand to the next server at a change of service. He or she may **if there is an assistant umpire with manual scoreboard** also indicate the award of a point by raising the arm nearer to the player or pair who won it, so that the upper arm is horizontal and the forearm is vertical, with the closed hand upward. If he or she declares a let or wishes to delay the resumption of play he or she should raise one hand above his or her head, and the assistant umpire should use the same signal to attract the umpire's attention when he or she makes a decision within his or her jurisdiction. Hand signals should be clear and positive but they must not be unnecessarily flamboyant or aggressive.

轉發球時，裁判員必須用手號指向下一個發球員。**假如副裁判員有使用手動分牌**，裁判員可將靠近得分方的手臂舉起，大臂呈水平，前臂垂直，手握拳向上，以示得分。如果要判重發球或要把比賽推遲開始，便應將手高舉過頭；副裁判員在其權限內所做的判決而需要引起裁判員的注意時，也應使用相同的手號。手號應該清楚明確，不宜浮誇或過火。

18.2.3 See Appendix C for examples of correct hand signals and recommended calls by the umpire and assistant umpire during match situations. The judgement on illegal services is one of the most challenging situations of table tennis officiating because there are so many kinds of illegal service actions that cannot be expressed by a single hand signal. Both

umpire and assistant umpire are recommended to use these hand signals to allow not only players but also coaches and spectators to understand the situation better. The umpire or assistant umpire will first show the hand signal for the illegal service. If the player questions or asks for clarification, the umpire or assistant umpire will verbally communicate using the simple term e.g. not high enough or below the playing surface.

有關正確手號示例、裁判員及副裁判員在比賽中各種宣布用語，詳見附錄 C。判斷發球為不合法乃對乒乓球裁判最具挑戰，由於不合法發球的多元化以致不能以單一手號表達。建議裁判員及副裁判員以這些手號以便不單球員，而且教練員及觀眾均清楚明白情況。裁判員或副裁判員應先展示違規發球的手號，假如球員詢問或要求澄清，裁判員或副裁判員便可以簡單術語口述表達。例如：拋球不夠高或在球檯面水平下擊球。

18.3 Time Keeping 計時

- 18.3.1 The timekeeper must time the practice period, intervals between games and any authorized suspension of play. During a game, the timer should be stopped during significant breaks in play and re-started as soon as the next rally begins. Examples of such breaks are pauses for towelling, the change of ends in the last possible game of a match and delays while the ball is being retrieved from outside the playing area and appeals to the referee. Retrieving the ball while still in the playing area is not a reason to stop the timer.

計時員必須在賽前練習、局與局之間的中斷及任何認可的中斷執行計時。一局比賽中，在比賽中斷時必須按停計時器，並在下個回合開始時重新啟動，這些中斷包括抹汗、決勝局交換方位、撿回飛出賽區的球等，但在賽區內撿球就不必暫停計時。

18.4 Explanations 解釋

- 18.4.1 It is not usually necessary to have to explain umpiring decisions, and announcements should be avoided. For example, if a player serves the ball into the net, he or she has clearly not made a good service and there is no need to call “fault”. If, however, the rally is decided in a way that does not automatically end play or which may not be obvious a brief explanation may be given, using standard hand signals and/or the standard terms listed below.

在一般情況下，裁判員毋須對判決作出解釋，並應避免不必要的宣布。例如，球員發球落網，很明顯未能合法發球，因此沒有必要叫「犯規」。但是，如果要作判決的情況未能令回合自動中止或對該判決有不清晰，則可以用標準的手號或下列標準

術語予以簡單解釋。

18.4.2 The recommended explanatory terms are:

service not good	“fault”
net touched by player, clothing or racket	“touched net”
playing surface moved	“moved table
free hand touched playing surface	“hand on table”
ball obstructed by player	“obstruction”
ball touched same court twice	“double bounce”
ball deliberately struck more than once by same player	“double hit”
ball struck by wrong player in doubles	“wrong player”
in doubles service, ball touched wrong half-court	“wrong side”

標準解釋的術語如下：

發球不合法	「犯規」
球員身體、衣服或球拍觸網	「觸網」
比賽檯面移動	「移動檯面」
不執拍手觸及比賽檯面	「手觸到檯面」
球被球員阻擋	「阻擋」
球連續兩次觸及同一檯區	「兩跳」
同一球員有意連續兩次擊球	「連擊」
雙打球員擊球次序錯誤	「次序錯誤」
雙打發球時，球觸及錯誤的半區	「檯區錯誤」

A fuller explanation should be given if necessary—for instance, where a service has been ruled illegal and the player is not sure which of the requirements he or she failed to meet. Language problems can often be overcome by the use of signs, such as pointing to the edge of the playing surface if a player has not noticed that the ball touched it, or demonstrating an aspect of service action that has been penalised. (See Appendix C)

必要時，應該進行詳細解釋，尤其是當球員被判發球不合法，但卻不清楚自己違反

了甚麼規則。言語不通時，往往可以手勢來輔助，例如當球員未留意到擦邊球時，可用手指向球檯上面的邊緣位置，或用手號展示發球違規動作。（可參考附錄 C）

19 SCORE INDICATORS 分牌

- 19.1 The score is usually displayed on one or more score indicators. The correct use of score indicators is an important element in the presentation of a match and the umpire should make sure that the officials operating them are aware of their duties. Operators must await the umpire's call or signal before changing the score and must never anticipate decisions that they do not have the authority to make.

得分通常會使用一個或以上的分牌來展示。分牌的正確使用是比賽良好表現的一個重要因素，裁判員應該讓示分員明瞭自己的職責。示分員必須等裁判員報分後或做出手號後才轉換比分，絕對不可以預測判決，因為他們並無這種權力。

- 19.2 Most score indicators have two sets of large numbers to show the points scores and two smaller sets of numbers for the games scores. These indicators can provide a great deal of useful information, provided they are used consistently. Before a match the games score indicators should be left blank and not set to 0-0 (see Appendix A) until both players or pairs arrive in the playing area, as a guide to whoever is controlling the programme of play.

目前大多數分牌均以兩套大數字顯示比分，兩套小數字顯示局分。如果分牌的使用一致，可以提供許多有用的資訊。比賽開始前可以把局分顯示為空白而並非「0」（可參考附錄 A）。待雙方球員都到達比賽場區後再翻揭至「0」，可為控制比賽進度的人員提供參考。

- 19.3 Before a game starts the points score indicators should be blank, and should not show "0-0"; this score should be displayed only when the umpire calls it to announce the start of the game. At the end of a game the indicators should be left showing the final points score until just before the start of the next game, for the benefit of spectators, before being returned to the blank position.

一局比賽開始前，分牌上不應顯示任何比分，只有當裁判員宣佈比賽開始，報分後才將分牌翻揭成「0 對 0」。一局比賽結束後，為了方便觀眾，應將比分保留，直至下一局比賽開始前才還原。

- 19.4 In no circumstances should the result of a game be shown simultaneously on the points and games score indicators. The games score should not be changed until the final points score in that game is reset so that, for example, until shortly before the start of the 4th game of a match the indicators may show a games score of 1 to each player and a points score of 11-7, but not 2-1 and 11-7.

任何情況下，一局比賽結果的比分與局分都不應同時在分牌上顯示，直到該局比賽的比分還原後，才可以翻揭局分。例如：直至第 4 局比賽即將開始前，分牌應顯示局分為 1：1，比分為 11：7；而不是局分 2：1，比分 11：7。

- 19.5** Score indicators are normally placed in front of the umpire or assistant umpire, or both, facing towards the players, and in this position it is often difficult for spectators seated at the ends of the playing area to see them. The operator may rotate it by up to 45° to his or her left and/or right at suitable intervals during play, such as at a break for towelling or when retrieving the ball from the rear of the playing area, or at change of service. Provided the score indicator is reasonably light, and the operator feels it is necessary to do so, the operator may also raise the score indicator whilst rotating it.

分牌一般放置在裁判員或副裁判員的前面，或同時放在兩者前面，而分牌面向球員，但這個位置對於坐在場區兩端的觀眾來說，較難看到比分。示分員可以在比賽中適當的間歇時間，如球員抹汗、往場區遠處檢球或轉發球時，將分牌向左及 / 或右轉 45 度。如果分牌的重量較輕，示分員認為有需要的話，也可以將分牌舉高及轉向。

- 19.6** Most mechanical score indicators can display points scores up to about 20 and rarely will the score in a game exceed this figure. If this stage is reached it is suggested to revert to 10-10, a score at which the alternation of service is expected. However, if there are electronic scoreboards also in use, or the manual score indicator doesn't stop at 20 (e.g. 25), it is better to revert to 0-0 (or 5-5 if the scoreboard stops at 25) to avoid confusion. For example, if the score is shown as 21-20 on the electronic scoreboard (or 26-25 on a manual scoreboard which goes to 25) it is better to show 1-0 (or 6-5) on the manual indicator rather than 11-10.

大多數手動分牌的比分可達約 20 分，而一局比賽的比分很少會超過這個數字。如這情況出現，建議將比分翻到「10 對 10」，以表示符合的交替發球的情況。但是，若還有使用電子分牌，或手動分牌並非祇停在 20 分（如 25 分），便建議將比分回復到「0 對 0」，（或「5 對 5」），以減少誤會。例如，電子分牌比分為 21：20，（或至 25 分的手動分牌比分為 26：25），便建議在手動分牌顯示 1：0」，（或 6：5）而非 11-10。

- 19.7** See Appendix A for examples of the correct use of score indicators.

分牌的正確用法詳見附錄 A。

20 CONCLUSION 結論

- 20.1 Whether working alone or as part of a team, the work of match officials can be difficult and demanding. They must be fair but not indulgent, firm but not officious and confident without being obtrusive. For most people these qualities are acquired only through experience, but it is hoped that the guidance given in this booklet will be of assistance to all those seeking to improve their competence as match officials.

無論是單獨執法或作為裁判團隊的一份子，裁判工作都是艱辛及高要求的。他們必須公正而不縱容、嚴格但不矯枉過正、自信而不自負。對大多數人來說只有通過實踐才能獲得這些素質，希望這本手冊所提供的指引對尋求改善執法能力的裁判人員有所幫助。

Appendix A – Match Procedure for Match Officials

附錄 A - 裁判人員比賽執法程序

- 1 If there is a call area, umpires have to be present at the time given by the referee. In the call area the umpire should get the scoresheet, check the colour of the shirts, and shorts/skirt for team matches and doubles, that are brought by the players, check the name or back numbers, register the name of the advisers, execute the ball selection and test the rackets. In case the racket is selected for official racket control, the racket should be brought to the Racket Control Centre.

假若設有報到處，裁判員應該在裁判長指定的時間抵達。裁判員應該在報到處拿取分紙、檢查球員的帶來的球衣顏色、團體賽或雙打時球員的短褲 / 裙、確認球員名稱或號碼、登記指導者名稱、執行挑球程序及檢測球拍。假如球拍被選為正式球拍檢測，便將球拍送到球拍檢測中心。

- 2 Before going to the playing area, check that you have all the necessary equipment, such as net gauge (plastic and weighted), disc or coin for tossing, towel, balls, scoresheet, pen, stop-watch and coloured cards. Make sure that you understand how to complete the scoresheet.

在到達比賽場區前，檢查是否帶齊執法所需的器材，例如：度網尺（塑膠及金屬的）、挑邊器或硬幣、抹布、比賽用球、分紙、筆、秒表及紅、黃、白咭等，並肯定知道如何填寫分紙。

- 3 If possible, and not done earlier in the call area, before entering the field of play make sure that team players, and doubles pairs of the same Association, in World, Olympic or Paralympic competition are similarly dressed and that opposing players or pairs are wearing shirts of clearly different colours; report any non-compliance that you cannot resolve, or any doubt about clothing or rackets, to the referee.

假若尚未在報到處執行，便儘可能在進入比賽場區前確保團體比賽的隊員、同一協會的雙打配對的服裝一致，而對賽雙方的服裝顏色則有明顯不同。若有不符合規定而裁判員無法解決的問題、對服裝或球拍有疑問，應報告裁判長。

- 4 On arrival at the playing area, check that the table and surrounds are correctly positioned and that the net is properly adjusted for tension and height, that the clamp is properly affixed to the table and the net cord is not hanging down. The table should be quickly checked for cleanliness and wiped down if necessary. If a microphone is to be used, if practical make sure

that it is working properly and that you know the correct voice level.

到達比賽場區後，檢查球檯和圍板是否擺放正確、球網的張力及高度力是否已調校好、網夾是否已穩固定在球檯、及懸網繩是否有下垂。亦應快速檢查球檯，如需要應清潔乾淨。如果使用麥克風，在情況許可下確保它能正常運作，並瞭解其合適音量。

- 5 Set the indicators to the blank position – that is, so that they show no points or games scores (Figure 1). In a team match, check that the match score indicator is set correctly. When both players or pairs arrive in the court, set both games score indicators to “0” (Figure 2).

將分牌翻揭到空白的位置，即顯示無比和無局分的狀態（見圖1）。在團體賽中，檢查「場分」是否設定正確。當雙方球員到達場區後，將雙方局分翻揭至「0」（見圖2）。

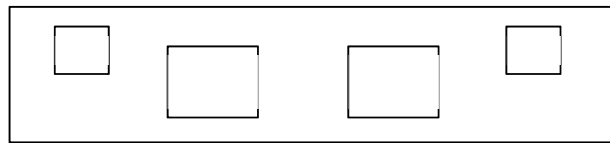


Figure 1: Before players arrive

圖 1: 球員到場之前

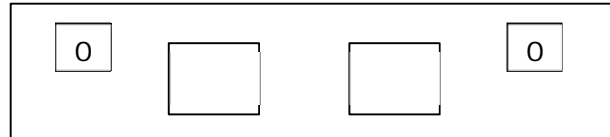


Figure 2: When players arrive

圖 2: 球員到場之後

- 6 If not done earlier, before practice begins, check that the players shown on the score sheet are in the playing area and are wearing either the correct number or have their name displayed, and that their rackets are acceptable. If you leave this until later and there is a wrong player or an illegal racket, time spent practising will have been wasted.

