

Central Coast Table Tennis Association

Established 1954

Incorporated 2006



High School Tournament Rules

Tournament Entry

1. High Schools can enter the tournament in any or all of the four different divisions;
 - a. Division 1 - Girls attending Years 7 to 10.
 - b. Division 2 - Girls attending Years 11 or 12.
 - c. Division 3 - Boys attending Years 7 to 10.
 - d. Division 4 - Boys attending Years 11 or 12.
2. A team will ideally consist of 3 players. Team(s) of 4 can be used with players taking turns to miss games. Players may be asked to play for other schools who are short.
3. Entries will only be accepted on the form provided.
4. Schools are required to provide student support i.e. Teacher or Parent.

Tournament Format and Draws

1. After the entry closing date has past a draw will be compiled and placed on the CCTTA Intranet site. www.cctta.com. Draws will also be available on the day.
2. The draw for each division will be made dependant on the number of entries received. The intent is to keep the students playing. Teams can expect to play a minimum of 4 games.

Player Requirements

1. Players are to supply their own bats.
2. School sports uniforms are to be worn were possible. Sports shoes are to be tied up. A non-white shirt is desirable as we use white table tennis balls.
3. Players are to provide their own food and drinks.
4. Each team to provide a pen for scoring. We have a limited supply of spares.

Note: The Central Coast Table Tennis Association will supply the Tables, nets, scoresheets and balls.

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Terminology

Team - 3 players representing the school.

Game - 2 players against each other. First player to 11 by two points wins the Game.

Match - Best of 3 Games wins the Match

Rubber - Best of 3 Matches wins the Rubber.

Division - Grouped players by school year and gender.

Tournament Rules

1. Each team will consist of 3 players. Players cannot move between teams
2. Each match between players from opposing teams will be the best of three (3) singles games. There are no doubles games.
3. Each game will to be played to 11 points with each player having two (2) successive services each until one of the players reaches 11 points with at least a two (2) point advantage i.e., 11 – 9.
4. Should a game reach 10 – 10 points, each player shall have one (1) service each until one player achieves a two (2)-point advantage.
5. The winner of the rubber will be the team that wins the best of the three (3) matches played.
6. All games are to be scored by their own players.
7. You have a scheduled 9 minutes to finish a rubber, i.e. best of 3 games. So please limit your warm-up time to a 1 minute maximum.

Other Things to Remember

- You may start when your table becomes vacant.
- Have the next game with an umpire/scorer ready to go on.
- Place your result slips back to the front desk ASAP.
- There is no lunch break, eat when you have a break in games or when you are not playing.
- Leave the ball on the tables after you have finished your game.
- Please don't lean or sit on the tables. They cost a lot of money.
- Players or umpires can call a let if anything interferes with play.
- Don't walk behind a game when the ball is in play. Wait for a break.
- Fill in the scoresheet as neat as possible. We have to read it.
- If you need help with scoring or a ruling please either see us at the front desk or stick your hand in the air. We have table tennis players who can assist.
- Enjoy yourself. It's a fun sport.