

TABLE TENNIS CARNIVAL

Venue:

The Lights Community & Sports Centre –
244 - 270 East Parkway Corner Hampstead Road and, Lightsview SA 5085

General Information:

1. Draws will be put on the SACSA Sports website and the Sportfix App at least a week before the event. (Results and ladders will be available via the app during the day)
Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. www.sacsasports.com.au/sports/table-tennis
2. **Scorers & game times**
 - Scoring will be done by players on the HOME team on the score sheet that are not playing at that time. And the Away team to use the scoreboard provided.
 - Each round will be approximately 15 minutes long, a sound will be made at the start of each round.
 - Please ensure your team is ready to play on the correct table and only the playing team allowed in the playing area available.
3. All team coaches must attend the coaches meeting at **8:30am**.
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
Please sign in your school on arrival with the convenor.
4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments
5. Schools will be responsible for their **own** first aid needs as there will be no official First Aid Officer.
6. There will be hot & cold food and drinks at the Cafe within the centre.
7. Photographs may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event.
Team Photos are the school's responsibility.
8. **Lateness policy**
 - Teams who are late (7mins) for the first match will receive a forfeit for that game and a score of 0-11.
9. **Medallions & Trophies**
 - Players from the winning team (gold) and the runner-up team (silver) will receive medallions. Only 3 medallions (Boys) and 3 medallions (Girls) will be given out to each team.
A championship trophy will be awarded to the overall winners of each age group.

10. Spirit of the game

- At the end of the game all players and coaches should shake hands/Fist pump
This is a visual demonstration of the spirit in which the game is played.
- We would also like for all teams to come together and pray in your last game before the start.

11. **Presentations** are at the end of the day. Teams are expected to stay until the conclusion of the day.
Please inform the convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

Team, results & draw Information:

- Rules will be in accordance with International Table Tennis rules.
- Please be aware that this means serving must take place with an open palm and must be projected in an upward motion (approximately 16cm before being served).
- **THE TEAM**
 - Teams consist of 3 players – No sub/extra players allowed on the day.
 - Please give each student on each team a **ranking 1, 2 and 3 in order of ability** as they will be playing the same numbered student on opposition teams.
 - This assigned number is for the **whole day and cannot be changed. This will be checked off from the first rounds score card.**
 - Schools with more than one team, **need to have their strongest team as the A team,** followed by next strongest as B team etc.
 - If you only have two players, they will be players 1 & 2 and you will forfeit the 3rd playing position.
- **BEFORE THE START OF THE GAME**
 - The Home team on the **score sheet** shall: **Serve first**
 - The away team shall choose which end of the table to play on.
- **SERVICE**
 - The server shall project the ball near vertically upwards, without imparting spin, so that it rises approximately 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
 - There will be 2 serves for each player until the score reaches 10 all then it will be 1 serve each
 - No hands on the table at all times during game play.
 - **Teams** will play best of three (3) sets with games being played to 11 points, winning by two. If the score is 10 all then a winning score needs to be 10 -12.
- **No Hands-on tables or catching of the ball inside the table's boundaries at any time.**

- **EQUIPMENT**

- Players/schools are required to bring their own bats.
- All balls will be provided by SACSA Sports.

- **Table Points:** 3 points for a win, 2 points for a draw, 1 point for a loss.

- **Crossover Draws:**

- **Teams may play a final crossover game,** but only the top two teams from each pool will play off in a cross-over format, will play for a spot in the Grand Final.
- Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - The result** of the match between the teams concerned (Head-to-Head).
 - If still tied or more than two teams tied, placing's determined by the **highest point percentage** e.g., points scored for / points scored against.
 - If still tied then a count back on the amount of sets won,**
 - If still tied then total of points scored against.**

If you have any further questions regarding the carnivals, please contact.

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