如果先前未有核對，應在球員開始練習前檢查分紙上顯示的球員為比賽場區的球員、佩戴的號碼或姓名是否正確、使用的球拍是否合法等。如果將這些工作留待之後再做，到時才發現球員錯誤或球拍不合法，之前的練習時間便告白費。

- 7 Decide who will have the choice of service and ends by tossing a two-coloured disc or a coin in front of both players or pairs, making sure that they know how to call. Do not let the disc or coin fall on to the table and, preferably, not on the floor.

在雙方球員面前拋擲硬幣或兩面顏色不同的挑邊器，來決定發球權或方位。不要讓挑邊器或硬幣掉落在比賽檯面上，更不應掉到地上。

- 8 When both players or pairs have made their choices, note on the score card who is the first server and, in doubles, the first receiver. Unless you are certain of the correct way to pronounce the players' names, ask them how they wish their names to be called.

當雙方球員均作出選擇後，在分紙上應註明誰是第一發球員，雙打中更需註明誰是第一接發球員。除非裁判員確知球員姓名的正確發音，否則最好詢問球員本人其姓名的讀法。

- 9 In an individual event, establish who the designated advisor is for each player or pair. In a team event, check that the number of people on the team bench, including players, coaches and other team officials, does not exceed the permitted number.

在單項比賽中，應確定雙方球員或雙打配的指導者。在團體比賽中，應檢查坐在團體席位上的人數，包括球員、教練及其他隨隊人員，確保不會超過規定的人數。

- 10 Give the players a ball that you have taken at random, either from those they have chosen before the match or, if they have not chosen any, from a box of balls of the type specified for the competition. When the multi-ball system is in place use any one of the selected balls (see 6.2.2.1).

從球員於賽前挑選的球中，任意取一個球，或賽前沒有挑球時，從一盒大會指定的比賽用球中，任意取一個球給球員進行比賽。當“多球”制實施時使用任意一個選定的球（參閱 6.2.2.1）。

- 11 Time the practice period and recall players as soon as the permitted time is up. Make sure that they do not delay the start of the match after the practice period has ended.

計算練習時間，練習時間結束便立即召回球員。確保球員在練習時間結束後不延誤比賽的開始。

- 12 Before play starts, ensure that towels are placed in a receptacle provided near the umpire or assistant umpire and are not left draped over surrounds. Any other items, such as track suits and bags, should be placed outside the playing area.

比賽開始前，應確保抹汗的毛巾放在裁判員或副裁判員附近的容器內，而非懸掛於圍板上。其他任何物件，例如長袖運動服及袋等物品，均應放在比賽場區之外。

- 13 When the players are ready point to and name the first server, call “love-all” or “zero-zero”. In a team match you may use the player’s name or the team name, or both. Set the points score indicators to “0-0” (Figure 3).

當球員準備好後，以手號指向第一發球員並報出其姓名，宣報「0 對 0」。在團體比賽中，可報球員的姓名或隊名或兩者皆報。將比分翻揭至「0」：「0」（見圖 3）。

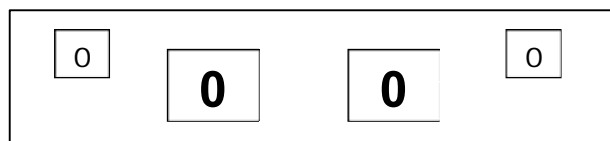


Figure 3: At 0:0 in 1st game

圖 3：第一局 0：0 時

- 14 Start the timer as the first player serves and stop and re-start it for substantial breaks in play, such as time spent towelling or retrieving the ball from outside the playing area. Call “time” if play lasts for 10 minutes, unless expedite is already in operation or at least 18 points in total have been scored.

當第一發球員開始發球時，啟動計時器。在比賽中必要的中斷時間，如抹汗和到場外撿球，應停止計時器及後再重新啟動。除非早已實行時間管制計分法或雙方比分總和已達到 18 分，如果比賽已進行了 10 分鐘，便應宣布「時間到」。

- 15 After the end of each rally indicated 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 (Figure 4).

每個回合結束後，應以適當的手號表示該回合的結果，隨後儘快報出新的比分或在該回合為重發球時重報原有比分。如果是轉發球，應指向下一個發球員，也可以報出該球員的姓名。在裁判員做了得分手號或宣布比分後，才可將分牌揭到新的比分（見圖 4）。

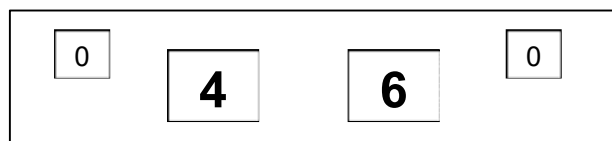


Figure 4: At 4-6 in 1st game

圖 4：第一局 4:6 時

- 16 Discourage players from wasting time by such means as seeking advice, wandering around the playing area between rallies, persistent bouncing of the ball before serving or prolonged discussion with a doubles partner.

應阻止球員拖延時間，例如尋求指導、於回合之間在場區內來回踱步、發球前長時間拍球或在雙打時與同伴作冗長的商議。

- 17 Only during rallies, make sure that players are not given advice, either by speech or by signals. On the first occasion warn anyone advising illegally; if the offense is repeated, send the advisor away from the playing area for the remainder of the match or, in a team match, for the remainder of the team match.

祇在回合中，確保球員不得從語言或手勢中接受場外指導。任何人第一次作非法場外指導將被警告；如有再犯，指導者將被逐出比賽場區直到該場比賽結束；在團體比賽中，指導者將被驅逐離場直至該場團體賽結束。

- 18 At the end of a game, call the score, announce the winner and leave the indicators showing the final points score, without changing the games score (Figure 5). Be alert and look for any misbehaviour immediately following the end of a game and record the result on the scoresheet.

一局比賽結束時，須報分及宣布該局的勝方和當時的局分，並在分紙上填寫成績。分牌須保留該局結束時的比分，不要改變局分（見圖5）。保持警覺及留意在一局比賽結束後隨即發生的不君子行為。

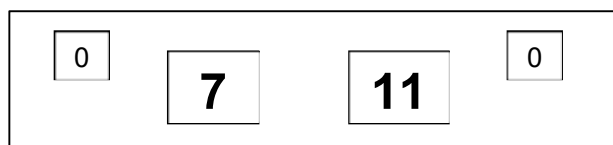


Figure 5: At the end of 1st game

圖 5: 第一局比賽結束時

- 19 If necessary, remind players that they must leave their rackets on the table between games unless you give permission for them to be removed. If they are removed, remember that they must be inspected again before the next game. However, if the racket is strapped to the hand allow the player to retain it that way.

如有需要，提醒球員在局與局之間必須將球拍留在比賽球檯上，已獲得裁判員批准攜離者除外。如果球拍已被攜離，緊記在下一局比賽開始前必須重新檢查。如果球拍被綁在球員的手上，則容許球員保持球拍捆綁狀態。

- 20 After each game, and during authorised intervals, collect and retain the match ball. Check that surrounds are in their correct positions. Time the interval between games, and other authorised intervals, and recall players as soon as the permitted time is up.

在每局比賽結束後及認可的間歇時間，收回及保管比賽用球，檢查圍板是否擺放整齊。於局與局之間和其他認可的間歇計時，時間一到便立即召回球員。

- 21 During intervals, do not wander round the playing area talking to other match officials. Stay in your seat unless you need to move for reasons such as retrieving the ball or adjusting the table, net or surrounds.

在間歇時間，不要在場區內往來及與其他裁判人員交談。除非要撿球或調整球檯、球網或圍板，否則應坐在裁判椅上，

- 22 Just before the players return for the next game, set the points score indicators to the blank position and alter the appropriate games score indicator to reflect the result of the previous game (Figure 6). Remember to change round any yellow or white markers. Set the points indicators to “0:0” when the umpire calls that score (Figure 7).

在雙方球員準備返回下一局比賽前，將分牌顯示為空白，將局分翻揭至適當的數字以顯示前一局的局分（見圖 6）。緊記要將黃或白色的標記轉換到另一方。當裁判員報「0 對 0」時，將分牌翻揭至「0」：「0」（見圖 7）。

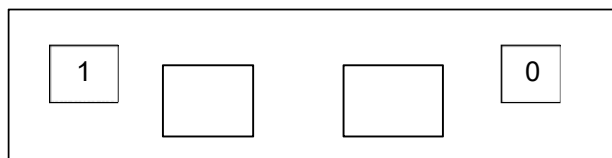


Figure 6: Just before 2nd game

圖 6: 第 2 局比賽開始前

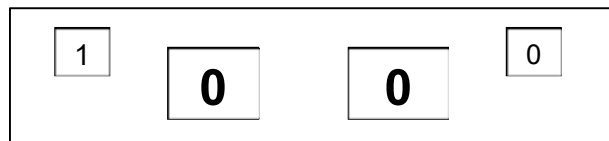


Figure 7: At 0-0 in 2nd game

圖 7: 第 2 局比賽 0:0 時

- 23 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 it, as required. Often this is not necessary and whether or not to have the scoresheet signed should be covered at the umpires' briefing by the referee. Leave the

indicators showing the final points score and the previous games score (Figure 8).

比賽結束時，宣布比賽結果；在團體比賽中亦須宣布當時的「場分」。填妥分紙，如有需要，請球員（單項比賽中）或隊長（團體比賽中）簽署。大多數情況下這已不須要，須要與否在分紙上簽署，裁判長應在他的簡報會上說明。分牌上應保留該局的比分及前一局的局分（見圖 8）。

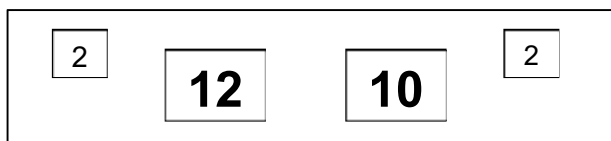


Figure 8: At the end of match

圖 8: 比賽結束時

- 24 Return the scoresheet promptly to the appropriate officials. Before leaving the playing area, collect the match ball and any spares, as well as any items of clothing, towels or other property that may have been left behind. If necessary collect rackets designated for an after-match test. Reset the indicators to the all-blank position (Figure 1).

儘快將分紙交回相關的工作人員。離開比賽場區前，收拾比賽用球、後備用球及其他遺留在場區內的物品，如衣服或毛巾等。如有需要，收回被指定進行賽後檢測的球拍。將分牌翻揭到空白的位置（見圖 1）。

- 25 Finally, make sure that you are aware of and are ready to apply any additional procedures or special methods of presentation that have been agreed for the particular competition at which you are officiating; if you are in any doubt, consult the referee.

最後，對於執法賽事的其他附加程序或特殊展示方式，必須清楚知悉及懂得採用。如有任何疑問，應向裁判長請示。

Training videos on procedures can also be found on the URC website:

有關程序的訓練視像可在裁判員及裁判長委員會網頁找到:

<https://www.ittf.com/committees/umpires-referees/videos/>

Appendix B - Match Officials Code of Conduct

附錄 B - 裁判人員的行為準則

As with the high standard of professionalism and conduct required of players, ITTF requires a high standard of professionalism and conduct from its officials as well as all officials participating in ITTF sanctioned and recognized events. ITTF officials not observing the stated guidelines may be subject to a formal disciplinary process.

隨著對球員專業表現及品行的高標準要求，國際乒聯同樣對所有參與由其批准和認可賽事的裁判人員的專業表現及品行有高標準的要求。國際乒聯裁判人員如不遵守下列指引，將受到正式的紀律處分。

Match officials, especially while in official clothing, are ambassadors of the sport, of the ITTF and of their Associations. At an international competition they are the guests of the Host Association and must respect its traditions and social customs. The following guidelines, which are not exhaustive, are intended as an aide-memoire on the aspects of conduct to which special attention should be given.

裁判人員，尤其在穿著裁判人員制服的時候，是作為乒乓球運動、國際乒聯及其所屬協會的代表。在國際比賽中，他們是主辦協會的賓客，必須尊重當地的傳統及社會習俗。以下的指引，雖未能全面包含所有情況，但可作為有關行為準則及特別注意事項的備忘錄。

1 MATCH OFFICIALS SHOULD

裁判人員應該

- 1.1 Study and make sure they understand all the relevant rules, duties and procedures for the competition at which they are officiating;
對將要執法的所有比賽相關規則、職責及程序進行研習並確保理解；
- 1.2 Be in good physical condition, with normal or corrected vision and normal hearing;
保持良好的體格，視力或矯正的視力及聽力正常；
- 1.3 Be in appropriate uniform and maintain their appearance and personal hygiene;
穿著合適的制服，保持良好的形象和個人衛生；

- 1.4 Be prompt for all assignments;
迅速 / 準時執行所有的任務；
- 1.5 Maintain strict impartiality and avoid any relationship with players or coaches that might cast doubt on that impartiality;
嚴格保持執法的公平性，避免與球員及教練有任何引起偏袒之嫌的聯繫；
- 1.6 Refer all issues not related to their duties to the Referee or other appropriate tournament official;
遇到與自己職責無關的事宜，交由裁判長或其他相關競賽人員處理；
- 1.7 Wherever practical, avoid unaccompanied and unobserved one-on-one activity (when in a supervisory capacity or where a power imbalance may exist) particularly with people under the age of 18 years;
儘量避免參與不當眾及單獨相處的一對一活動（當有督導身份或存在權力懸殊的情況下），尤其是與 18 歲以下的人士；
- 1.8 Ensure their decisions and actions contribute to a safe environment;
確保其決定和行動均可立於安全的境地；
- 1.9 Ensure their decisions and actions contribute to a harassment free environment;
確保他們的決定和行為均立於免被騷擾的境地；
- 1.10 At all times conduct themselves in a professional and ethical manner, respecting the authority and interests of the referee, the organisers, other tournament officials, players and the public.
在任何時間均應表現專業及符合道德操守，尊重裁判長、主辦單位、其他競賽人員、球員及公眾人士的權益。

2 MATCH OFFICIALS SHOULD NOT

裁判人員不應該

- 2.1 Discuss tournament incidents or other issues related to their duties with players, spectators or media, but should refer any such matters to the referee and the tournament committee;
與球員、觀眾或傳媒談論比賽事件或其他與其職責有關的問題，任何有關問題均應交由裁判長和競賽委員會處理；

- 2.2 Accept personal gifts from players, coaches and teams. Gifts provided by a host organization to all officials can be accepted.

