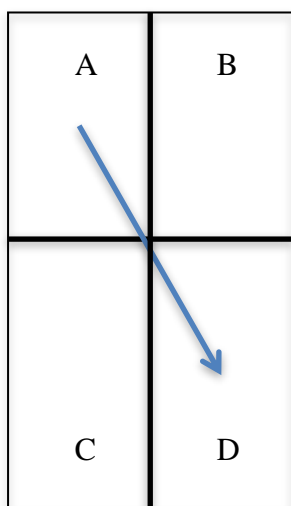
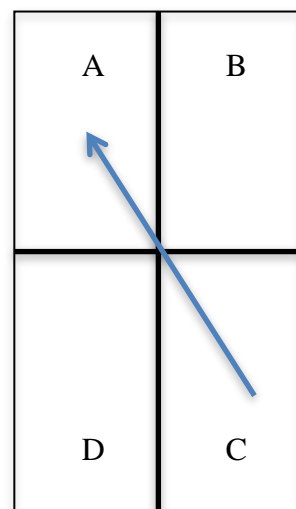
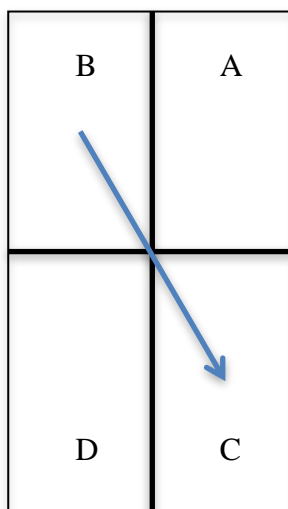
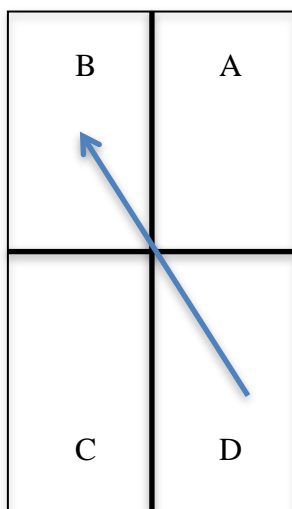


S.C.S.A. TABLE TENNIS

FIRST AID:	SCSA will provide first aid for the tournament, which will be booked by the Executive Officer. Each school is ultimately responsible for the first aid of their own students.
UMPIRES & SCOREKEEPERS:	Players will umpire/score their own games. Each team should provide a scorer. Scorer's need to sit together each game
SCORING:	Win - 4 points Loss - 0 points
TOURNAMENT DRAW:	Round Robin preferably with finals.
GAME TIME & RESULT	15 minutes depending on the draw or best of 5 games whichever comes first. If match is incomplete when game time is finished, the pair with the winning result wins the match. If it's a draw, the next point wins.
EQUIPMENT	Schools are to provide racquets which should be I.T.T.F approved. Balls (3 star & I.T.T.F approved) will be provided by SCSA.
RULES	Rules as set out by the I.T.T.F. unless otherwise stated.
UNIFORM	Each player wears school Physical Education uniform.
TEAMS	Maximum 10 players per team. Minimum of 8 players
SCORING	The games will be first to 11 points. Teams need to be 2 points in front. Winning school is the school with the most sets. If set scores are equal, points will decide winners.
SERVING	<p>Service shall start with the ball resting freely on the open palm of the server's hand. The ball is then thrown upwards and struck before touching anything. The ball must bounce on the server's side of net before crossing the net. When serving if the ball is thrown up but missed then the serve still counts. If the ball hits the player standing over the table it's classed as in but if the ball hits the player while they are standing away from the table then it clearly is marked as out.</p> <p>Serves must always go from right side of table to left side of table. Serve must be performed from behind the table.</p> <p>Each player must serve twice, regardless of who won or lost the previous point, following the sequence below.</p> <p>Player A serves twice to player D. Following the serves, players A and B swap positions.</p> <p>Then player D serves twice to player B. Players D and C then need to swap positions. Player B then serves to player C, then players B and A swap positions again. Player C now serves to player A. This sequence is repeated until the game is won.</p>



Diagrams below of the serving sequence



There are no faults but if the serve touches the net and lands in the playing area then it is called a let and re-served as many times as needed

At 10 all each player serves only once until a team gains a 2 point advantage.

At the end of each game teams swap sides of the table and the serving combinations will change. For example:

Player A serves to Player C

Player C serves to Player B

Player B serves to Player D

Player D serves to Player A

In the 5th set when a team reaches 5 points, teams swap sides of the table and the serving combinations change.

RALLY

In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return

TIMING

The central organiser shall keep time and start and finish rounds with a horn.

SCORE SHEET

Must be returned to central area by the winning team.

GROUPS

Junior	Years 7 & 8
Intermediate	Years 9 & 10
Senior	Years 11 & 12

FINALS

The final will be played between the 2 highest finishing schools, and will be best of five games.

SERVING

Serving and changing of ends as by I.T.T.F.

AWARDS

Plaques and MVP medals will be given to the winning teams in Junior, Intermediate and Senior divisions.