



USATT Referee Memo 2008-5

August 6, 2008

SUBJECT: Racket Control

1. ITTF Law 2.4.7 effective September 2008

“The covering material should be used as it has been authorised by the ITTF without any physical, chemical or other treatment, changing or modifying playing properties, friction, outlook, colour, structure, surface, etc.”

2. ITTF has approved a new racket-testing device called Enez. It has been used throughout the world in 2008 at junior competitions including junior and cadet events at the North American Championships. It has been shown to be reliable.
3. USATT will require the Enez box to be used at all Three Star and higher-level tournaments beginning in January 2009. The boxes cost between \$350 and \$400.
4. Newgy, (615) 452-6470, has four boxes and will rent them. Their use is authorized but not required at lower level tournaments. Rental fees have not yet been set.
5. Recommended policies for lower level tournaments:
  - a. Complete regluing a racket at the tournament is prohibited unless new rubber is being applied.
  - b. If possible, a vendor should apply new rubber with an adhesive from an original container of water-based adhesive.
  - c. Partial gluing should be approved and supervised by the referee. Partial regluing should be authorized only if an edge of the rubber is loose. The referee should see that the adhesive is from a container marked as water based.
  - d. Ace Hardware has an adhesive that has passed tests with the Enez device. TearMender comes in a 2 fluid oz tube for \$6.99. Prices may vary.
  - e. Table tennis manufacturers with water-based adhesives should be taken at their word.
  - f. ITTF guidance is that new rubber should be aired 48-72 hours before being applied to a racket or it may fail the Enez test.
  - g. Players may not clean rubber with any substance during a match. Wiping water from the rubber with a dry cloth is OK.
  - h. The tournament should have some legal rackets for loan if practicable.

Wendell Dillon, IR, Chairman  
Rules/Officials Committee