



Table Tennis Competition

Order of Play

One player who is designated to be the Server by a coin toss puts the ball into play by serving the ball over the net to the Receiver. The time that the ball is in play is called a "rally."

Serving

The ball is tossed up, As the ball comes down, it is hit with the paddle so that it first hits the Server's side of the table before going over the net.

The ball must be hit on the first attempt.

On the serve, the racket must be behind the end of the table.

Change of Service

The service passes from one player to another after every 2 points is scored,

If the score reaches 10-10, the serving order stays the same, but each server only gets 1 serve instead of 2

The return

The ball, having been served or returned shall be struck so that it passes over or around the net and touches the opponent's court, either directly or after touching the net.

A Point

Every time a player does not make a good return is considered a point for the opposing player.

A Game

A game shall be won by a player that first scores 11 points unless both players get to a score of 10-10, in which case the game will be won by the first player that can get a two-points lead.

A Match

A match shall consist of the best of any number of games. (At ACG we will be playing to the winner of two out of 3 possible games)



Competition Divisions

Registered athletes will be divided into three divisions:

1. Youth Open Classes 1-10 (seated and standing)
2. Adults Open Classes 1-5 (seated)
3. Adults Open Classes 6-10 (standing)

Competition Format

Each division will start with a round robin format followed by single elimination.

The size of each round robin group will vary based on the number of registered athletes.

Organizers may enforce a match time limitation to allow the competition to be concluded on schedule