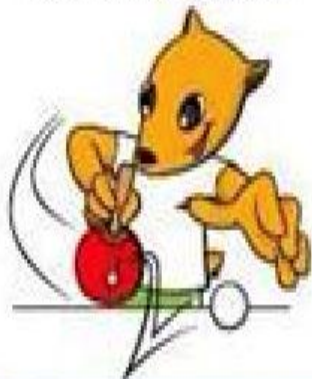


# Para Table Tennis



TABLE TENNIS/PING PONG



Para table tennis is a disabled sport which follows the rules set by the International Table Tennis Federation (ITTF). ITTF acts as the International Federation (IF) for the equivalent Olympic Sport. The usual table tennis rules are in effect with slight modifications for wheelchair athletes. Athletes from disability groups can take part. Athletes receive classifications between 1-11. Classes 1-5 are for those in wheelchairs and classes 6-10 for those who have disabilities that allow them to play standing. Within those groups, the higher classification means the more function the athlete has. Class 11 is defined for players with an intellectual disability.

The roles of classification are to determine eligibility to compete for athletes with disability and to group athletes equitably for competition purposes. Athletes are grouped by reference to functional ability, resulting from their impairment.

## Eligibility:

Impaired Muscle Power	Limb Deficiency	Intellectual Impairment	Hypertonia	Short Stature
Impaired Passive Range Of Movement		Leg Length Difference	Athetosis	Ataxia

## Classification:

Sitting classes	
<b>Class 1</b>	NO sitting balance with severe reduction of function in the playing arm.
<b>Class 2</b>	No sitting balance with reduction of function in the playing arm.
<b>Class 3</b>	No sitting balance, although the upper part of the trunk may show activity. Normal arms, although some slight motor losses can be found in the playing hand without significant effect on table tennis skills. The non-playing arm keeps the trunk in position.
<b>Class 4</b>	Existing sitting balance although not optimal because of non-existing anchorage (stabilisation) of the pelvis.
<b>Class 5</b>	Normal function of trunk muscles.
Standing classes	
<b>Class 6</b>	<b>Severe impairments of legs and arms.</b>
<b>Class 7</b>	Very severe impairments of legs (poor static and dynamic balance), or severe to moderate impairments of playing arm, or combination of arms and legs impairments less severe than in class 6.
<b>Class 8</b>	Moderate impairments of the legs, or moderate impairments of playing arm (considering that elbow and shoulder control is very important), or moderate cerebral palsy, hemiplegia or diplegia with good playing arm.
<b>Class 9</b>	Mild impairments of the leg(s), or mild impairments of playing arm, or severe impairments of non-playing arm, or mild cerebral palsy with hemiparesis or monoplegia.
<b>Class 10</b>	Very mild impairments in legs, or very mild impairment of playing arm, or severe to moderate impairment of non-playing arm, or moderate impairment of the trunk.
<b>Class 11</b>	For players with an intellectual disability.