Table Tennis

# Divisions

1. This event has three divisions—Men’s Doubles, Women’s Doubles, and Mixed Doubles.
2. The following table gives the point distribution for each division of this event.

|  |  |
| --- | --- |
| **Rank** | **Points** |
| First Place |  |
| Second Place | 6 |
| Third Place | 4 |
| Fourth Place | 2 |

# Rounds

1. Each division shall have 2 phases—an Elimination Round followed by a Finals Round.
2. The Elimination Round is composed of two (2) round-robin matches where all teams play against each other twice.
3. The Finals Round is composed of 2 matches where the third ranked team plays against the fourth for third place, while the top team plays against the second for the championship.

# Official Team Line-up

1. At most only 4 different players of a team may play in each division—4 male for Men’s Doubles, 4 female for Women’s Doubles, and 2 male and 2 female for Mixed Doubles.
2. No player shall be allowed to compete in more than one division.

# Game

1. Unless otherwise stated in this document, the games shall be played according to the Official International Table Tennis Federation (ITTF) Laws of Table Tennis.
2. A game shall be won by the pair who first scores 11 points unless both score 10 points when the game shall be won by the first player or pair subsequently gaining a 2-point lead.
3. No player substitution will be allowed in the middle of a game. A player who cannot continue shall lose the game at the team’s current score, with the opponent’s score as indicated in par. .

# Match

1. A match is won by the pair that first wins 3 games (race to 3/best of 5). Finals matches are all race to 4 games (best of 7).
2. No player substitution will be allowed between games. A team who cannot continue shall lose the match at the current game count, with the opponent’s game count as indicated in par. .

# Order of Serving, Receiving, and Ends

1. Playing order and ends for each match will be decided by a coin toss before the first game. The winner shall have the choice of serving/receiving first, or the end from where to play the first game, with the other pair given the other choice.
2. Alternate playing order shall then be followed for the succeeding game/s.
3. Playing ends shall change after odd numbered games.
4. If a deciding game is necessary, the same procedure will be used to determine the playing order, with the playing ends changed after a pair had scored 5 points.
5. Service changes sides after every 2 points unless after a deuce where service changes after every point.
6. The first receiving pair of the first game shall determine who of them will receive the initial service after the first serving pair had decided who of them serves first. In subsequent games, the first server shall follow the playing order of the first game while the first receiver shall be the player who served to him/her in the preceding game.

# Ranking

1. At the end of the Elimination Round, the competing teams shall be ranked according to their match win-loss records.
2. If ties after the conclusion of the Elimination Round need to be broken, the ranks shall be determined as follows:
3. The first level of tie-break shall use the total game margin.
4. Further ties will be broken by the total point differences of the tied teams.
5. A play-off match will be conducted if the teams are still tied after application of item  above.

# Points of Emphasis

1. Service must be made from behind the end line, where the end line shall be assumed to extend indefinitely to both sides.
2. During service, the ball must be tossed from the open palm without imparting spin, and shall be struck on its way down.
3. From the start of service until the ball is struck, the ball shall be above the level of the playing surface and shall be visible to the receiver.
4. It is the responsibility of the server that the umpire is satisfied that he/she complies with the requirements for a correct service.
5. When in doubt of the legality of a service, the umpire may interrupt the play and, on first occasion in a match, warn the server. The point shall be awarded to the receiver on subsequent doubtful legality of service.
6. Service shall be made from the right half-court of the server to the right half-court of the receiver. The centerline is considered part of each right half-court.
7. The rally shall be a let if in serving the ball, in passing over or around the net assembly, touches it, provided the service is otherwise correct.
8. The following are considered fouls and result in the awarding a point to the opponent of the violator:
9. When a player’s free hand touches the playing surface;
10. When a player, or anything the player wears or carries, touches the net assembly;
11. When a player, or anything the player wears or carries, moves the playing surface; and,
12. When a player, or anything the player wears or carries, touches the ball in play when it is above or travelling towards the playing surface, not having touched his court since last being struck by his opponent.