Table Tennis Regulations

GENERAL

Any amendment to a rule/regulation implemented by the governing body of the sport will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the AGSV Participant Code of Conduct.

(a) Both coaches must confer before the start of play to check that the correct uniform is being worn. Schools are to be uniformly dressed in their designated school uniform. Tracksuits or light-coloured t-shirts or shorts are not to be worn during matches. Any Rubber involving a player who is incorrectly dressed will be forfeited by that player/team.

(b) Competition will be offered at **Firsts, Open, Year 9/10 Division 1 & 2** and **Year 7/8** level.

(c) Table allocations: Six tables will be provided for each Firsts match, four-six tables Open 2/3's and Yr 9-10 Division 1 matches, four tables for Yr 9-10 Division 2 matches, two tables for Year 7 & 8 matches.

(d) Matches for Firsts, Open (2/3's) and Year 9/10 Division 1 will be played at Camberwell Grammar School. Year 9/10 Division 2 matches will be played at Penleigh & Essendon GS and if not, at other central venues (subject to availability). Year 7/8 matches will be played at school venues, as fixtured.

(e) Firsts teams will comprise a minimum of six (6) players who will be arranged in order of merit (1-6 for singles and pairings of 1-3 for doubles). Lists are to be exchanged before the start of play. There will be six tables allocated to Firsts matches.

(f) Open (2/3's) and Yr 9/10 Division 1 teams will comprise a minimum of six (6) players who will be arranged in order of merit (1-6 for singles and pairings of 1-3 for doubles): pairings to be in rank order (pair 1 includes players ranked 1 & 2, and so on). Matches will be decided by 12 rubbers of singles (1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6) followed by reverse singles (1 v 2, 2 v 1, 3 v 4, 4 v 3, 5 v 6, 6 v 5) and 3 rubbers of doubles. 4-6 tables will be allocated to each match.

(g) Each rubber will be the best of five games up to 11 points in Firsts, Open, Year 9/10 Division 1 matches. 'Advantage' will be played. In the fifth and deciding set, when a score of 5 is reached. The following will occur:
Singles: Players change ends and the match continues
Doubles: Players change ends, keeping the server as before, but changing the receiver.

(h) Yr 9/10 Division 2 matches will have x4 tables allocated to each match. Pairings to be in rank order (pair 1 includes players ranked 1 & 2, and so on). Matches will be decided by 12 rubbers of singles (1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6) followed by reverse singles (1 v 2, 2 v 1, 3 v 4, 4 v 3, 5 v 6, 6 v 5) and 3 rubbers of doubles. Each rubber will consist of three completed games up to **11 points** (**not** best of three games). *Playing 'Advantage' is *not necessary* in Yr 9/10 Division 2 matches (as per item (g) directly above).

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(i) Year 7/8 teams will have a minimum of four (4) players per team, have two tables allocated per match and will be decided by four singles, doubles and if time permits, reverse doubles.

(j) Should a player or doubles pair be late to a match below Firsts, their team is not to be penalised for their lateness. Games are to be played in the remaining allotted time.

(k) In the event of an on-court injury during a game / rubber, all points won by the injured player up until the injury occurred will count in the overall score. Points from this and the remaining games / rubbers will however, be forfeited to the opposing team's advantage.

(l) When the coaches agree that a player is infringing on service (serving from over the table, or the ball is not clear from the hand) the player should be warned immediately. A further infringement will necessitate the player's coach acting as service umpire for the remainder of the rubber.

(m) **Each team** will share the supply of **new** '3 Star' quality white *or* orange 40mm poly balls (celluloid-free) **per match** [six (6) per team].

(n) No coaching is permitted during a game, but coaches may speak briefly to players **between** games.

(o) All schools should be familiar with, and where appropriate, follow the contents of the **Adverse Weather Policy.**

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FIRSTS COMPETITION

1) Both coaches must confer before the start of play to exchange team lists with players listed in order of merit and including doubles pairings (which may be different to the singles ranking order), and to check that the correct uniform is being worn (refer (a).

2) When determining team order, players may only move one position up or down, relative to other established players, from the last round they played, except where players ranked higher are unavailable for selection. Where there is evidence that a player/s has been moved up or down more than one spot in a particular round/s without consent from the AGSV Executive, all rubbers for that player/s in that round/s will be forfeited and subsequently awarded to the opposing player. Score sheets and ladders will be recalibrated accordingly.

3) Where a player becomes incapacitated during a warm-up or scheduled match, any Rubber interrupted will be forfeited and a replacement player may be substituted for subsequent rubbers. If a substitution is made, the team must still play in the original order of merit as specified on the team sheet.

4) Matches will be decided by 12 rubbers of singles (1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6) followed by reverse singles (1 v 2, 2 v 1, 3 v 4, 4 v 3, 5 v 6, 6 v 5) and 3 rubbers of doubles.