接受球員、教練及參賽隊伍的個人禮物。由主辦單位提供給所有裁判人員的禮物則例外；

- 2.3 Consume alcoholic beverages or take drugs or medications that will inhibit performance before their match on the day they are to officiate;

在將要執法的當日，飲用含酒精成分的飲料或服用影響表現的藥物。

- 2.4 Publicly criticize other officials or otherwise bring the sport into disrepute, including use of social media;

公開批評其他人員或詆毀乒乓球運動聲譽的言行，包括利用社會傳媒。

- 2.5 Tolerate harmful or abusive behaviours but report them to the Chair of the URC where the issue is not resolved to the satisfaction of the parties concerned;

容忍有傷害和粗暴辱罵的行為；如果事件未得到令各方面均感到滿意的結果，應向國際乒聯裁判員及裁判長委員會主席彙報；

Please refer to the ITTF Handbook for the policies adopted in relation to Anti-Harassment and Illegal Betting and Corruption.

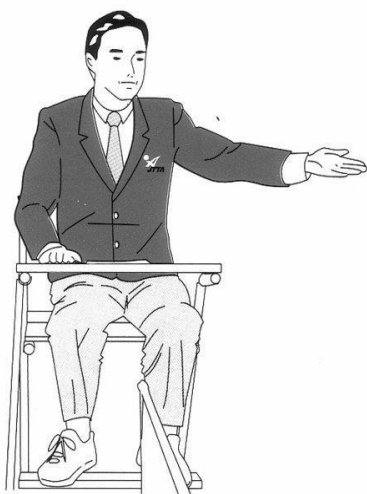
The URC reserves the right to take action if an official deviates from this code of conduct.

關於反騷擾、非法賭博及貪污的問題，請詳閱國際乒聯手冊的相關政策。

對任何違反行為守則的裁判人員，國際乒聯裁判員及裁判長委員會保留採取行動的權力。

Appendix C - Recommended Hand Signals and Calls

附錄 C - 建議的手號及宣布



1. Next server and winner of game/match

下一發球方及一局或一場的勝方



2. Let/stop

重發球



3. Point 得分

When making hand signals ensure that they are clearly separated. For example, do not indicate a point with one arm and at the same time indicate the next server with the other arm.

出示手號應明確及獨立；例如：不應在一隻手臂做得分手號的同時，以另一隻手臂展示下一發球方的手號。

Hand Signals for Illegal Services 不合法發球的手號

- 1 If the ball does not rise at least 16 cm after leaving the palm of the free hand, umpire or assistant umpire shall show the hand signal as shown in Figure 1

假如球離開不執拍手的掌心後，並沒有向上升最少 16 釐米，裁判員或副裁判員應如圖 1 展示手號

Verbal communication: Not high enough 口語：不夠高

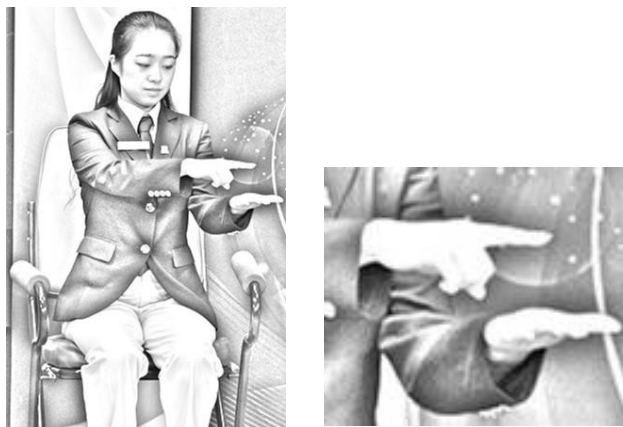


Figure 1 Not high enough 圖 1 不夠高

- 2 If service does not start with the ball resting freely on the open palm of server's stationary free hand, umpire or assistant umpire shall show the hand signal as shown in Figure 2

假如發球並非由不執拍手張開的掌心上靜止後開始，裁判員或副裁判員應如圖 2 展示手號

Verbal communication: Palm not open 口語：掌心未張開

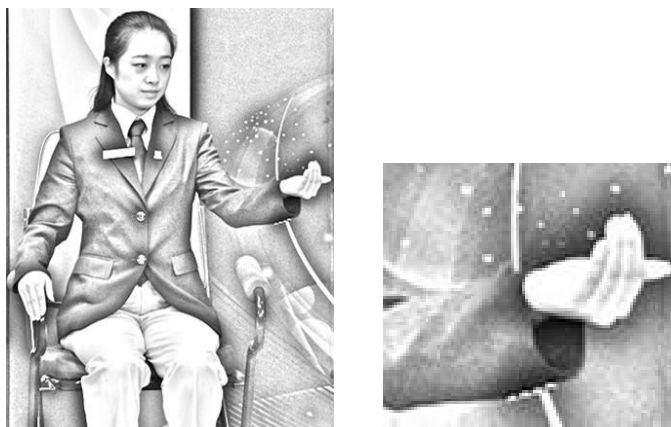


Figure 2 Palm not opened 圖 2 掌心未張開

- 3 If service start with the ball resting freely on the fingers of server's stationary free hand, umpire or assistant umpire shall show the hand signal as shown in Figure 3

假如球由不執拍手的手指上靜止後開始，裁判員或副裁判員應如圖 3 展示手號

Verbal communication: Ball resting on the fingers 口語：球放在手指上

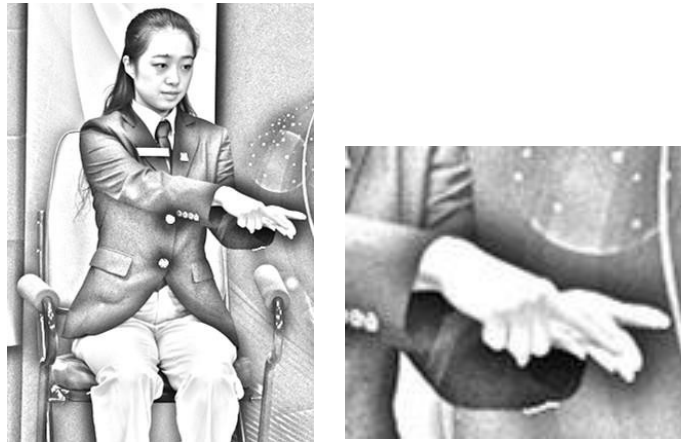


Figure 3 ball resting on the fingers 圖 3 球放在手指上

- 4 If the ball is under the level of the playing surface from the start of service or when it is struck, umpire or assistant umpire shall show the hand signal as shown in Figure 4

假如球在發球開始時或擊球時，球在檯面水平之下，裁判員或副裁判員應如圖 4 展示手號

Verbal communication: Below the playing surface 口語：檯面水平之下



Figure 4 below the playing surface 圖 4 檯面水平之下

- 5 If the ball is inside the server's end line from the start of service until it is struck or is struck inside the server's end line, umpire or assistant umpire shall show the hand signal as shown in Figure 5

假如球在發球開始直至擊球時，球在發球員端線之內，或在發球員端線之內擊球，裁判員或副裁判員應如圖 5 展示手號

Verbal communication: Inside the end line 口語：端線之內

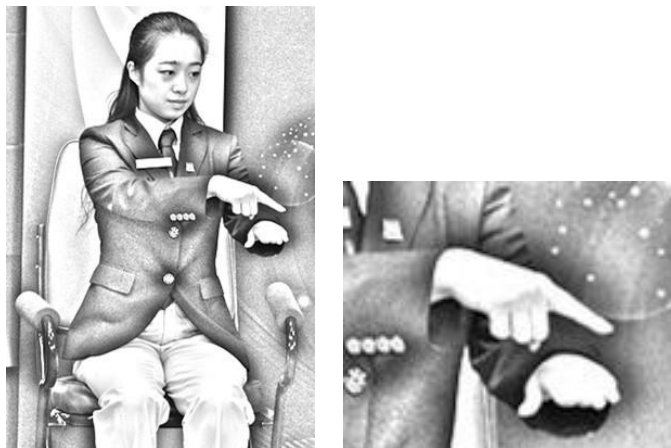


Figure 5 Inside the end line 圖 5 端線之內

- 6 If the ball does not project near vertically upwards, umpire or assistant umpire shall show the hand signal as shown in Figure 6 (1) to 6 (2)

假如球未有近乎垂直向上拋起，裁判員或副裁判員應如圖 6(1)至圖 6(2)展示手號

Verbal communication: Not vertically 口語：並不垂直

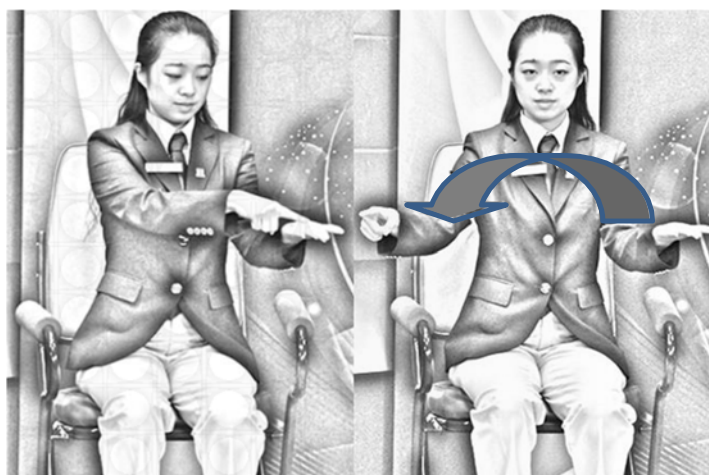


Figure 6(1) Not vertically
圖 6(1) 並不垂直

Figure 6(2) Not vertically
圖 6(2) 並不垂直

- 7 If the ball is hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry, umpire or assistant umpire shall show the hand signal as shown in Figure 7

假如球被發球員或他的雙打同伴任何穿著或佩帶的東西阻擋，裁判員或副裁判員應如圖 7 展示手號

Verbal communication: Hidden by what or whom (elbow, shoulder, head or partner) 口語：
被誰或什麼阻擋阻擋（手肘、肩膀、頭或同伴）



Figure 7 Hidden by what or whom 圖 7 被誰或什麼阻擋

If the player asks the reason why or where, the umpire will use his or her index finger to show it. For example, if the ball is hidden from the receiver by the server's shoulder, the umpire shall show the hand signal as shown in Figure 7 (1)

如球員詢問原因或那處，裁判員可用食指指示。例如，如球被發球員的肩膀阻擋了，裁判員可如圖 7(1)展示手號

Verbal communication: Hidden by shoulder 口語：被肩膀阻擋



Figure 7(1) Hidden by shoulder 圖 7(1) 被肩膀阻擋

	A	B	C	D	E
1	SITUATION	UMPIRE'S SIGNAL	UMPIRE'S CALL	AU'S SIGNAL	AU'S CALL
2	Start of game	Point with open hand to first server ¹	"X to serve, 0-0" (or other agreed announcement)	None	None
3	Change of service	Point with open hand to next server ¹	None	None	None
4	Resumption of play after authorised interval	Point with open hand to next server ¹	Repeat score	None	None
5	Point	Raise the arm nearer the winner(s) of the point so that the upper arm is horizontal and the forearm vertical, with the closed hand upward ³	New score	None	None
6	Net-cord service	As soon as the ball touches the correct court raise arm straight above head ² , point to net if necessary	"Let" and repeat previous score	As soon as the ball touches the correct court raise arm straight above head ² , point to net if necessary	None
7	Illegal service	Raise the arm nearer the receiver so that the upper arm is horizontal and the forearm vertical, with the closed hand upward ³	"Fault" and new score	Raise arm straight above head ²	"Fault and advise umpire if necessary who will call new score"
8	In doubles service, ball bounces on wrong half-court	Indicate point for receiver ³ , point to centre line if necessary.	"Fault" and new score	None	None
9	Faulty service (e.g. ball misses table)	Indicate point for receiver ³	New score	None	None
10a	Service of doubtful legality where decided by the umpire (1st occasion in a match)	Raise arm straight above head ²	"Let", warn server, and repeat previous score	None	None
10b	Service of doubtful legality where decided by the assistant umpire (1st occasion in a match)	Raise arm straight above head ²	"Let", and repeat previous score	Raise arm straight above head ²	"Stop", warn server and advise umpire, who will call "Let"
11a	Service of doubtful legality where decided by the umpire (further occasion by same player or pair)	Indicate point for receiver ³	"Fault" and new score	None	None
11b	Service of doubtful legality where decided by the assistant umpire (further occasion by same player or pair)	Indicate point for receiver ³	New score	Raise arm straight above head ²	"Fault", if necessary advise umpire, who will call new score"
12	Interruption of play (e.g. ball coming into playing area)	Raise arm straight above head ²	"Let" and repeat previous score	Raise arm straight above head ²	"Stop"

