

1. ACS Table Tennis matches will be played under the banner of Table Tennis Australia Rules unless otherwise stated hereunder or in ACS Competition Rules.
2. A team will consist of ten to twenty students.
3. All Boys' matches will consist of 15 Matches, 10 singles (ranked on ability) and 5 doubles as follows:

• Matches 1-10	Singles matches *ranked i.e. S1 vs S1, S2 vs S2... S10 vs S10		
• Match 11	D1	vs	D1 (1 st Doubles Team vs 1 st Doubles Team)
• Match 12	D2	vs	D2 (2 nd Doubles Team vs 2 nd Doubles Team)
• Match 13	D3	vs	D3 (3 rd Doubles Team vs 3 rd Doubles Team)
• Match 14	D4	vs	D4 (4 th Doubles Team vs 4 th Doubles Team)
• Match 15	D5	vs	D5 (5 th Doubles Team vs 5 th Doubles Team)

All Girls' matches will consist of 12 matches; 8 singles and 4 doubles

• Matches 1-8	Singles matches *ranked i.e. S1 vs S1, S2 vs S2... S8 vs S8		
• Match 9	D1	vs	D1 (1 st Doubles Team vs 1 st Doubles Team)
• Match 12	D2	vs	D2 (2 nd Doubles Team vs 2 nd Doubles Team)
• Match 13	D3	vs	D3 (3 rd Doubles Team vs 3 rd Doubles Team)
• Match 14	D4	vs	D4 (4 th Doubles Team vs 4 th Doubles Team)

Students who play singles may also play **doubles or they can be substituted by other students who did not play singles. (This effectively means up to 16-20 students can participate in the team on that day).

***Singles Players must be ranked in order of ability. i.e. S1 is the best player.**
****A singles player must play the equivalent rank or higher in doubles matches.**
If players play out of rank and an investigation determines this, the match will be forfeited.
All DOS/HOS to discuss with coaches that ranking players must be done accurately and fairly or risk forfeiting the fixture.
*****Players can only play a maximum of one doubles rubber.**

4. Each **Match** will consist of the best of seven **Games**. A **Game** is won by the player or pair who scores 11 points with players having 2 serves at a time. If both players or pairs score 10 points, then the game is won by the player or pair that subsequently leads by two points. i.e. 12 - 10 or 13 - 11 etc. After 10 all, players have 1 serve each.
5. **Scores:**
Boys: The team winning the most matches (**out of 15**) will be the winner.
Girls: If match scores (**out of 12**) are even the result is determined by games, then by points
6. **Serve:** The ball must be thrown up from a flat open hand. The ball must be hit before it bounces. It must then hit your side and then your opponent's side. In singles you can serve from anywhere on your side of the table to anywhere on your opponent's side. You lose a point every time you serve a fault.
7. **Doubles:** All players must take it in turns to hit the ball.
Serving in doubles must be from the right hand box diagonally. You must never serve from the left hand box in doubles.
In doubles, at each change of service the previous receiver becomes the server and the partner of the previous server becomes the receiver.
Players can only play a maximum of two doubles rubbers, therefore they cannot 'fill in' or replace an absent player.
8. **Volleying:** If a player volleys the ball while it is over the table their opponent wins the point. If, however, the player volleys the ball after it has gone past the table it is their point as the ball is already out of bounds.
9. **Equipment:** Tables and nets should be in good condition. A minimum of four tables is required for a fixture to be played.

Balls: 40mm balls shall be used and shall be provided by the home team with a 1 – 3 star rating to be used for all matches.

10. **Forfeits:** Should a player/pair fail to report then they will forfeit any matches in which they would have played. If a team is short of players the team can play as many singles/doubles as possible with the scores received to count. The score-line for any forfeited rubber will read 11-0, 11-0, 11-0, 11-0.
11. Any **unfinished matches** at the conclusion of play (maximum finishing time 4.00pm) will be declared a draw unless one player(s)/pair are at least one game ahead and lead by at least 5 points in the second game, whereby the leading player(s)/pair will be declared the winners.
12. In the grand final all matches must be played out even if a result has been achieved; unless agreed to by both coaches.
13. **UNIFORM**
 - 13.1 Players must wear the accepted sports uniform of their school.
 - 13.2 Whilst uniform is important in all sports it is especially so in Table Tennis as it helps build a team identity. Please ensure that the uniform is uniform.

SOME COMMON QUESTIONS:

- Is the ball in or out if it hits the side of the table?
OUT
- If the ball hits the white line is it in or out?
IN.
- Do you win the game if the score is 7 - 0?
NO. You must play to the full score.
- How many "lets" can you serve before you lose the point?
AS MANY AS YOU LIKE. You never lose a point for serving a let.
- In doubles do you serve one serve to each side of the table?
NO. You only ever serve from your right side court to your opponent's right court.
- Are you allowed to lean on the table and is your bat allowed to touch the table?
YES. The only thing that isn't allowed to touch the table is your non-playing hand.
- How many faults are you allowed to serve before you lose a point?
Every time you serve a fault you lose a point.
- Can you hit the ball before it bounces on your side of the table?
If the ball is still in play, (over the table) and you hit it on the full you lose the point. If the ball has gone past the table and you hit it on the full you win the point. The first mistake counts i.e. the ball going out of play on the full. Either way as soon as someone hits the ball on the full the point stops.

Official Table Tennis rules regarding the service:

2.06 THE SERVICE 8/29/2006

- 2.06.01 Service shall start with the ball resting freely on the open palm of the server's stationary free hand. 7/15/2003
- 2.06.02 The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck. 7/15/2003
- 2.06.03 As the ball is falling the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver. 7/15/2003
- 2.06.04 From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his doubles partner or by anything they wear or carry. 8/29/2006
- 2.06.05 As soon as the ball has been projected, the server's free arm shall be removed from the space between the ball and the net. Note: The space between the ball and the net is defined by the ball, the net and its indefinite upward extension. 8/29/2006