   Each rubber will be the best of five games up to 11 points. Advantage will be played. In a fifth and deciding set, when a score of 5 is reached, the following will occur:

   Singles: Players change ends and the match continues.
   Doubles: Players change ends, keeping the server as before, but changing the receiver

5) If a player arrives ten or more minutes after the scheduled starting time, or after the opposition player is ready once all other matches have started, a Rubber will be forfeited.

6) Any Rubber involving a player who is incorrectly dressed will be forfeited.

7) **Rankings for "Bye-Practice match round"**
   As part of x3 rounds of Redraws, teams must uphold the rankings/team order used in the last “Official AGSV match” (the match immediately prior to the “practice match round"). Teams who alter rankings / order for the “Practice match” are not permitted to use these rankings as the basis for selecting rankings / order for the next “Official AGSV match.

   Where there is any evidence of teams using ‘altered rankings’ from the “practice match” to set their rankings / order for the next “Official match”, all sets for the player/s in question for that round/s will be forfeited and subsequently awarded to the opposing player. Score sheets and ladders will be recalibrated accordingly.

RED denotes amendments from previous season

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8) **Nominating players for AGSV representative team**:
Only players who have been ranked 1,2 or 3 for the vast majority of the season can be nominated for AGSV selection. Teams who have players have been ranked in positions below their capability do so at the detriment of that player/s when it comes to AGSV selection.

9) Premiership points will be on the basis of 2 for a win, 1 for a draw and 0 for a loss.

10) **Finals rounds** (round 6, 7, 8)
Participating teams will play each other once during the first five rounds of the season. At the conclusion of Round 5, Finals fixtures will be drawn based on finishing positions of all teams. The schedule of matches for these rounds will be determined by the ladder positions after Round 5.

Results from Round 6 matches will determine the schedule of matches in Rounds 7/8 and so on.

Ladder positions will be separated by i) premiership points. Where teams are equal on premiership points after Round 5, the following criteria will be used to separate ladder positions: ii) the head to head result. Where teams placed first, second or third on the ladder cannot be separated by i) or ii), calculation iii) will be used to determine who has the superior 'Sets Index' (SI) from matches played between these teams. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved. Where teams placed second, third (or below) cannot be separated by i) or ii) or iii), matches played against the team who is immediately above on the ladder will be included in the calculation. If that fails to separate, the calculation will include the next team above (and so on) until a separation is achieved.

Round 6

1st vs 2nd (Semi Final 1)	*Winner Semi Final 1 progresses directly to the Grand Final*
3rd vs 4th (Elimination Final 1)	
5th vs 6th (5th/6th Placement Fixture)	*Loser of 5v6 goes to year level games – where applicable*

Round 7
Loser Semi Final 1 vs Winner Elimination Final 1 (Preliminary Final)
Loser Elimination Final 1 vs Winner 5th/6th fixture (4th/5th Placement Fixture)

Round 8 – Grand Final
Winner Semi Final 1 vs Winner Preliminary Final

11) **Grand Final** (Round 9)
The Winner of Semi Final 1, in week 6, and the Preliminary Final in week 7 will contest the Grand Final to decide the Premiership on Round 9.

Flip scoreboards provided by venue for scoring awareness.

All schools should be familiar with and where required, follow the contents of the **Adverse Weather Policy.**

FIRSTS RESULTS

It is the It is the responsibility of the coach of the Winning team update final score details on Clipboard.
Any issues please contact AGSV General Manager - Competitions on 0400 556 801

RED denotes amendments from previous season

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YEARS 7/8 TABLE TENNIS COMPETITION GUIDELINES

- 4 players per team
- 2 tables per match
- 1 hour per match
- 4 singles matches (4 v 4; 3 v 3; 2 v 2; 1 v 1) **then**
- 4 doubles matches (1 v 2; 2 v 1; 1 v 1; 2 v 2)
- Each rubber will be the best of five games to 11 points. Advantage will be played.

[If time permits, reverse singles could be played to best of 3 games of 4 reverse singles matches (4 v 3; 3 v 4; 2 v 1; 1 v 2)]

- In a fifth and deciding set, when a score of 5 is reached the following will occur:
  Singles: Players change ends and the match continues.
  Doubles: Players change ends, keeping the server as before, but changing the receiver.

Results must include Rubbers and Game scores.

Should a player or doubles pair be late to Year level match, their team is **not to be penalised** for their lateness. Games are to be played in the remaining time allotted

Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the **AGSV Standard of Behaviour**.

Regulations for competitions involving older age groups can be found at www.agsvsport.com

NOTE:

Since this is a learning experience for many of the participants, it is important that they are taught the rules of Table Tennis eg. correct serving technique; touching of the table and how to correctly rotate sides and score, particularly in doubles.

Coaches are to be fully aware of the rules to ensure accurate delivery of instructions.

AGSV Competitions
October 2025

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