





		24-Apr-15	Diamond League		(One	Playi C	ng on tabl	e #: 2
Play Order		Initial Ra	INK	Α	B	U	D	
Flay Oluei	A	Sun PARK						
A-C								
B-D	В							
A-D		Jonathan YAP						
B-C C-D A-B								
	С	Mike XU						
ΛĐ								
	D	Jacob WONG						
	Diamond Rules							
	1.	1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.						
	2.	2. Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.						
	3. Players will umpire their own games.							
4. Players play matches (best 3/5 games) in round robin format against everyone assign							ssigned to a	a table.
	 The match result, <i>in games</i>, is recorded on the score sheet. Games won and lost are used for tie breaking. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3. Matches between two absent players are scored as both defaulting. 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.							
	 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. 							



	24-Apr-15 Diamond L	eague Week One	Playing on table #: 3					
	Initial Rank	A B	C D					
Play Order A-C B-D A-D B-C C-D A-B	A Don CHAN							
	B Peter WONG							
	c Marlo CRUZ							
	D Patricia TAN							
	Diamond Rules 1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.							

- 2. Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.
- 3. Players will umpire their own games.
- 4. Players play matches (best 3/5 games) in round robin format against everyone assigned to a table.
- 5. The match result, *in games*, is recorded on the score sheet.
- 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.



		24-Apr-15 Initial Ran	Diamond League	Week A	COne B	Playi C	ng on tabl D	e #: 4
Play Order A-C B-D A-D B-C C-D A-B	Α	Arif KHAN						
	В	Robert CARETER	С					
	С	Allan YIP						
	D	Hon CHAU						
	Diamond Rules							
	2 3 4 5 6 7 8 8 9 9 1	 Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play. Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league. Players will umpire their own games. Players play matches (best 3/5 games) in round robin format against everyone assigned to a table. The match result, <i>in games</i>, is recorded on the score sheet. Games won and lost are used for tie breaking. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3. Matches between two absent players are scored as both defaulting. If a player does not play a match, or is unable to complete it, the match is defaulted 0-3. Unfinished matches at close of play may be decided by a single coin toss for each of the remaining games. 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. 						