13	Error in order of serving, receiving or ends discovered during a rally	Raise arm straight above head ²	“Let”, correct order and repeat previous score	None	None
14	Advice given during rally, first occurrence	Raise arm straight above head ² holding up a yellow card towards offender, without leaving chair	“Let”, if ball is in play, warn adviser and repeat previous score	Raise arm straight above head ²	“Stop” and inform umpire
15	Advice given during rally, subsequent occurrence	Raise arm straight above head ² holding up a red card towards offender, without leaving chair	“Let”, if ball is in play, send adviser away from the playing area, and repeat previous score	Raise arm straight above head ²	“Stop” and inform umpire
16	Ball obstructed by player	Indicate point for the winner(s) of the point ³	New score	Raise arm straight above head ²	“Stop” and advise umpire
17	Any other situation which does not automatically stop play	Raise arm straight above head ²	“Stop” and new score, plus any additional call necessary under 18.4	Raise arm straight above head	None
18	Edge ball at side nearest to AU ending the rally	Indicate point for the winner(s) of the point ³	New score	Point to place of contact	“Edge”
19	Edge ball at any other side ending the rally	Indicate point for the winner(s) of the point ³ . Point to place of contact if necessary	New score	None	None
20	Ball hits side of table top nearest to AU ending the rally	Indicate point for the winner(s) of the point ³	New score	Raise arm straight above head ²	“Side”
21a	Time reached for end of practice or between games (if assistant umpire is timekeeper)	None	None	Raise arm straight above head ²	“Time”
21b	Time reached for end of practice or between games (if umpire is timekeeper)	Raise arm straight above head ²	“Time”	None	None
22	Time limit (if assistant umpire is timekeeper)	Raise arm straight above head ² , after AU's signal and call	“Let” if necessary, announce that expedite will apply and repeat previous score	Raise arm straight above head ²	“Time”
23	Time limit (if umpire is timekeeper)	Raise arm above head ²	“Time”, announce that expedite will apply and repeat previous score	None	None
24	Request for time-out	Raise arm straight above head ² holding up white card to the side of the player or pair requesting the time-out until the AU has placed a special signboard on the table	“Time-out”	Place a special signboard (or white marker) on court of requesting player or pair. Stand next to the AU table until it is time to remove signboard (or white marker)	None
25	Request for time-out (if no assistant umpire)	Raise arm straight above head ² holding up white card to the side of the player or pair requesting the time-out	“Time-out”		

26	End of time-out (if assistant umpire is timekeeper)	When players return, point with open hand to next server ¹	Repeat previous score	Remove special signboard (or white marker) from table and place white marker by score indicator	Raise arm above head ² and call "Time" if players have not returned
27	End of time-out (if umpire is timekeeper)	When players return, point with open hand to next server ¹	Raise arm above head ² and call "Time" if players have not returned; repeat previous score	Remove special signboard (or white marker) from table and place white marker by score indicator	None
28	Bad behaviour (1st occasion)	Hold up yellow card towards offender, without leaving chair	"Let" if ball is in play, warn offender and repeat previous score	Raise arm straight above head ² . Place yellow marker by score indicator	"Stop" and inform umpire
29	Bad behaviour (2nd and 3rd occasions)	Hold up yellow and red card towards offender, without leaving chair, indicate point for the winner(s) of the point ³	"Let", if the ball is in play, new score after awarding penalty point(s)	Raise arm straight above head ² . Place yellow/red marker by score indicator if space allows	"Stop" and inform umpire
30	End of game	Point with open hand to winner ¹	Game winner and agreed post-game announcement	None	None
31	End of match	Point with open hand to winner ¹	Match score and agreed post-match announcement	None	None

	A	B	C	D	E
1	情景	裁判員的手號	裁判員的宣布	副裁判員的手號	副裁判員的宣報
2	一局比賽開始 ³	手掌張開指向第一發球員 ¹	「X發球，0對0」（或其他商議好的宣布）	無	無
3	轉發球	手掌張開指向下一發球員 ¹	無	無	無
4	認可的間歇後繼續比賽	手掌張開指向下一發球員 ¹	重複比分	無	無
5	得分	將靠近得分方的手臂舉起，使大臂呈水平，前臂垂直，手握拳向上 ³	新比分	無	無
6	發球擦網	一旦球觸及正確的檯區，立即將手臂高舉過頭 ² ，如有需要，手號指向球網	「重發球」並重複原有比分	一旦球觸及正確的檯區，立即將手臂高舉過頭 ² ，如有需要，手號指向球網	無
7	發球違例	將靠近得分方的手臂舉起，使大臂呈水平，前臂垂直，手握拳向上 ³	「違例/Fault」並報新比分	將手臂高舉過頭 ²	「違例/Fault」如有需要告知裁判員，裁判員將報新比分
8	雙打發球，球落在錯誤的半區	接發球方得分手號 ³ ，如有需要，手號指向中線	「檯區錯誤/Fault」並報新比分	無	無
9	發球違例（如發球出界）	接發球方得分手號 ³	新比分	無	無
10a	裁判員對發球有懷疑（一場比賽中第一次出現）	將手臂高舉過頭 ²	「重發球」警告發球員，並重複原有比分	無	無
10b	副裁判員對發球有懷疑（一場比賽中第一次出現）	將手臂高舉過頭 ²	「重發球」並重複原有比分	將手臂高舉過頭 ²	「停」警告發球員並告知裁判員，裁判員將報「重發球」
11a	裁判員對發球有懷疑（同一名/對選手再次）	接發球方得分手號 ³	「違例/Fault」並報新比分	無	無
11b	副裁判員對發球有懷疑（同一名/對選手再次）	接發球方得分手號 ³	新比分	將手臂高舉過頭 ²	「違例/Fault」如有需要告知裁判員判，裁判員將報新比分
12	比賽中斷（如球從外進入比賽場區）	將手臂高舉過頭 ²	「重發球」並重複原有比分	將手臂高舉過頭 ²	「停」
13	回合中發現發球、接發球或方位錯誤	將手臂高舉過頭 ²	「重發球」糾正次序並重複原有比分	將手臂高舉過頭 ²	「停」並告知裁判員

14	比賽中第一次出現非法場外指導	將手臂高舉過頭 ² ，向違規者出示黃咭，毋須離開裁判椅	如果球仍處於比賽狀態，報「重發球」，警告指導者，並重複原有比分	將手臂高舉過頭 ²	「停」並告知裁判員
15	比賽中再次出現非法場外指導	將手臂高舉過頭 ² ，向違規者出示紅咭，毋須離開裁判椅	如果球仍處於比賽狀態，報「重發球」將指導者驅離比賽場區，並重複原有比分	將手臂高舉過頭 ²	「停」並告知裁判員
16	球員阻擋	勝方得分手號 ³	新比分	將手臂高舉過頭 ²	「停」並告知裁判員
17	任何其他未能自動終止回合的情況	將手臂高舉過頭 ²	「停」並報新比分，如有需要，可按照18.4作額外的宣布	將手臂高舉過頭 ²	「停」並告知裁判員
18	靠近副裁判員一側的擦邊球後，回合結束	勝方得分手號 ³	新比分	如有需要，手指向球觸及球檯的位置	「擦邊」
19	其他位置的擦邊球後，回合結束	勝方得分手號 ³ ，如有需要，手號指向球觸及球檯的位置	新比分	無	無
20	球觸及靠近副裁判員一側球檯的側面後，回合結束	勝方得分手號 ³	新比分	將手臂高舉過頭 ²	「檯側」
21a	練習時間結束或局間休息結束(如果由副裁判員擔任計時員)	無	無	將手臂高舉過頭 ²	「時間到」
21b	練習時間結束或局間休息結束(如果由裁判員擔任計時員)	將手臂高舉過頭 ²	「時間到」	無	無
22	比賽時限到(如果由副裁判員擔任計時員)	等副裁判員做完手號和宣布後，將手臂高舉過頭 ²	「重發球」如有需要，宣布實行時間管制計分法，並重複原有比分	將手臂高舉過頭 ²	「時間到」
23	比賽時限到(如果由裁判員擔任計時員)	將手臂高舉過頭 ²	「時間到」宣布實行時間管制計分法，並重複原有比分	無	無
24	要求暫停	將手臂高舉過頭 ² ，向要求暫停一方高舉白咭，直至副裁判員將特定指示牌放在球檯上	「暫停」	將特定指示牌(或白色標記)放在要求暫停一方的檯區上。站在裁判桌一側直至暫停時間結束後移離指示牌(或白色標記)	無

25	要求暫停（如果沒有副裁判員）	將手臂高舉過頭 ² ，向要求暫停一方高舉白咭	「暫停」		
26	暫停時間結束（如果由副裁判員擔任計時員）	當球員返回時，手掌張開指向下一發球員 ¹	重複原有比分	從球檯上移離特定指示牌（或白色標記），將白色標記放在分牌旁邊	將手臂高舉過頭 ² ，如果球員沒有返回，報「時間到」
27	暫停時間結束（如果由裁判員擔任計時員）	當球員返回時，手掌張開指向下一發球員 ¹	將手臂高舉過頭 ² ，如果球員沒有返回，報「時間到」重複原有比分	從球檯上移離特定指示牌（或白色標記），將白色標記放在分牌旁邊	無
28	不君子行為（第一次）	向冒犯者出示黃咭，毋須離開裁判椅	如果球仍處於比賽狀態，報「重發球」警告冒犯者，並重複原有比分	將手臂高舉過頭 ² ，將黃色標記放在分牌器旁邊	「停」並告知裁判員
29	不君子行為（第二次和第三次）	向冒犯者出示紅／黃咭，毋須離開裁判椅；判對方得分手號 ³	如果球仍處於比賽狀態，叫「停」，罰分後報新比分	將手臂高舉過頭 ² ，將黃色及紅色標記放在分牌旁邊（如果有足夠空間）	「停」並告知裁判員
30	一局比賽結束	張開手掌指向勝方 ¹	局分及商議好的局後宣布	無	無
31	一場比賽結束	張開手掌指向獲勝方 ¹	場分及商議好的賽後宣布	無	無

When the ball touches the net during service, the umpire should wait until the ball touches the correct court or half-court and make the appropriate call, rather than introduce an additional signal or call before the rally is over that may interfere with play.

* if the service is a let and the umpire does not stop play then the assistant umpire should call “Stop”.

Superscript numbers in the table refer to the Hand Signals diagrams.

“raising hand straight above head” should keep hand up only 4-5 seconds.

發球過程中，當球觸網時，裁判員應等到球觸及正確的檯區後再作相應的宣判，而不要在回合結束前做額外的手號或宣布，這會對比賽構成干擾。

* 如果該發球為重發球，但裁判員並未中止比賽，副裁判員應叫「停」。

圖表中的上標數字代表相應的手號圖解。

「將手臂高舉過頭」時只應舉手 4 至 5 秒。

UMPIRE'S CALLS

裁判宣佈

- a) Time wasting: Players shall not intentionally delay the game by:
- Taking too much time before service
 - Taking too much time as receiver when the server is ready
 - Taking too much time to collect the ball in between rallies
 - Taking too much time during towel break
 - Delaying game to seek advice from the coach
 - Not coming back immediately to the table when umpire or assistant umpire call "Time"
- The purpose of this call is defined as intentionally delaying the game in any way.

浪費時間：球員不得故意拖延比賽，包括：

- 用過多時間預備發球
- 在發球員已準備發球，用過多時間預備接發球
- 在回合之間用過多時間撿球
- 用過多擦汗時間
- 拖延時間以尋求教練指導
- 當裁判或助理裁判叫「時間到」時，仍不立即返回球桌

此宣佈的目的是指故意以任何方式拖延比賽。

- b) Ball abuse: Players shall not violently, dangerously or with anger, hit, kick or throw the ball during their presence in the Field of Play. The purpose of this call is defined as intentionally or recklessly hitting a ball out of the playing area, hitting a ball dangerously or recklessly within the playing area or hitting a ball with disregard of the consequences.

不當處理比賽球：球員不得在場內以暴力、危險或憤怒的方式擊打、踢或投擲球。此宣佈的目的是指故意或魯莽地將球擊出比賽區、在比賽區內危險或魯莽擊球，或無視後果擊球。

- c) Racket abuse: Players shall not violently, dangerously or with anger hit, kick or throw their racket within the Field of Play. The purpose of this call is defined as intentionally, dangerously and violently destroying or damaging the racket or intentionally or violently hitting the net, court, Umpire's desk or other fixture, with the racket, during a match, out of anger or frustration.

不當處理球拍：球員不得在比賽場地內暴力、危險或憤怒地擊打、踢或投擲球拍。此宣佈的目的是指在比賽中因憤怒或挫折而故意、危險且暴力地破壞或損壞球拍，或故意或暴力地用球拍擊打球網、場區、裁判桌或其他裝置。

- d) Equipment abuse: Players shall not violently, dangerously or with anger hit, kick, lift or throw any equipment within the Field of Play. The purpose of this call is defined as intentionally, dangerously, violently or recklessly destroying or damaging equipment during a match out of anger or frustration.

不當處理器材：球員不得在場地內以暴力、危險或憤怒的方式擊打、踢、舉起或投擲任何器材。此宣佈的目的是指因憤怒或挫折感而故意、危險、暴力或魯莽地在比賽中破壞或損壞任何器材。

- e) **Physical abuse:** Players shall not, at any time, physically abuse any official, opponent, spectator or other person within the precincts of the Field of Play. The purpose of this call is the unauthorized touching of an official, opponent, spectator or other person.

肢體冒犯：球員不得在任何時候對任何技術官員、對手、觀眾或比賽場地內的其他人作出肢體冒犯。此判決的目的是指未經授權觸碰技術官員、對手、觀眾或其他人。

- f) **Verbal Abuse:** Players shall not, at any time, verbally abuse an official, opponent, spectator or other person within the precincts of the Field of Play. Verbal abuse is defined as a statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

言語冒犯：球員不得在任何時候對技術官員、對手、觀眾或比賽場地內的其他人士作出言語冒犯。言語冒犯是指針對技術官員、對手、觀眾或其他人，暗示不誠實、貶低、侮辱或其他形式的冒犯語言。

- g) **Audible Obscenity:** Players shall not use an audible obscenity during their presence in the Field of Play. Audible obscenity is defined as the use of words, commonly known and understood to be profane and uttered clearly and loudly enough to be heard.

可聽見的猥褻語言：球員在球場內不得使用可聽見的猥褻語言。可聽見的猥褻語言是指使用通常被認為是粗俗的言詞，而且說得清楚而且聲音大至讓人聽見。

- h) **Visible Obscenity:** Players shall not make obscene gestures of any kind during their presence in the Field of Play. Visible obscenity is defined as the making of signs by a player with hands, body and/or racket or balls that commonly have an obscene meaning.

可看見的猥褻行為：球員在球場內不得做出任何猥褻手勢。可看見的猥褻行為是指球員用手、身體及/或球拍或球，作出帶有猥褻意味的手勢。

- i) **Unsportsmanlike Conduct:** Players shall, always conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators, and others. Unsportsmanlike conduct is defined as any misconduct by a player that is clearly abusive or detrimental to the success.

