

School Sport SA Table Tennis

Modification

As table tennis is already played with low numbers at each table, no modifications are required. Competitions can be single or mixed gendered teams as the district or zone decides.

Rules

1. **Scoring** – A match is played to the best of 5 games. For each game, the first player to reach 11 points wins that game, however a game must be won by at least a two point margin.
A point is scored after each ball is put into play.
The edges of the table are part of the legal table surface, but not the sides.
2. **Flow of the match** - Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, the players switch side of the table. In the 5th game, the players switch side again after either player reaches 5 points.
3. **Legal Serve** - The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side. If the serve is legal except that it touches the net, it is called a **let serve**. Let serves are not scored and are replayed. For singles, the ball may bounce in any half of the server's side and then any half of the receiver's side. For doubles, the server must first bounce the ball in the right hand side of their half and then have it bounce in the adjacent half of the receiver's side.
4. **Proposed Format** – Teams consist of 4 players and can be a combination of males and females. Each matchup should consist of 4 singles and 2 doubles. The singles should be 4v4, 3v3, 2v2, 1v1 and the doubles should be 3/4v3/4, 1/2v1/2. If there are additional players that can't make up a team of four, they may join other teams to make a team of 5. The 5th player may play either singles or doubles provided the team maintains the same playing order.

Intra-school competition

Schools are encouraged to run an internal competition at their site to determine their top team/s. This could be done during lunch breaks, through a SEPEP (Sport Education in Physical Education Program) unit or another format determined by the school.



Possible district/zone carnival format

The top team/s from each school would then progress to a district/zone carnival day. The following is a possible structure for a district/zone carnival day but is flexible and would need to cater for the number of teams participating.

Each match-up should take approximately 30 – 40 minutes

Round	Time	Table 1-2	Table 3-4	Table 5-6	Table 7-8
1	9.30				
2	10.15				
3	11.00				
4	11.45				
LUNCH	12.30				
Semi-Finals	1.00				
Finals	1.45				
	2.30	Presentation			