

# **SPORT: TABLE TENNIS**

**EVENT** *National qualifying events.*

SINGLES *State requires District Games qualifying.*

DOUBLES

MIXED DOUBLES

**Competition in an age group will only be conducted if there are at least two entries in that age group.**

## **EQUIPMENT**

Standard tables with net, balls, and regulation paddles.

Orange shirts are not permitted.

Paddles must have rubber on both sides and be in compliance with USTTA rules.

## **DESCRIPTION**

Table Tennis is a head-to-head competition (see General Rules & Instruction).

1. Matches will be conducted in accordance with United States Table Tennis Association [USTTA] Rules.
2. Play shall consist of a five game match. The winner shall be the first player to win three games.
3. Games will be to 11 points.
4. Play shall be continuous throughout the match with a one minute break between games.

## **SCORING**

Points may be scored by either server or striker-out during each rally.

A player may lose a point if: [1] he fails to make a good service; [2] he fails to make a good return; [3] he, or his racket or anything he wears or carries, touches the net, its supports, or the playing surface or moves the playing surface while the ball is in play.

## **ROUND ROBIN TIES**

Will be settled in accordance with the USTTA Tournament Guide.

## **FORFEITS**

If a player or team fails to compete round robin/pool play for any reason (injury, withdrawal, ejection, etc) **all** of their remaining matches will be ruled 3-0 forfeits.

## **DEFINITIONS**

**Service** 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. The free hand, while in contact with the ball, shall be above the level of the playing surface and behind the server's end line. The server shall then project the ball near vertically upwards, by hand only and without imparting spin, so that it rises at least 16cm (6") after leaving the palm of the free hand. Ball shall be struck so that it touches first the server's court and then passing directly over or around the net, touching the striker-out court.

**Return:** A ball having been served or returned in play shall be struck by the player so that it passes directly over the net or around the net and touches directly the opponent's court.

**Let:** If **[a]** the ball served, in passing over the net, touches it or its supports, provided the service either be otherwise good or volleyed by the striker-out; **[b]** service be delivered when the striker-out is not ready, provided always, that he may not be deemed to be unready if he attempts to strike at the ball; **[c]** the player be prevented by an accident, not under his control from serving a good serve or making a good return; **[d]** interruptions occur as provided in USTTA Rules 10.1.4 - 10.1.7.

**In-Play:** A ball is in play from the moment at which it is projected in service until it has: **[a]** touched one court twice consecutively; **[b]** except in service, touched each court alternately without having been struck by the racket intermediately; **[c]** been struck by either player more than once consecutively; **[d]** touched either player or anything that he wears or carries, except his face or his racket hand below the

wrist; **[e]** touched any object other than the net, supports, or those referred to above.

**Rally:** The period during which the ball is in play shall be termed a rally.

### **State Qualifying Requirements:**

1st, 2nd, and 3rd place winners at District Games qualify for State Games.

### **National Qualifying Requirements:**

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Place in each age group will qualify.