

**Sport:**  
**Table Tennis**

**Competition:**  
School Games

**Teams:**  
The format is mixed gender, so teams can comprise and boys, in any ratio (no separate gender competition exists)

A singles format will be played with players playing the equivalent seed from the opposing team

School Games: Team of 4 squad of 5

Teams must play in ranked order

First ranked competitors play for 3 minutes until play is stopped by a central hooter. Second ranked players then take over carrying on with the score recorded in the first match. Process continues until all 4 from each team have played one another. If a rally is in play as the hooter sounds the point must be completed

Substitutes, when used, must not alter the rank order of the team

Schools may bring more than one team but teams should be ranked 'A', 'B', 'C' etc in order of ability and players should play within the same team throughout the competition

Players who have played in the Devon Schools Table Tennis Association (DSTTA) organised events **are eligible** to play in the School Games events provided a) they were NOT part of the team that won the DSTTA county team championships b) they were NOT placed as winner, runner up or beaten semi finalist in the DSTTA county individual championships

**Umpires:**

Young Leaders will umpire and score at the level 3 competition

**Table Size:**

Standard Table Tennis Table

**Rules:**

Normal rules of table tennis will apply relating to the playing of each point

Games will be timed with players aiming to win as many points in the time available

Matches will consist of 4 games



girls





### Scoring:

The winning team in each match will be decided by the totaling of the points scored in each game. The winning team will receive 5 match points.

The losing team will receive 2 match points if they score at least 50% of the total points scored by the winners (0 match points for less). In the event of a draw, each team will receive 3 match points. Overall winners will be decided by the total number of match points scored. In the event of a draw on match points, the team with the best points difference will win. If there is still a draw, the result between the two teams will be taken into account.

Each player strikes the ball after it has bounced once on their side of the table, to clear the net and land on the opponent's side.

A point is lost when a player misses the ball, the ball bounces twice, the ball does not land on the table, the ball does not clear the net or the ball is volleyed before it clears the end of an opponent's table.

### Notes:

