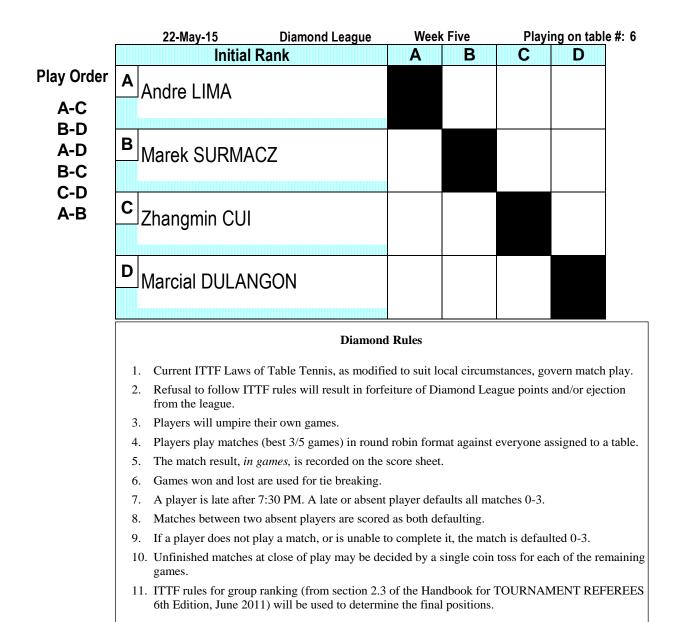


- 9. If a player does not play a match, or is unable to complete it, the match is defaulted 0-3.
- 10. Unfinished matches at close of play may be decided by a single coin toss for each of the remaining games.
- 11. ITTF rules for group ranking (from section 2.3 of the Handbook for TOURNAMENT REFEREES 6th Edition, June 2011) will be used to determine the final positions.









- 6. Games won and lost are used for tie breaking.
- 7. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3.
- 8. Matches between two absent players are scored as both defaulting.
- 9. If a player does not play a match, or is unable to complete it, the match is defaulted 0-3.
- 10. Unfinished matches at close of play may be decided by a single coin toss for each of the remaining games.
- 11. ITTF rules for group ranking (from section 2.3 of the Handbook for TOURNAMENT REFEREES 6th Edition, June 2011) will be used to determine the final positions.