缺乏體育道德的行為：球員應以體育精神行事，尊重技術官員及對手、觀眾及他人。缺乏體育道德的行為是指球員明顯冒犯或損害對手成功的不當行為。

Appendix D - Field of play Procedures

附錄 D - 比賽區域的臨場程序

INTRODUCTION 序言

Everything that is visible and can occur within the view of spectators and media (reporters, television, and photographers) is considered field of play. From the moment an umpire or a referee enters the field of play they are bound by the field of play conduct and procedures.

任何在觀眾和傳媒（記者、電視和攝影師）視線下的狀況均被視作為比賽區域。裁判員及裁判長從進入比賽區域的一刻開始，便受到臨場守則和程序的規範。

The actions and performance of every umpire on the field of play must be uniform in all aspects – not just in conducting a match but also on the way they walk to/from the assigned playing areas, performing their pre- and post-match duties as well as interactions with players, spectators and other officials on the field of play.

所有裁判員的臨場執法和表現必須一致，不僅在賽事執法期間如是，在進 / 出指定的場區、處理賽前、賽後的工作以及在比賽區域與球員、觀眾和其他裁判人員之間的互動，均應統一。

PRE-MATCH PREPARATIONS 賽前準備

Umpires should report to the Referee - or designated assistant who handles umpire schedules - at least 55 minutes for team events, or 30 minutes for individual events, before the start of their assigned session, to prepare and get ready to perform their duties.

裁判員應在被指派執法的該節團體賽前 55 分鐘或單項賽前 30 分鐘向裁判長或其委任負責安排裁判編排的助理報到，為執法做好準備。

The umpire is responsible for the draw (team events) as well as pre-match ball selection, racket inspection and control of shirts (colour and advertisements), and in teams also shorts or skirt check. He or she should check the players' numbers or name if they are to be used and, in some events it is recommended to ask coach or player for the preferred side of bench. The umpire should ask for the name of the designated advisor in non-team events. He or she should conduct these duties at the designated area at least 20 minutes before the start of a match and make sure the choices are recorded on the scoresheet. **The umpire may delegate some duties to the assistant umpire when umpiring in pairs.**

裁判員須負責賽前的團體賽抽籤、比賽用球的挑選、檢查球拍、控制服裝（包括顏色及廣

告)，團體比賽中檢查短褲和短裙。如果球員須佩戴號碼布，亦須檢查號碼或名稱。在某些比賽時，也建議詢問球員或教練對隊席的意向。在非團體賽時，裁判員應詢問指定指導員的姓名。上述各職責應當在比賽最少 20 分鐘前在指定的區域執行，並確保這些選擇均紀錄在分紙上。當設有副裁判員時，裁判員可將部分職責委派給副裁判員。

After having done these duties, the umpire waits in the Call Area before going to field of play. The umpire team should be ready with the scoresheet and balls (as well as tested rackets when applicable). Approximately 5 minutes before the scheduled start of each match (or immediately after the end of the previous match), the umpire team starts the “walk-in procedure” to their designated table.

完成上述各職責後，裁判員應在報到處等候進入比賽場區。裁判員隊伍應備妥分紙及比賽用球（如適用，也應包括檢測過的球拍）。大約在每場賽事前 5 分鐘（或先前一場比賽結束後），裁判員隊伍開始“進場程序”到達指定的球檯。

Before entering the field of play, the umpire and assistant umpire should confer and discuss any issues pertaining to the upcoming match. They should agree on who will time the warm up period, intervals between games (typically the assistant umpire) and who will time the time-outs taken (typically the umpire). They should both be clear on how they will communicate during a match without necessarily having to confer physically between points or between games.

在進入比賽區域前，裁判員與副裁判員應商討所有與比賽執法有關的問題，應就誰掌控練習時間、局與局之間的中斷時間（一般是副裁判員）及由誰掌控暫停時間（一般是裁判員）達成共識。雙方應清楚如何在該場比賽中進行溝通，而毋須在分或局之間一起商量。

Just before entering the field of play, the umpire and assistant umpire should line up near the field of play entrance and get set to walk in together as a team. The umpire should be in front with the scoresheet and ball box held in his or her left hand. When the multi-ball system is in use, the balls are preferably brought in earlier; either by the assistant umpire or another match official, e.g. ball person.

在進入比賽區域前，裁判員和副裁判員應在賽區入口一起列隊準備進場，裁判員應站在最前，左手拿分紙和球盒。當“多球”制實施時，球應該事先由副裁判員或另一名裁判人員，例如帶球僅入場區。

Neither the umpire nor the assistant umpire should be carrying anything else in their hands into the field of play. Everything an umpire and assistant umpire require to conduct their on-court duties – pen, stop watch, net gauges (plastic and weighted), yellow/red/white cards, coin, towel

– should be in the folder used as a clipboard for the scoresheet or in their pockets and not externally visible or dangling from the uniform or around the neck. Place all handbags and personal belongings in a designated area outside the field of play. The only exception to this may be rackets which have been tested and are carried in paper envelopes (or bags if envelopes are not available) by the umpire or assistant umpire. These should be carried as if they were a folder, not a bag.

進入比賽區域時，裁判員和副裁判員手裡不應持有任何其他東西。裁判員和副裁判員所有需要的物資，如筆、秒表、度網尺（塑膠及金屬）、黃／紅／白牌、挑邊器、毛巾等均應放在用以夾放分紙的夾板內或放在口袋內，而不可外露或在掛在制服或在頸上搖晃。將手提包及私人物品放到比賽區域以外指定的地方。唯一例外的是裝著已檢測球拍的信封（沒有信封時可用袋），由裁判員或副裁判員帶入比賽區域，並且應該以攜帶文件夾的方式而不是拿手提袋般拿著。

ARRIVAL AT PLAYING AREA – RECOMMENDED WALK-IN / WALK-OUT PROCEDURES 抵達場區 – 建議的進場 / 退場程序

When the umpire team is ready, they enter the field of play in a straight line, in uniform step, with the umpire leading the way to the assigned playing area. During the feature matches on the last day there may be appropriate introductory music announcing the presentation of the players and officials to the field of play.

當裁判隊伍準備好時，由裁判員帶領以整齊的步伐，直線步入指定的賽區。在各場重要比賽中，可能會有音樂伴引及介紹出場的球員和裁判人員。

With or without introductory music, the umpire team should walk in a straight line, calmly, with deliberate step, and nominal hand motions. The objective is not to emulate a military parade, but rather a spirit that a unified team is on the way to perform an assigned task.

無論是否有音樂伴引，裁判員隊伍均應以穩定、協調的步伐、手臂自然擺動地直線前進。這目的並非要仿效軍事閱兵，而是以統一的團隊精神，執行指定的任務。

It is usual that there will be an assembly of a group of umpires to enter the field of play as a team – each proceeding to their respective table. In that case, umpires and assistant umpires will assemble at the designated staging area. Umpire teams will line up in order of their table assignments and walk into the field of play as a group, in step, following the first person in line.

通常各組裁判員會同時列隊進場，再步向各自的球檯。在這種情況下，裁判員和副裁判員須在指定的區域集合。裁判員隊伍將按照指定的球檯次序列隊，然後跟隨帶領者依次序進入指定的比賽區域。

As each team of officials reaches their respective playing area, they turn and continue according to the procedures without or with formal presentation. With formal presentation on several tables, the umpires are sometimes instructed to stand and wait until all umpire teams have arrived at their respective positions.

當每組裁判隊伍到達各自的比賽區域後，他們將轉向並視乎有沒有正式介紹儀式而繼續。當有數張球檯的正式介紹儀式時，裁判員大多被要求站立並等待所有裁判隊伍均抵達各自的隊伍位置

Without formal presentation 沒有正式介紹儀式

At the start of the match, the umpire and assistant umpire walk in to the playing area as a team. They should go to each one's station directly to start their duties, without shaking hands.

At the end of the match, after all post-match duties are completed, the umpire and assistant umpire should wait for their partner at their own station and then walk out as a team when ready, without standing at attention. The umpire is to lead when walking out.

一場比賽開始時，裁判員與副裁判員應一同步進場區。他們應各自直接到達自己的崗位開始職責，無須握手。

比賽結束時，在所有賽後職責完成後，裁判員與副裁判員應在各自的位置等待同伴，毋須立正，待雙方均完成工作便由裁判員先行一同退場。

With formal presentation 有正式介紹儀式

At the start of the match, the umpire and assistant umpire should follow the directions of the Referee / Competition Manager. Upon the entering the playing area, the umpire team stands, feet together and hands to the side. The umpire should keep scoresheet and balls in left hand in the absence of any alternative directives by the Referee / Competition Manager. If tested rackets are brought in, the umpire or assistant umpire should keep those also. There is no need to step forward when introduced, just a nod (not bow) will do.

一場比賽開始時，裁判員與副裁判員應根據裁判長 / 競賽經理的指示。進入場區後，裁判隊伍應該站立，雙腳靠攏，兩手放側。如沒有裁判長/競賽經理的其它指示，裁判員應用

左手拿著分紙及比賽用球。如帶同檢測過的球拍，裁判員或副裁判員應保管它們。當介紹裁判員時，他們毋須站前一步，只須點頭（非鞠躬）便可。

At the end of the match, after all post-match duties are completed, the umpire and assistant umpire should wait for their partner at the designated spot as directed by the Referee / Competition Manager. If no instruction is given, the umpire and assistant umpire should wait for his or her partner at their own station and then walk out as a team when ready, without standing at attention. The umpire is to lead when walking out.

比賽結束時，在所有賽後職責完成後，裁判員與副裁判員應根據裁判長 / 競賽經理的指示在各自的位置等待同伴。如沒有指示，裁判員與副裁判員應在各自的位置等待同伴，毋須立正，待雙方均完成工作便由裁判員先行一同退場。

An umpire should never step over any barrier. He or she should always open a space between two barriers, step around gently, and close that space after passing through.

裁判員決不要跨越任何障礙物。應該在兩塊圍板之間打開一個缺口，慢慢行過，然後隨手把這個缺口關上。

There may be a designated entry point for the umpire team to enter each playing area. Typically, the entry point into each playing area should be one of the nearest corners on the side of the umpire's chair.

每個場區都會有指定的裁判隊伍出入口。出入口一般都是最靠近裁判椅的其中一個角落。

When available, the field of play announcer should present the umpires to the spectators and the media by name and association.

當有安排場地播音宣佈員時，他應向觀眾及傳媒介紹裁判員的姓名和所屬協會。

Under some conditions - typically during feature matches - players will also walk in with or after the umpire team. The normal order is umpire-players-assistant umpire. In that case, players, pairs or teams would stand next to the umpire and the other players, pairs or teams would stand next to the assistant umpire.

在某些情況下，特別是重要的比賽，球員將與裁判員會合一起進場。一般的次序是：裁判員-球員-副裁判員。在這種情況，其中一名 / 對 / 隊的球員將站在裁判員的一側，另一名 / 對 / 隊的球員則站在副裁判員的一側。

PRE-MATCH PROCEDURE 賽前的處理程序

Before the start of the warm up period, the umpire should:

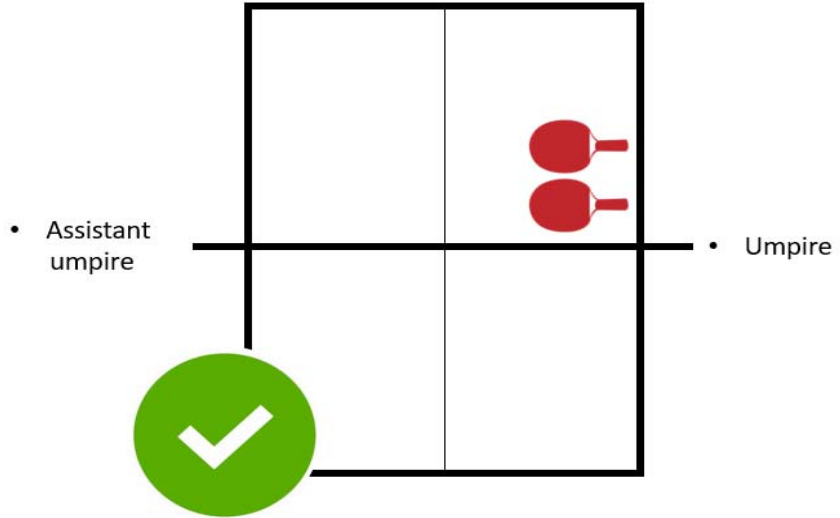
在賽前的熱身練習前，裁判員應該：

If a touchpad is in use, follow the Referee's instructions for beginning procedures.

若有使用觸控板，請依照裁判長的開始程序指示。

Complete racket checks. If rackets have been checked pre-match, which will be the case in most major tournaments, rackets will be brought to the table in paper envelopes (or bags). The umpire (or assistant umpire) takes the rackets out of the envelopes and places the rackets on the same half of the table for the players to pick up. Place the rackets so that no part extends outside the table to minimize the risk of falling off. It is recommended rackets are placed with the coloured side up. Do not hand the envelopes containing the rackets to the players. For full details of workflow procedures regarding racket checking please refer to the URC page of the ITTF web site.

