



SCORE SHEET

22-May-15

Diamond League

Week Five

Playing on table #: 1

Play Order

A-C
B-D
A-D
B-C
C-D
A-B

Initial Rank		A	B	C	D
A	Louis OZEKE				
B	Sun PARK				
C	Don CHAN				
D	Arif KHAN				

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.



SCORE SHEET

22-May-15

Diamond League

Week Five

Playing on table #: 2

Play Order

A-C

B-D

A-D

B-C

C-D

A-B

Initial Rank		A	B	C	D
A	Jonathan YAP				
B	Davy SAM				
C	Allan YIP				
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.



SCORE SHEET

22-May-15 Diamond League Week Five Playing on table #: 3

Initial Rank		A	B	C	D
A	Peter WONG				
B	Robert CARETERO				
C	Cuong CAO				
D	Jacob WONG				

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.



SCORE SHEET

22-May-15

Diamond League

Week Five

Playing on table #: 4

Play Order

A-C
B-D
A-D
B-C
C-D
A-B

Initial Rank		A	B	C	D
A	Jack SEREDYNSKI				
B	Mike XU				
C	Marlo CRUZ				
D	Hon CHAU				

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.