



Table System Rules

1. Players play **matches** (best 3/5 games) in round robin format against everyone assigned to their table. The deadline for changes to table assignments is 7:15 p.m. and must receive prior approval from the Executive Committee.
2. The match result, *in games*, is recorded on the Score Sheet.
3. Current ITTF *Laws of Table Tennis*, as modified to suit local circumstances, govern match play.
4. Players umpire their own games.
5. Final ranks are based primarily on **matches** won. Games won and lost are only used for tie breaking.
6. Tie breaking (done when all matches on a table are complete) is based on a comparison of **games won minus games lost, between the tied players only**. Matches against drop-ins do not count in determining final ranks.
7. If there is a 3-way tie, the first pass tries to simultaneously establish the relative positions of all 3 tied players.
 - a. If a second pass is necessary to break a tie between 2 players, the higher position goes to the winner of the match between those 2 players.
 - b. If all players remain tied after procedure 7 or 7a, the initial sequence of ranks is retained.
8. Unfinished matches at close of play are decided by a single coin toss for each of the games remaining.
9. Although matches are scheduled to start at 7 p.m., players on the same table may interrupt practice on their table and start their matches before 7 p.m. irrespective of the order of play.
10. If a player is late for a session, all matches are forfeited 0-3. Late deadline is **7:30 p.m.**
11. If a player is absent for a match or unable to complete it, the match is forfeited 0-3.