

TABLE TENNIS CARNIVAL

Venue:

Woodville Table Tennis Club, 39A Windsor Ave, Woodville Park SA 5011

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 team who are not playing at that time.
 - Each round will be approximately 20 minutes long. If all matches have finished before this time, the next round will start. Please be aware of this during the day.
 - An announcement will be made at the start of each round.
 - Please ensure your team is ready to play.
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.
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 a Coffee Run van at the carnival providing hot/cold food and drinks.
7. Photographs will be taken on the day during games and will be posted up online and on social media. 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 for the first match will receive a forfeit for that match 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 for each team.
A championship trophy will be rewarded to the overall winners of each age group.
A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).

10. Spirit of the game

- At the end of the game all players and coaches should shake hands – this is a visual demonstration of the spirit in which the game is played.

11. **Presentations** are at the end of the day. Teams are expected to stay until the conclusion of the day. Please inform 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 (<https://www.ittf.com/handbook/>).
- Please be aware that this means serving must take place with an open palm and must be projected in an upward motion (at least 16cm before being served).
- **THE TEAM**
 - Teams consist of 3 players
 - 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.
 - Schools with more than one team, need to have their strongest team as the A team, followed by next strongest as B team etc.
 - Teams will play best of three rubbers with the games being played to 11 points, winning by two.
- **COIN TOSS**
 - The Home team on the **score sheet** shall: choose which end of the table to play on. This needs to be checked and done prior to the beginning of each game.
- **EQUIPMENT**
 - Players are required to bring their own bats. However, please let me know in advance if you need some extra equipment and I will provide this for you. All balls will be provided by SACSA Sports.
- **Table Points:**
 - 3 points for a win, 3 points for a forfeit, 2 points for a draw, 1 point for a loss.

- **Crossover Draws:**

- **All teams will play a final crossover game**, but only the top two teams from each pool will play off, in a cross-over format, 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:
 - i. **The result** of the match between the teams concerned (if a two or three - way tie).
 - ii. If still tied or more than two teams tied, placing's determined by the **highest goal percentage** e.g. goals scored for / goals scored against x 100.

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

Luke Shearer

SACSA Executive Sports Coordinator

e: luke@sacsasports.com.au

m: 0408 439 906