



THE VC CUP

Table Tennis

Competition Rules

This competition will be conducted under the following rules.

1. Location

The Table Tennis competition will take place at the University of South Australia's Mawson Lakes Campus, inside Mawson Lakes Sports Centre, B Building.

2. Time

The competition will be held between 1:00pm-3:00pm on Friday 19 July 2024.

3. Team size

3.1 Each Unit may enter a maximum of two (2) teams.

3.2 Each team shall be made up of a minimum of three (3) and a maximum of six (6) players.

3.3 There are no minimum or maximum number of male and female team members.

3.4 Each team must nominate/advise their players and playing order before each match to the opposing team.

4. Match Duration

4.1 All matches will be doubles matches, there will be four matches to complete a tie or 12 minutes, whichever comes first:

4.2 Match Order

- Match 1: Team A Player 1 & 2 v Team B Player 1 & 2
- Match 2: Team A Player 3 & 4 v Team B Player 3 & 4
- Match 3: Team A Player 1 & 3 v Team B Player 1 & 3
- Match 4: Team A Player 2 & 4 v Team B Player 2 & 4

4.2 All matches will be one game to eleven (11) points. If the score is tied at 10-10, you must win by two points.

4.3 The winning team will be determined by the team that accumulates the most matches in a tie. If both teams win the same number of matches each, it will be determined by the team who has scored the most total points. Incomplete matches will also be counted towards the total points number but do not count as a match won.

5. Match Rules

5.1 Each person serves from the right hand side of the table and has two (2) serves. After two (2) serves, service alternates to the other team and you swap sides with your partner.

5.2 For the serve, the ball must bounce in your area first then in the rectangle diagonally to where you are serving. Once you have served you rotate positions with your partner.

5.3 Once the ball has been served, both players are to alternate to make returns until a point is scored. In doubles, each player on the same team must take turns to make the return, if the wrong player makes the return that team loses the point.

5.4 At the change of service, the previous receiver becomes the new server and the partner of the previous server becomes the receiver.

5.5 If the ball hits the net on service and lands on your opponents side of the table, you should attempt the serve again without losing a point. If the ball hits the net on service and does not cross to your opponents side of the table or deflects and misses the table all together, you will lose the point and do not attempt the serve again.

6. Competition Points score

6.1 Points for each tie shall be awarded as follows:

- Winning team: 4 points
- Drawn match: 2 points
- Losing team: 1 point
- Forfeited team: 0 points

6.2 In the event of two or more teams having the same number of points at the conclusion of the preliminary round, the higher placed team will be decided when the first of the following criteria (applied in order) favours one team:

- Number of ties won during the competition
- Number of matches won during the competition
- Points for/against differential

7. Drawn Matches

7.1 If preliminary matches are drawn, both teams will be awarded two (2) points as per sect 6.1.

7.2 In the event that matches are drawn at the end of a finals match, the winner will be decided by a tie break match; each team can nominate one (1) player from the current match to compete in a singles match to five (5) points.

8. Forfeits

A forfeit will be declared five (5) minutes after the scheduled start of play time where either team does not have three (3) available players and is therefore unable to commence play. The score for a forfeit will be four (4) matches 11-0

9. Uniform Requirements

Teams can select their own uniform but are not necessary for this competition.

10. Team Duties

10.1 The duty team may be required to complete the scorecard and hand it to the event organiser at the completion of each match.

10.2 The person fulfilling the team duty requirements can be any competent person associated with that team and does not necessarily have to be a player eg. Team manager.