



School Sport Victoria – Northern Metropolitan Region

Table Tennis



These rules and match conditions apply to NMR competition only. For State Finals information, please see the State page on the SSV website [HERE](#)

Event Format

Tournament format: Split Round Robin, Grand Final

Match Format: Matches will consist of 6 Rubbers (4 seeded singles and 2 doubles).

A Rubber is equal to the best of 5 x 11-point advantage Games.

Any pairings may be used for the doubles to comprise 1st & 2nd Pairs. Teams must nominate their doubles pairings before the start of play in each match.

Pairs may be changed following the singles by mutual agreement of the two coaches involved.

Note that players are restricted to one singles game and one doubles game in each match.

Changing of seedings will result in forfeiture of the relevant matches or forfeiture of the Rubber or disqualification, at the Convener's discretion.

After each 2 points have been scored, the receiving player or pair shall become the serving player or pair. In the last possible game of a match the players or pairs shall change ends when first either player or pair scores 5 points. In the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first either pair scores 5 points.

A game shall be won by the player/pair first scoring 11 points with a 2 point advantage.

Match winners are decided on rubber won. If equal, on games. If equal the on points won. If still equal, then a draw will be declared.

Pool Winner: Points will be allocated for Round Robin matches as follows: 4 points for a win, 2 point for a draw and 0 for a loss.

If, at the end of the round robin, two teams are equal on matches won, then the winner of the face to face match will be declared the winner. If their face to face match was a draw, then total rubbers won shall determine the winner. If still tied, total games won. If still tied, total points won. If still tied, rubbers then games then points percentage will be used.

If more than two teams are tied on matches won, total rubbers won from the matches involving the other tied teams shall determine the winner. If still tied, total games from the matches involving the other tied teams. If still tied, total points from the matches involving the other tied teams. If still tied, then percentage from the matches involving the other tied teams shall be used.

Final Winner: The Final will be decided on rubbers won. If equal, on games, If still equal, then on points. If equal, then each team will nominate two doubles pairs who will then play an extra game simultaneously. If they win one game each, points total will decide the winning team.

Rules and Conditions of Play

Team Size: A team consists of 4-6 players.

Rules: Table tennis is conducted under the International Table Tennis Federation Laws unless otherwise stated.

Doubles Service: In doubles, at each change of service the previous receiver becomes the server and the partner of the previous server becomes the receiver.

Lateness: If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best they can.

If a team is more than 20 min late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will forfeit their number 3 and 4 singles 0:11 0:11 0:11.

Conditions: All players, teachers, spectators and officials are bound by the [‘SSV Codes of Conduct’](#) A girl cannot play in a girls' team and a boys/mixed team in the same sport.

The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Equipment and Officials

Equipment: Each school must supply:

- TTA approved bats (one side red and the other black)
- TTA approved balls (40mm, 2.7g, white or orange)

Officials: Schools should allocate a competent umpire for each match

First Aid: A qualified First Aid staff member will not be provided at NMR Table Tennis events.

Uniform: Players should be dressed in school PE uniform or appropriate TT attire
Players not correctly dressed will not be permitted to compete.