完成球拍檢查。在大部份重要賽事中，球拍應已進行賽前檢查，並裝入信封（袋）帶到球檯。裁判員（或副裁判員）從信封拿出球拍，放在球檯的同一個半區內，讓球員自行取回。放球拍時，留意不要將球拍任何部分露出球檯，以減低球拍掉下的風險。同時也建議球拍以紅色向上。不要將裝有球拍的信封遞給球員。有關詳盡球拍檢測的流程可參閱國際乒聯裁判員及裁判長委員會的網頁，以瞭解有關球拍檢測的流程。



- Check shirt colour, if not completed earlier
檢查球衣的顏色，如果之前沒有完成
- Check short/skirt colour (in doubles/team), if not completed earlier
檢查團體賽球隊短褲 / 裙，如果之前沒有完成
- Check player numbers (neatly pinned and advertisement fully visible) or names, if required by the Referee or organising committee
檢查球員號碼（整齊扣好，沒遮擋廣告）或名字，如果裁判長或組委會要求佩戴
- Confirm the designated advisor for non-team events
在單項比賽時，確定場外指導者
- Perform the coin toss to determine serving/receiving and choice of ends
以擲毫抽籤決定發球 / 接發球次序和方位
- Ensure the assistant umpire is ready to start the stop-watch for the practice period if he or she is keeping time
如果副裁判員負責練習時間的計時，確保他已準備好啟動秒表
- Complete the relevant information on the scoresheet
填妥分紙上所需資料
- Sit in the umpire's chair for the duration of the practice period.
在球員練習時段，坐在裁判椅上。

While the umpire is conducting his or her duties with the players, the assistant umpire should:

當裁判員與球員在執行有關工作時，副裁判員應該：

- Ensure the point and game indicators are cleared to blank. Once both players or pairs are present in the court change the game indicators to 0-0
確保比分和局分為空白。當雙方球員到達場區後，將分牌上的局分翻揭至「0」：「0」
- Check the net clamps are fastened tightly to the table and don't leave the cord hanging
檢查網夾牢牢地安裝在球檯，懸網繩不從網柱上垂下來
- Check the net tension and height

檢查球網的張力和高度

- Check the cleanliness of the table and floor – remove any debris

檢查球檯和地板是否乾淨，並清理任何碎屑

- Organise and straighten out surrounds

將圍板整齊排列

- Place name cards in proper place, if provided by the referee or organising committee

將球員名牌放在合適的地方，如果裁判長或組委會提供使用

- Start the stop-watch as soon as the practice starts

當練習一開始，立即啟動秒錶

- Sit in the assistant umpire's chair during the remainder of the practice period.

完成上述工作後，在練習的餘下時間，坐在副裁判員椅上。

Occasionally the umpire's chair does not have a table or place to put the scoresheet. In this case it is recommended that the assistant umpire completes the scoresheet.

有時裁判員座椅上沒有小檯板或擺放分紙的地方，在這情況下，建議由副裁判員負責填寫分紙。

START OF THE MATCH 開始比賽

At the start of the first game:

第一局比賽開始：

- When time is up, whoever is keeping the time should raise his or her hand and call "Time".

當練習時間結束，負責計時的裁判員或副裁判員應舉高手臂並宣布「時間到」

- Ensure that the server has the ball before making any announcement. Do not ask for the ball back before making the announcement and then subsequently give it back after the announcement as this is not a good presentation.

在宣布前應確保發球員已拿到比賽用球。不要在宣布前向球員取回，待宣布後又交還給他，因為這並非良好的展示方式。

- When the server is ready, glance to see that the receiver is ready.

當發球員已準備好時，同時看接發球員一眼，以確知他已準備好

- Announce the players' family names

“Keen versus Boll”

“First game”

宣布球員的姓氏

「凱恩對波爾」

「第 1 局比賽」

- Point to the server and call;

“Keen to serve”

“Love all” or “Zero-Zero”

指向發球員並報：

「凱恩發球」

「0 對 0」

As soon as the umpire announces “love all” the assistant umpire changes the score to 0-0, the timekeeper starts the stopwatch, and the match begins.

在裁判員宣布「0 對 0」的一刻，副裁判員接著將比分翻揭到「0」：「0」，計時員啟動秒錶，比賽開始。

The umpire should make every effort to pronounce the name of each player correctly. If unsure about the pronunciation – ask the player while conducting racket check.

裁判員應盡量準確地報出每位球員的名字。如不肯定其發音，應在檢查球拍時向球員查詢。

In a team match, use the team name instead of the player's name.

在團體賽中用隊名代替球員名字。

DURING MATCH PROCEDURE 比賽過程中

See diagram in Appendix C for proper and uniform hand signals, and explanation of when and how to use them.

有關正確及統一的手號、何時及如何使用的註釋，請詳閱附錄 C 的圖解。

During the match, the umpire should:

在比賽過程中，裁判員應該：

- Call the score in a clear and audible voice at a level that a person sitting at the coach's chair can hear and understand the calls

以清晰的聲線報分，使坐在教練席的人士亦能聽到及明白

- Time the play or designate the assistant umpire to time each game

為比賽計時，或指定由副裁判員為每局比賽計時

- Monitor and enforce the service laws

控制及執行發球的球例

- Monitor and enforce the behaviour regulations

控制及執行行為表現的規程

- Make sure the players leave the rackets on the table between games, unless it is strapped to their hand

在局與局之間，確保球員的球拍放在球檯上，除非球拍已綁在球員的手上

- Make sure play is continuous with no excessive delays during towelling or time out periods

確保比賽的連續性，抹汗及暫停時間不可拖延

- Monitor and enforce the advice regulations

控制及執行場外指導的規程

- During authorised intervals the assistant umpire collects the ball and hands it to the umpire to retain until the end of the interval, unless multiball.

在認可的中斷時間，副裁判員應檢回比賽用球，將其交給裁判員保管直至中斷時間結束。

END OF GAME PROCEDURE 一局比賽結束的程序

At the end of a game the umpire should:

在一局比賽結束時，裁判員應該：

- Call the score, point to winner, and announce “Game to Keen”
報分，指向勝方球員，並宣布「凱恩勝第1局」
- Record the score on the scoresheet
在分紙上記錄比分
- The assistant umpire collects the ball and hands it to the umpire to retain until the start of the next game
副裁判員拾回比賽用球並將球交給裁判員保管，直至下一局比賽開始
- When the multi-ball system is in place, the balls should always be kept by the assistant umpire, and the assistant umpire should also hand/throw the balls to the players, from the very first point and throughout the match.
當“多球”制實施時，球應該由副裁判員保管，而副裁判員應從第一分開始至整場比賽將球交給 / 拋給球員。

START OF GAME PROCEDURE 一局比賽開始時的程序

At the start of other games, the umpire should:

下一局比賽開始，裁判員應該：

- Hand the ball to the server; if the multi-ball system is being used, the assistant umpire will give the ball to the server
將比賽用球交給發球員；當“多球”制實施時，球應該由副裁判員交給發球員
- When the server is ready, glance to see that the receiver is ready
當發球員已準備好時，同時看接發球員一眼，確定接發球員已準備好
- Announce
“Second game”

宣布「第2局比賽」

- Point to the server and call;

“Boll to serve”

“Love all” or “Zero-Zero”

指向發球員並報

「波爾發球」

「0 對 0」

As soon as the umpire announces “love all” the assistant umpire changes the score to 0-0, the timekeeper starts the stopwatch, and the game begins.

在裁判員宣布「0 對 0」的一刻，副裁判員接著將比分翻揭到「0」：「0」，計時員啟動秒錶，下一局開始。

POST MATCH ANNOUNCEMENT 賽後宣布

At the end of a match the umpire should:

一場比賽結束，裁判員應該：

- Call the score, point to winner, and announce “Game and match to Keen”

“Keen wins 4 games to 3”

and in a team match

“Netherlands leads by 1 match to 0” or “Netherlands and Germany 1 match all” or “Netherland wins 4 games to 3”

報分，指向勝方球員，並宣布「凱恩勝第7局」

「比賽結果凱恩勝 4 比 3」

在團體比賽則宣布：

「荷蘭以 1 比 0 領先德國」或「荷蘭與德國打成 1 比 1 平手」或「荷蘭以局數 4 比 3 勝德國」

POST MATCH PROCEDURE 賽後的處理程序

After the match the umpire should:

比賽結束，裁判員應該：

- Record the score on the scoresheet

在分紙上記錄比分

- Obtain the players' signatures in an individual match or the team captains' signatures in a team match (if required by referee)

單項比賽裁判員要求球員在分紙上簽名，團體比賽則由隊長簽名（如果裁判長要求）

The assistant umpire returns the score indicator to blank, collects the balls, racket(s) if necessary and returns the playing area to a proper condition.

副裁判員將分牌回復空白。收拾好比賽用球及球拍（如有需要），將場區還原到正常的狀況。

END OF MATCH – UMPIRES WALKING OUT 比賽結束 - 裁判員退場

At the end of the match, after all post-match duties are completed, the umpire and assistant umpire should wait for their partner at their own station and then walk out as a team when ready, without standing at attention.

一場比賽結束時，在所有賽後職責完成後，裁判員與副裁判員應在各自的位置等待同伴，毋須立正，待雙方均完成工作便由裁判員先行一同退場

With formal presentation, the umpire and assistant umpire should wait for their partner at the designated spot as directed by the Referee / Competition Manager.

當有正式介紹儀式，裁判員與副裁判員應根據裁判長 / 競賽經理的指示在指定位置等待同伴。

The umpire leads the way with the scoresheet/folder in the left hand and the assistant umpire following in step with the umpire - no accompanied music.

裁判員以左手拿著分紙 / 夾板，行在前方，副裁判員隨後，退場時沒有音樂伴引。

The umpire team returns the scoresheet correctly completed (double-checked by both umpire and assistant umpire) directly to the referee's desk for signature. The referee (or designated

deputy referee on duty) should check the scoresheet for completeness and accuracy; sign the scoresheet and forward it for results processing.

裁判員隊伍將填寫正確的分紙（已由裁判員及副裁判員覆檢）直接交到裁判長席等候簽署。裁判長（或指定的當值副裁判長）應檢查分紙是否填寫完整和正確；簽署後送交成績處理。

Umpires should not linger or walk around the field of play once their assigned duties are completed. If they wish to watch other matches in progress, they should proceed outside the field of play to the viewing areas open for officials and spectators.

裁判員在完成任務後，不應該在賽區內逗留或走動，如果希望觀看其他正在進行的賽事，應該離開賽區，並到開放給裁判人員和觀眾的觀眾席。

SUMMARY 總結

While on the field of play – for any reason – umpires, referees and evaluators should be in designated dress code or uniforms, alert and aware of their surroundings, and mindful how their presence and conversations might affect ongoing play or visual perceptions.

無論任何原因，凡在比賽區域的裁判員、裁判長、評核員必須穿著指定服飾或制服，對周圍的環境保持警覺，須留意他們的出現及對話可能對賽事進行或視線構成影響。

Umpires should refrain from engaging players in idle chat before, during or after a match. An umpire may respond to a player's question or explain a call made but should not initiate a discussion on non-match related matters.

裁判員應避免在賽前、比賽中或賽後與球員閒聊。裁判員可以回答球員的查詢或解釋其判決原因，但不應討論與比賽無關的事宜。

While in uniform, officials should be mindful that they represent their associations and, most importantly, that their actions reflect on all officials. During international events, all foreign umpires are guests of the host association and should respect their traditions and social customs inside and outside the field of play.

當裁判人員穿著制服時，應注意他們正代表著其所屬協會，更重要的是他們的行為亦反映著所有裁判人員。在國際賽事中，所有來自外地的裁判人員均為主辦協會的賓客，無論賽場內外，他們都應當尊重當地的傳統和風俗習慣。

Under no circumstances should umpires engage spectators or members of the media with matters

relating to their conduct or the conduct of other officials. All such matters should be directed to the referee or Tournament Director.

在任何情況下，裁判員都不得就其個人或其他裁判人員的行為表現與觀眾或傳媒接洽，所有這類事宜應交由裁判長或賽事總監處理。

Training videos on procedures can also be found on the URC website:

有關程序的訓練視像可在裁判員及裁判長委員會網頁找到:

Appendix E - Uniform for International Umpires

附錄 E - 國際級裁判員制服

The ITTF Umpires and Referees Committee (URC) has adopted the following uniform colour combinations for umpires and referees working at major ITTF events.

國際乒聯裁判員及裁判長委員會為參與國際乒聯大型賽事的裁判員及裁判長制定了下列的劃一制服顏色組合。

International Umpires working at other ITTF events may wear their National Uniform (if one exists) or the ITTF International Umpire Uniform.

國際級裁判員在其他的國際乒聯賽事執法時，可穿著其國家的制服（如適用）或國際乒聯的國際級裁判員制服。

The objective of a uniform dress code for across multiple associations is not to stifle individuality, self-expression or national identity, but to have near uniformity in presentation of officials for spectators and TV coverage.

