## TEAM COMPOSITION:

CLASSIFICATION:

TABLE TENNIS

1 MALE \& 1 FEMALE

OPTIONAL

## 1. Competition Format:

A. Teams will compete in a male competition (mens singles) and a female competition (womens singles) as well as mixed doubles.
B. The same scheduling will be used in both singles and doubles.
C. Team will be divided into two divisions by means of draw. If the number of teams registered is less than 10 , the number of divisions will change.
D. Each match will be the best 2 of 3 games to 11 points and win by 2 .
E. A 40 mm ball will be used.
F. The round robin in each division will determine the finishing position after regular play.
G. The top two teams in each division will advance to the semi-finals as follows:

Winner of Division A vs. $2^{\text {nd }}$ in Division B
Winner of Division B vs. $2^{\text {nd }}$ in Division A
This will determine $1^{\text {st }}, 2^{\text {nd }}, 3^{\text {rd }}$ and $4^{\text {th }}$ places.

* As per section C above, If the number of teams registered is less than 10 then the number of divisions will change.
H. Final positions will be awarded event points in both singles and doubles. Event points from all three competitions will then be combined to give an overall standing.


## 2. General Rules:

A. Canadian Table Tennis Association rules will apply. Please see attached.
B. In the case of a tie after the regular round, CTTA tie breaking rules will apply.

## 3. Community Ranking:

Community points will be awarded as per the Labrador Winter Games points system

## THE LAWS OF TABLE TENNIS

## (Some important rules- Rule Books will be sent to teams upon request)

## 1. A Good Service:

a) Shall begin with the ball resting on the palm of the free hand which shall be stationary, open and flat with the fingers together and the thumb free.
b) The free hand while in contact with the ball in service, shall at all times be above the level of the playing surface.
c) It is the responsibility of the player to serve so that the umpire or assistant umpire can see that he complies with the requirements for a good service.

Except when the assistant umpire has been appointed, the umpire may on the first occasion in a match at which he has doubt about the correctness of the players service, interrupt play and warn the server without awarding a point.

On any subsequent occasion in the same match at which the same players service action is of doubtful correctness, for the same or any other reason the player shall not be given the benefit of the doubt and shall loose a point.

## 2. A point

Unless the rally is a let, a player shall call a point:
A. if his/her opponent fails to make a good service.
B. if his/her opponent fails to make a good return.
C. if after he/she has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his/her opponent.
D. if the ball passes over his/her court or beyond their end line without touching his/her court, after being struck by his/her opponent.
E. if his/her opponent obstructs the ball
F. if his/her opponent strikes the ball twice successively
G. if his/her opponents free hand touches the playing surface
H. if in doubles his/her opponent strikes the ball out of the sequence established by the server and receiver

## 3. Out of Order of Servicing, Receiving and Ends:

In any circumstances, all points scored before the discovery of an error shall be counted.

## 4. Equipment and Playing Conditions:

A playing shirt, shorts, or skirt shall be mainly of a uniform color other than white. The background color may include narrow stripes in one direction only and of a contrasting color other than white while having a width not greater than 1 mm and spacing of no less than 30 mms .

The surface of the covering material on the racquet shall be red on one side and black on the other.

## 5. A Game:

A game shall be won by the player or pair first scoring to 11 points unless both players/ pairs score 10, then the game shall be won by the player/ pair first scoring subsequently 2 points more than the opposing player/pair.

## 6. A Match:

a) A match shall consist of the best of 3 games.
b) Play shall be continuous throughout a match except that any player shall be entitled to an interval of not more than 2 minutes between successive games.

