

TABLE TENNIS CARNIVAL

VENUE: THE LIGHTS COMMUNITY & SPORTS CENTRE

244 - 270 East Parkway Corner Hampstead Road and, Lightsview

Using GAMZ CONNECT:

Draws will be put on the SACSA Sports website and the GAMZ CONNECT App at least a week before the event. (Results, ladders and fixtures 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 GAMZ CONNECT. www.sacsasports.com.au/sports/table-tennis

Team, results & draw Information:

1. The Team

- 1.1. Teams consist of 3 players – No sub/extra players allowed on the day.
- 1.2. 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.
- 1.3. This assigned number is for the **whole day and cannot be changed. This will be checked off from the first rounds score card.**
- 1.4. Schools with more than one team **need to have their strongest team as the A team**, followed by next strongest as B team etc.
- 1.5. If you only have two players, they will be players 1 & 2 and you will forfeit the 3rd playing position.

2. Scorers & game times

THE HOME TEAM (on the scoresheet) WILL:

- 2.1. **HAVE A TEACHER / COACH TO SUPERVISE EACH GAME. NOT PLAYING STUDENTS.**
- 2.2. **Scoring** will be done by the players that are not playing at that time and then return the score sheets to the SACSA Desk.
- 2.3. The **Away team** will help with the score by using the scoreboards provided.
- 2.4. Each round will be 15 minutes long.
- 2.5. A sound will be made at the start of each round.
- 2.6. Please ensure your team is ready to play on the correct table.
- 2.7. Teams will self-umpire, with supervision.

3. EQUIPMENT

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

4. PRE GAME

- 4.1. The Home team on the **score sheet** shall: **Serve first**
- 4.2. The away team shall choose which end of the table to play on.

5. Table Points

- 5.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

FINALS RANKINGS:

If a;

6. 9 TEAM COMPETITION

- 6.1. **The top 6 teams will play off for a spot in the Grand Final.**
 - 6.1.1. **Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).**
 - 6.1.2. Championship Pool 1 and Championship Pool 2.
 - 6.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.
 - 6.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.
Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.
 - 6.2. Those that are placed 7th to 9th overall will have their own play-off series for the minor placings. (3rd ranked teams in each pool.)
 - 6.3. Please check the Gamz Connect for all updates. **Finals tab**
 - 6.4. **CHAMPIONSHIP Pool games progressing to FINALS matches:**
 - 6.4.1. #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.
 - 6.4.2. #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3rd & 4th place overall)
 - 6.4.3. #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.
 - 6.5. **If Teams Are Tied on Points** - Positions will be decided in this order, to create the Championship rounds and for the Finals.
 - 6.5.1. **Head-to-head result** (result of the match between the tied teams)
 - 6.5.2. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 6.5.3. **If still tied then a count back on the amount of sets won,**
 - 6.5.4. **If still tied, then total of points scored against.**
 - 6.5.5. **Refer to starting pool or championship order of 1, 2 & 3. These are ranked from last year's results or the pool games just played.**
- Or

7. ROUND ROBIN COMPETITION

- 7.1. **Grand Final for the top two team's overall 1st v 2nd**
- 7.2. **(Optional 3rd v 4th or 5th v 6th playoff depending on team count.)**
- 7.3. **Teams' overall position after Round Robin competition is based on:**
 - 7.3.1. **Result from POINTS first**
 - 7.3.2. **If tied, then the following**
 - 7.3.3. **Head-to-head result** (result of the match between the tied teams)
 - 7.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 7.3.5. **If still tied then a count back on the amount of sets won,**
 - 7.3.6. **If still tied, then total of points scored against.**

Or if a;

1. 2 POOL COMPETITION

8.1. Teams that play in the finals:

Top 3 teams from each pool selected using the method below to form the Top 6 who process to finals pathway, **Results from points first**, If tied then the following:

8.1.1. **Head-to-head result (result of the match between the tied teams)**

8.1.2. **Percentage = (Scores For ÷ Scores Against) × 100**

8.1.3. **If still tied then a count back on the amount of sets won,**

8.1.4. **If still tied, then total of points scored against.**

8.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

9. Draws during finals: Quarter and Semi Final matches:

9.1. Where the result of the game will make a difference to whether a team progresses to the next stage of finals, The team who placed highest e.g., Team 3 v Team 6, **Team 3 will progress as the winner.**

10. In the event of a draw during Grand Finals ONLY:

10.1. If time has expired then play on til there is a winner.

Rules to Note:

11. Rules will be in accordance with International Table Tennis rules.

12. SERVICE

12.1. 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).

12.2. The server shall project the ball near vertically upwards, without imparting spin, so that it rises approximately 16cm after leaving the open palm of the free hand and then falls without touching anything before being struck.

12.3. There will be 2 serves for each player until the score reaches 10 all then it will be 1 serve each.

12.4. No hands on the table at all times during game play.

12.5. **Teams** will play best of three (3) sets with games being played to 11 points, winning by two.

12.6. If the score is 10 all then a winning score needs to be 10 -12.

12.7. **No Hands-on tables or catching of the ball inside the table's boundaries at any time.**

GENERAL INFO: Also, please see the **Event Day Booklet** on the website

<https://sacsasports.com.au/about-us/Booklet>

1. All coaches must attend the Coaches meeting at the start of the day. Check run sheet for times.
If unable to attend, please contact SACSA Executive Sports Coordinator.
2. No Jewellery or adornments to be worn
3. Each School must have their own First Aid Kit.
4. There will be a canteen available - Food should not be purchased or brought from any other venue.
5. Trophies & Medallions will be presented at the end of the day for the winners and runners up teams.
6. Teams are expected to stay until the conclusion of the day.
7. Please inform the Convenor or SACSA Executive Sports Coordinator at the start of the day if your school needs to leave early.

If you have any further questions regarding the carnival,
Please contact | SACSA Executive Sports Coordinator
Email: luke@sacsasport.com.au

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