在跨越屬會中穿著劃一制服的目的並非要抹煞個人自我表達風格或國家身份，而是對觀眾及在電視轉播時，裁判人員能夠有近乎一致的表現。

Umpire and Referee uniform provided by Organisers (e.g. WTT, Continental Associations)

由賽會提供的裁判員及裁判長制服（例如「世界乒乓球」或各洲聯盟）

	Men 男子	Women 女子
Umpire Shirt / Blouse 裁判員襯衣 / 女士襯衫	Short or long sleeved shirt with collar 短袖或長袖有領襯衣	Short or long sleeved shirt or dress blouse with collar 短袖或長袖有領襯衣或女士襯衫
Umpire Pants / Skirt 裁判員長褲 / 裙	Black dress pants / trousers 黑色長褲 / 西褲	Black dress pants or skirt, which should be just above or below knee height at a length which will allow umpire to be seated comfortably in public 黑色長褲或裙，裙的長度應大概在膝蓋水平並使裁判員在公眾場合坐下時感覺舒適

Referee Shirt / Blouse 裁判長襯衣 / 女士襯衫	Shirt or long sleeve dress shirt with collar 深藍色 短袖或長袖有領襯衣	Short or long sleeve dress shirt or dress blouse with collar 深藍色 短袖或長袖有領襯衣或女士襯衫
Referee Pants / Skirt 裁判長長褲 / 裙	Black dress pants / trousers 黑色 長褲 / 西褲	Black dress pants or skirt, which should be just above or below knee height at a length which will allow umpire to be seated comfortably in public 黑色 長褲或裙，裙的長度應大概在膝蓋水平並使裁判員在公眾場合坐下時感覺舒適
Jacket (for cold weather) 外衣（天氣寒冷時）	Navy blue single breasted tailored jacket / blazer to be worn over the shirt 穿著在襯衣外的海軍藍色單襟外衣或夾克	
Belt – if worn 皮帶（如配戴）	Black dress / leather belt with a small buckle 有小扣的 黑色 皮帶	
Shoes 鞋	Black dress or sports shoes with non-marking soles; women’s high-heeled shoes are not to be worn 黑色 的皮鞋或鞋底不褪色運動鞋，女士的高跟鞋絕不容許	
Socks 襪子	Black ankle length or higher socks 到腳踝或更高的 黑色 襪子	Hosiery when worn with skirt 穿著裙子時穿長絲襪

Standard full dress Umpire uniform, for working in mild /air-conditioned environments

在一般或空調的環境下的裁判員標準服裝

	Men 男子	Women 女子
Jacket / Blazer 外衣或夾克	Solid Navy Blue single breasted - tailored jacket / blazer 深海軍藍色 單襟外衣或夾克	
Shirt / Blouse 襯衣 / 女士襯衫	Light blue dress shirt with collar 淺藍色 有領襯衣	Light blue dress blouse with collar 淺藍色 有領女士襯衫

Pants / Skirt 長褲 / 裙	Black dress pants / trousers - But referee can decide to use Khaki pants/trousers 黑色長褲 / 西褲，但裁判長可決定穿著卡其色或棕色長褲 / 西褲	Black dress pants or skirt, which should be just above or below knee height at a length which will allow umpire to be seated comfortably in public - But referee can decide to use Khaki pants/skirts 黑色長褲或裙，裙的長度應大概在膝蓋水平並使裁判員在公眾場合坐下時感覺舒適，但裁判長可決定穿著卡其色或棕色長褲或裙
Belt – if worn 皮帶（如配戴）	Black dress / leather belt with a small buckle 有小扣的黑色皮帶	
Shoes 鞋	Black dress or sports shoes with non-marking soles. High-heeled shoes are not to be worn. 黑色的皮鞋或鞋底不褪色運動鞋，高跟鞋絕不容許	
Socks 襪子	Black ankle length or higher socks 到腳踝或更高的黑色襪子	Hosiery when worn with skirt 穿著裙子時穿長絲襪
Sweater (Optional for cold weather) 毛衣（寒冷天氣時可穿著）	Solid Navy Blue sweater worn under the jacket if the temperature inside or outside the playing hall is too cold. 假如場館內或外面溫度太低，可在外衣內面加穿 深海軍藍色 毛衣。	
Hats and other head gear 帽子及其他頭飾	None – unless approved by the Referee 無，除非得裁判長批准	

Standard light dress Umpire uniform for working in hot /non air-conditioned environments

在炎熱或沒空調的環境下的裁判員標準輕便服裝

	Men 男子	Women 女子
Jacket / Blazer 外衣或夾克	None 無	
Shirt / Blouse 襯衣 / 女仕襯衫	Light blue short-sleeve dress shirt with collar. NO T-SHIRTS. 淺藍色短袖有領襯衣，但不可穿著無袖運動衣	Light blue dress blouse with collar 淺藍色有領女士襯衫

Pants / Skirt 長褲 / 裙	Black dress pants / trousers - But referee can decide to use Khaki pants/trousers 黑色長褲 / 西褲，但裁判長可決定穿著卡其色或棕色長褲 / 西褲	Black dress pants or skirt, which should be just above or below knee height at a length which will allow umpire to be seated comfortably in public-s 黑色長褲或裙，裙的長度應大概在膝蓋水平並使裁判員在公眾場合坐下時感覺舒適
Belt – if worn 皮帶（如配戴）	Black dress / leather belt with a small buckle 有小扣的黑色皮帶	
Shoes 鞋	Black dress or sports shoes with non-marking soles. 黑色的皮鞋或鞋底不褪色運動鞋	
Socks 襪子	Black ankle length socks 到腳踝的黑色襪子	Hosiery when worn with skirt 穿著裙子時穿長絲襪

Appendix F - Para Table Tennis Rules and Regulations

附錄 F - 殘疾人士乒乓球規則和規程

With the merger of IPTTC with ITTF, the laws and regulations are now an integral part of the ITTF rules. For further information on ITTF Para Table Tennis Division please go to the ITTF website <http://www.ittf.com> More/Para Table Tennis or <http://www.iptc.org/>

鑒於國際殘疾人乒乓球委員會已合併至國際乒聯，其規則和規程現成為國際乒聯規則必備的部份。有關國際乒聯殘疾人乒乓球部門的資訊，請查閱國際乒聯網頁

<http://www.ittf.com> More/Para Table Tennis or <http://www.iptc.org/>

GENERAL 概覽

Athletes with a disability are separated into classes, depending on lesions and limitations described in a classification system. An international classification panel is responsible for classifying players at international events.

運動員的殘疾級別乃根據級別鑑定系統中所描述的殘疾和身體活動限制而訂，國際級別鑑定小組負責在國際比賽中對球員進行分級。

- Class 1-5 for wheelchair players
1-5 級是輪椅組球員
- Class 6-10 for standing players
6-10 級是站立組球員
- Class 11 for players with an intellectual disability
11 級是智障運動員

The lower the number of the class, the more severe the disability.

等級越低，殘疾程度越嚴重。

After they have been classified at an international level, all players hold an international classification card (ICC) that specifies the sport class and sport class status. The ICC contains sections indicating any physical limitations (e.g. in making a legal service) or permanent requirements for medical reasons (strapping, binding, corset, modified wheelchair).

球員在國際比賽進行級別鑑定後，均會持有國際級別鑑定咭（ICC）以註明其運動等級和運動等級狀況。國際級別鑑定咭亦列出球員身體機能上的限制（例如在合法發球方面）

或由於醫療原因的常設需要（捆、綁、緊身衣，改裝的輪椅）。

If a player plays in an international championship for the first time and does not have an ICC, his or her Association will give him or her a temporary classification. He or she will be then classified at the championships and be assigned a sports class and sports class status. It is also sometimes necessary for players, over time, to be reclassified due to a progressive disability or lesser disability due to recovery. They are specified in a list communicated to the appointed Classifiers, Referee and Organising Committee before the relevant tournament. The classification or review for specified players is organised by classifiers the day before the start of the tournament and is concluded before the referee conducts the draw for the singles events, taking into account any changes to players' classification.

如果球員第一次參加國際錦標賽時沒有國際級別鑑定咭，其協會將會為他給予臨時的級別鑑定，然後在該錦標賽中將被進行級別鑑定，以註明運動等級和運動等級狀態。由於殘疾程度的發展或康復，在一段時間後，球員可能需要重新進行級別鑑定。在相關比賽開始前，應將名單通知指定的級別鑑定師、裁判長和組委會，並作具體說明。級別鑑定師須在比賽開始前一天為指定的球員進行級別鑑定或複檢，並在裁判長進行單項抽籤之前完成，以便將球員級別的任何變更，一併予以考慮。

If a player has deliberately misled the classifiers he or she may not be permitted to compete at the discretion of the Referee and may face further sanctions from the ITTF.

如果球員刻意誤導級別鑑定師，則有可能被裁判長拒絕參加比賽，並可能面臨國際乒聯進一步的處分。

If a player must use a belt (around the waist) and/or a corset due to his or her disability, he or she must prove that it is required to the satisfaction of the classification panel. The onus is on the player to draw attention to the use of such equipment to the Chief Classifier, either for the initial or review of classification. Permission for use of a belt and/or a corset may be given under the following conditions:

如果球員由於殘疾原因必須使用腰帶及 / 或緊身衣，則必須提供相關證據並得到級別鑑定小組的相信。球員有責任在首次級別鑑定或複檢時讓首席級別鑑定師知悉其使用這些裝備。在下列情況下可容許使用腰帶及 / 或緊身衣：

- permanent – this must be written on the player's international classification card (ICC) by the Chief Classifier at the relevant international tournament.

- 永久 — 在相關的國際比賽中，必須由首席級別鑑定師在其國際級別鑑定咭（ICC）註明。
- temporary – the player must provide a full explanation from his or her own doctor who must certify the period which the belt and/or corset is/are required. This certificate must be signed and dated by the medical doctor and submitted to the Chief Classifier at the relevant tournament. The player must report this to the Referee before the start of competition in which he or she participates.
 - 臨時 — 球員必須提供醫生的詳細解釋以證明他在該期間必須佩戴腰帶及 / 或緊身衣。這個證明必須由醫生簽署及註明日期，然後提交予相關比賽的首席級別鑑定師。球員必須在所參加的比賽開始前向裁判長報告此事。

WHEELCHAIRS 輪椅

Wheelchairs must have at least two large wheels and one small wheel at the start of and throughout a rally. If, for any reason during a rally these conditions are not met, then the rally must be stopped immediately and a point awarded to his or her opponent. If a wheel becomes dislodged during play, the referee may allow a short time before the next rally to reattach the wheel.

在一個回合開始時及在整個回合中，輪椅必須有至少兩個大輪和一個小輪。無論任何原因，如果在回合期間，違反了這些條件，該回合必須立即被中止，並判對方得 1 分。若輪子在比賽中脫落，裁判員可在下一次回合前給與短暫時間重新固定輪子。

In individual and team events, no part of the body above the knees may be attached to the chair as this could improve balance. However, should a player require some strapping or binding for medical reasons, this must be noted on his or her classification card and it will be taken into account when assessing the player's sports class.

在單項和團體賽中，膝蓋以上身體的任何部位都不能綁在輪椅上，因為這會改善平衡。但球員若由於醫療原因需要作某些捆綁時，必須在其級別鑑定咭內註明，並在對球員進行運動等級評估時加以考慮。

The height of one or maximum two cushions is limited to 15 cm in playing conditions with no other addition to the wheelchair.

比賽時，輪椅可以有一個或最多兩個坐墊，其高度限制在 15 釐米以內，且不能再有其他附加物。

Should additions of supporting structures be made to the wheelchair, whether attached to the wheelchair or not (except cushions), players must ask for a classification or a re-classification in this modified wheelchair. Any additions to the wheelchair without re-classification and authorization written on the ICC shall be considered as illegal and the player may be disqualified.

如果需在輪椅上額外附加支撐結構，無論是否固定在輪椅上（坐墊除外），球員必須就這張輪椅的改裝要求分級或重新分級。任何在輪椅的額外附加結構，如果沒有重新分級及在國際級別鑑定咭上註明已獲許可，將被視為不合法，球員亦可能被取消資格。

2.10.1 Unless the rally is a let, a player shall score a point.

在一回合中，除判重發球外，在下列情況球員應獲判得一分：

CONTACT WITH WHEELCHAIR 跟輪椅的接觸

2.10.1.14 if **both** players or pairs are in a wheelchair due to a physical disability and

如果**雙方**球員或雙打配對由於身體殘疾而坐輪椅，

2.10.1.14.1 his or her opponent does not maintain a minimum contact with the seat or cushion(s) with the back of the thigh, when the ball is struck;

對手擊在球時，其大腿後部未能和輪椅或座墊保持最低限度的接觸；

A player who is in a wheelchair due to a physical disability and who does not maintain a contact with the seat or cushion with the rear side of at least one of the thighs just before striking the ball is considered to be gaining an unfair advantage and the opponent is awarded a point. (HMO 12.1.6)

由於身體殘疾而坐輪椅的球員，在擊球前，若未能以最少一條大腿的後部與輪椅座位或座墊保持接觸，將被視為不公平得益，對方可獲得一分。(HMO 12.1.6)

CONTACT WITH TABLE 跟球檯的接觸

2.10.14.2 his or her opponent touches the table with either hand before striking the ball;

對手擊球前，任何一隻手觸及比賽球檯；

If a player is in a wheelchair due to a physical disability, he or she may only touch the table with his or her racket hand to restore balance, only after a shot has been played, provided the playing surface does not move. The player is not allowed to use the table as an extra support before striking the ball. Similarly, the player may not use his or her free hand on the table as an extra support, or touch the playing surface at any time during the rally. In a doubles match this applies

to both players. (HMO 12.1.7)

由於身體殘疾而坐輪椅的球員，只有在擊球後才可以用執拍手接觸球檯以恢復身體平衡，但仍不能移動比賽檯面。球員不可在擊球前以球檯作為額外的支撐。同樣地，球員亦不可以將他的不執拍手放在球檯作為額外的支撐或在回合內任何時間觸及比賽檯面。以上限制均適用於雙打比賽中的兩位球員。(HMO 12.1.7)

CONTACT WITH FLOOR 跟地面的接觸

2.10.14.3 his or her opponent's footrest or foot touches the floor during play.

對手的腳踏或腳觸及地面

WHEEL OR FOOT CROSSING CENTRE LINE 輪或腳超越中線

2.10.1.15 if, where an opposing doubles pair includes at least one player in a wheelchair, any part of the wheelchair or a foot of a standing player crosses an imaginary extension of the centre line of the table

雙打比賽若對手最少有一位為輪椅球員，其輪椅的任何部份或其站立比賽球員的腳部超越球檯中線的假定延長線

If any part of a player's wheelchair protrudes beyond the imaginary extension of the centre line of the table, the umpire will award a point to the opposing pair. This also applies when a "mixed" pair (one standing and one wheelchair) are playing together. Either player may return the ball (after initial service and return), but each player has to remain in his or her own half of the court. No part of the player's wheelchair can cross the imaginary extension of the centre line and the standing player cannot put a foot over this line either. (HMO 14.1.4)

倘若球員輪椅的任何部分越過了球檯中線的假定延長線，裁判員應判對方得一分，這也同樣適用於「混合」（一位站立和一位坐輪椅）配對的比賽。在按照原訂次序的發球和接發球後，雙打配對中的任何一位都可以作出回擊，但是各球員必須保持在自己的半區。輪椅球員的任何部份均不得越過球檯中線的假定延長線，站立球員的腳也不能越過此線。(HMO 14.1.4)

TABLE 球檯

3.2.1.4 Table legs shall be at least 40 cm from the end line of the table for wheelchair players.

輪椅運動員比賽球檯的檯腳應距離球檯端線最少 40 厘米。

Tables shall allow access to wheelchairs without obstructing the player's legs and shall allow access to two wheelchairs for doubles.

球檯應該有足夠空間予輪椅，以免阻礙球員的雙腿，雙打時，更應有足夠空間予兩部輪椅。

CLOTHING 服裝

A player may not normally wear any part of a tracksuit during play but in some circumstances the referee may give permission for him or her to do so. Examples of such circumstances are extremely cold in the playing hall, with the consequent risk of muscle strain, or a leg disability or injury that the player prefers to keep covered. If a tracksuit is worn in play, it must comply with the requirements for playing clothes. A player with a physical disability, either in a wheelchair or standing, may wear the trousers portion of a tracksuit during play, without the permission of the referee, but jeans are not permitted. (HMO 8.5.1)

在一般情況下，球員均不可穿著任何長運動服參加比賽；但在某些情況下，裁判長亦可予以批准，例如比賽場館非常寒冷、有拉傷肌肉的危險或球員因腿部殘疾或受傷而希望予以遮蔽等。若穿長運動服比賽，也必須符合比賽服裝的有關要求。輪椅組或站立組肢體殘障的球員，毋須得到裁判長的批准，在比賽中亦可以穿長運動褲，但禁止穿牛仔褲。(HMO 8.5.1)

RACKET COVERING 球拍覆蓋物

The covering should extend to the limits of, but not beyond, the blade, but some tolerance may be allowed. The referee must decide what is acceptable and advise his or her umpires accordingly but, as a guide, ± 2 mm would be an acceptable margin to most referees. This may particularly be the case with Para class 1 and 2 players as they often use their racket hand to push themselves back up into a sitting position after striking the ball, and, in doing so, touch the table top with their rackets. Thus, an overhang can help to protect the tabletop and a slightly larger margin may be allowed. (HMO 7.1.1)

覆蓋物必須覆蓋底板，不得超越其邊緣，但有一定的寬限。可接納的寬限程度由裁判長決定，裁判員須按照其決定來執行；作為參考，大多數裁判長接納的寬限程度通常是 ± 2 毫米。這特殊情況尤其會在 1 級和 2 級的殘疾球員出現，他們在擊球後通常會借助執拍手觸及檯面，並將自己的身體推回到坐姿；凸出的覆蓋物可以幫助保護球檯表面，因此容許的幅度可稍大一點。(HMO 7.1.1)

ORDER OF PLAY – DOUBLES 比賽次序 - 雙打

2.8.3 In doubles, when at least one player of a pair is in a wheelchair due to a physical disability, the server shall first make a service, the receiver shall then make a return but thereafter either player of the disabled pair may make returns.

在雙打比賽中，若一方有球員由於身體殘障而坐輪椅作賽時，先由發球員發球，再由接發球員回擊，之後該方可由任何一位球員作出回擊。

When a doubles pair comprises two players who are in wheelchairs due to a physical disability, the server first makes a service and the receiver makes a return, but thereafter either player of the disabled pair may make a return. (HMO 14.1.4)

由於身體殘疾而坐輪椅的球員組成的雙打配對，發球員首先發球，然後接發球員回擊，隨後雙打配對的任何一人都可以回擊。(HMO 14.1.4)

RELAX SERVICE REQUIREMENTS 放寬發球規定

2.6.7 Exceptionally, the umpire may relax the requirements for a correct service where he or she is satisfied that compliance is prevented by physical disability.

若裁判員認為球員由於身體殘障以致未能嚴格遵守某些合法發球的規定，他可以酌情放寬有關規定。

The umpire may relax the requirements for a correct service if he or she is satisfied that that compliance is prevented by a physical disability. This will always be done for Class 1 and Class 2 players. The player's international classification card contains a section indicating any physical limitations that the player may have affecting compliance with the requirements of a correct service e.g. where a player with disability is either not able to straighten his or her palm or does not have a hand, the player may serve with a curved palm or toss the ball from his or her stump. (HMO 10.7.1)

如果確信球員因身體殘疾而無法遵守合法發球的規定，裁判員可以放寬要求，這通常適用於 1 級和 2 級的球員。球員的國際級別鑑定卡會載有其身體限制的資料，以說明可能會影響其遵守合法發球的規定，例如一名殘疾球員手掌無法伸直或根本沒有手掌，該球員發球時可以彎曲手掌或在斷肢位置拋球。(HMO 10.7.1)

LET SERVICES 重發球

2.9.1.5 If the receiver is in wheelchair owing to a physical disability and in service the

ball, provided that the service is otherwise correct,

若接發球員由於身體殘障而坐輪椅作比賽，在合法的發球出現以下情況：

2.9.1.5.1 after touching the receiver's court returns in the direction of the net;

球在觸及接發球方的檯區後向球網方向回彈；

2.9.1.5.2 comes to rest on the receiver's court;

球在接發球方的檯區停下來；

2.9.1.5.3 in singles leaves the receiver's court after touching it by either of its sidelines,

單打賽時，球在觸及接發球方的檯區後，從邊線的方向離開檯區。

If the receiver is in a wheelchair due to a physical disability, the rally is a let if the ball comes to rest on the receiver's court, or after touching the receiver's court returns in the direction of the net, or in singles, leaves the receiver's court after touching it by either of the sidelines. This is because a player in a wheelchair, by definition, is restricted in the extent of his or her ability to stretch and a service returning towards the net or going out from the sidelines is regarded as unfair. The ball can cross the sideline after one or more bounces. However, in singles play and where the ball is traveling towards the sideline, if the receiver strikes the ball before it crosses a sideline or takes a second bounce on his or her side of the playing surface, the service is considered good and no let is called. (HMO 11.5.1)

若球員因身體殘疾需坐輪椅，如果發球時球停在接發球方檯區、或在觸及接發球方檯區後向球網方向回彈、或在單打比賽中，在觸及接發球方檯區後，從其一側邊線離開，該回合應被判為重發球。因為按照定義，輪椅球員的伸展能力受到限制，如果發出的球朝著球網方向回彈或從邊線處離開球檯，對該球員不公平。球可以在球檯彈跳一次或多次後才越過邊線。然而，在單打比賽中，當球向邊線方向運行時，如果接發球方在球越過邊線前或在本方檯區內第二次彈起前已將球擊出，該球均被視為合法發球，毋須判重發球。(HMO 11.5.1)

LEAVING RACKET ON THE TABLE 球拍留在球檯上

3.4.2.5 Unless otherwise authorised by the umpire, players shall leave their rackets on the table during intervals; but if the racket is strapped to the hand, the umpire shall allow the player to retain his or her racket strapped to the hand during intervals.

法定休息時間內，球員必須將球拍放在球檯上，若得到裁判員特許者例外。

若球拍是捆綁在運動員手上時，裁判員應允許運動員在休息時段內毋須除下該球拍。

Players must leave their rackets on the table during the intervals between games and other authorised intervals and must not remove them without the specific agreement of the umpire. If, with the agreement of the umpire, a player removes his or her racket during an interval for any reason, the umpire and the opponent must be given the opportunity to inspect the racket, or its replacement, before the next game starts. The only exception to this is a disabled player whose racket is strapped to his or her hand. (HMO 7.3.4)

局與局之間的法定休息時間及其他法定中斷時間，球員必須將球拍放在球檯上，未得到裁判員的特別批准，不能移走球拍。不論任何原因，若得到裁判員同意移走，在下一局比賽開始前，必須讓裁判員和對手有機會再檢查球拍。唯一例外是將球拍綁在手上的殘疾球員。(HMO 7.3.4)

INTERVALS – Medical recovery time 中斷 - 醫療治理時間

If a player with a disability is unable to play temporarily due to the nature of his/her disability or condition, the referee may, after consulting a medical classifier or doctor at the competition, allow a medical recovery time of the shortest practical duration, but in no circumstances more than 10 minutes. (HMO 13.5.4)

殘疾球員因殘疾或身體的狀況而暫時喪失比賽能力，裁判長在徵詢醫學級別鑑定師或 (HMO 13.5.4)賽會醫生的意見後，可以給予可行的最短暫治理時間，但任何情況下都不得超過十分鐘。

PRE-MATCH PREPARATION 賽前準備

For matches involving players in a wheelchair, the umpire should also check:

輪椅運動員的比賽，裁判員應檢查：

- The number of wheels on the wheelchair
輪椅的輪子數量
- The player does not have his or her backpack on the back of the wheelchair
輪椅背後不能掛有球員的背包
- The height of the player's cushion or 2 cushions

座墊或兩個座墊的高度

- The player is wearing tracksuit pants and no jeans

球員穿著運動長褲，但不可穿牛仔褲

- The player has his or her name and 3 letter code for the association on the back of his or her shirt

球衣背面有球員名字和協會的縮寫（三個字母）

LAWS FOR STANDING PLAY 站立組比賽規則

There are no exceptions to the laws of table tennis for standing players with a disability. All players play according to the laws and regulations of the ITTF. On the classification cards there is a section indicating what limitations, if any, a player has in making a legal serve.

乒乓球規則對站立組殘疾球員並沒有例外。所有球員均須按照國際乒聯的規則和規程進行比賽。若球員在合法發球方面有任何限制，將在級別鑑定咭上註明。

Training videos on PTT rules and procedures can also be found on the URC website

有關殘疾人士乒乓球程序的訓練視像可在以下裁判員及裁判長委員會網頁找到:

25. Accessibility for PTT 殘疾人士乒乓通道

26. Call area PTT 殘疾人士乒乓報到處

27. PTT Services 殘疾人士乒乓服務

28. PTT Others 殘疾人士乒乓的其他事項

<https://www.ittf.com/committees/umpires-referees/videos/>

Appendix G – Useful links

附錄 G – 實用連結

<https://www.ittf.com/committees/umpires-referees/videos/>

Umpire Training Videos 裁判員訓練視頻

1. Umpire Uniform 裁判員制服及器材
2. Playing Clothing 比賽服裝
3. Call Area set up
4. Call Area reporting for Singles 報到處單項賽事的報到程序
5. Call Area reporting for team 報到處團體賽的報到程序
6. Call Area racket check
7. Coordination between Call Area and Racket Control Center and umpire 報到處與球拍檢測中心的協調
8. Racket Control Centre set up 球拍檢測中心工作流程
9. RCC racket check
10. Equipment for umpire and assistant umpire
11. Entering and Leaving the Field of Play 進入及離開比賽場區
12. Umpire's duties before match 賽前的程序
13. Assisytant Umpire's duties before match
14. Sitting Posture 裁判員坐姿及手號
15. Hand singles 1
16. Hand signals 2
17. N/A
18. Time Out 暫停
19. Misbehavior 違規行為
20. Illegal advice
21. Damaged Equipment 器材損壞
22. Use of Score Indicator 分牌運用
23. Time Keeping 計時
24. The Expedite System 時間管制計分法
25. Accessibilities for PPT
26. Call Area PTT
27. PTT services
28. PTT other

Referee Training Videos 裁判長訓練視頻

1. Communication and cooperation 溝通與合作
2. Knockout methods 淘汰賽方法
3. Group methods 小組方法
4. Calculation of group ranking 小組成績計算
5. Qualifying competitions 資格賽
6. Team competition methods 團體賽比賽方法
7. Entries 報名
8. Scheduling 編排
9. Preparation for the draw 抽籤準備
10. Draw by card1 用籤咭抽籤方法 1
11. Draw by card2 用籤咭抽籤方法 2
12. Draw by balls1 用球抽籤方法 1
13. Draw by balls2 用球抽籤方法 2
14. Meetings 會議
15. Playing area 比賽場區
16. Other facilities 其他設施
17. Clothing 服裝
18. Control of play 比賽控制
19. Referee report 裁判長報告
20. Dr Wu program1 吳醫生電腦程式 1
21. Dr Wu program2 吳醫生電腦程式 2
22. Dr Wu program3 吳醫生電腦程式 3
23. Referee at PTT events 殘疾人士乒乓賽事裁判長

Hand Signals for Illegal Services 不合法發球的手號

Other Documents 其他文件

<https://www.ittf.com/committees/umpires-referees/documents/>

General 一般

- URC Structure 裁判員及裁判長委員會架構
- Advanced Rules examination 高級別規則考試

- Fees training and examination 訓練及考試費用
- Referee Career Development 裁判長發展
- Trainers and Evaluators 培訓導師及評核員
- New Hand Signals for Illegal Services 不合法發球的最新手號
- Walk-in Walk-out Procedures 進場及退場程序
- FAQ 常見問題

Workflow Procedures 工作流程

- Workflow Description 流程描述
- Before Match Racket Control – No VOC 不包括 VOC 的賽前球拍檢測
- Before Match Racket Control –VOC 包括 VOC 的賽前球拍檢測
- After Match Racket Control – No VOC 不包括 VOC 的賽後球拍檢測
- After Match Racket Control –VOC 包括 VOC 的賽後球拍檢測

Umpires 裁判員

- Umpire Career Development 裁判員職業生涯發展
- Upcoming Training & Educational Events 即將舉辦的訓練事項
- Electronic Scoring Touch Pad test link (Individual Matches) (Team Matches) 觸控式電子分牌操作測試（單項賽事及團體賽事）

Referees 裁判長

- Referee Career Development 裁判長職業生涯發展
- List of active referees 活躍裁判長名單
- Directives for Match Officials 裁判人員的指引
- Racket Control Requirements 球拍檢測要求
- Racket Control Schedule Form 球拍檢測編排表格
- Racket Control Form 3 球拍檢測表格 3
- Referee Checklist 裁判長清單
- Referee Report 裁判長報告
- Umpire Invitation Template 裁判員邀請範本
- WorldTableTennis 「世界乒乓球」
- Match Officials bulletin 裁判人員公告
- Umpires Briefing Presentation Template 裁判員簡介會展示範本
- Jury Meeting info for Delegates 發予各代表團的仲裁會議資料
- Standardised Procedures CM & Referees 競賽經理與裁判長的標準步驟

- Questionnaire Umpire 裁判員問卷
- Guideline for Electronic Referee Report 裁判長電子報告指引

LARC 認可球拍覆蓋物名單一覽表

www.ittf.com/equipment/

ITTF Para Table Tennis Division 國際乒聯殘疾人士乒乓球部門

www.ittf.com/para-table-tennis

World Table Tennis (WTT) 「世界乒乓球」

www.worldtabletennis.com/technicaldocuments