

UniSport Australia Guideline

Table tennis - teams

Men and Women

UniSport table tennis competitions are conducted in accordance with the rules of [Table Tennis Australia](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport breach of competition requirements guideline for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 4
- Maximum registered players – 6
- Maximum cross registrations – 3

2. Competition rules

2.1. Competition format

- a) Captains shall declare the three singles players and the two combinations of doubles players before the commencement of each rubber. Players can compete in both single and double formats.
- b) A rubber between two teams shall consist of 11 matches.
 - i) The three singles players from each team play each other (nine singles matches)
 - ii) The two doubles pairs from each team plays one doubles pair from the other team (two doubles matches)
- c) The team winning the majority of matches shall win the contest
- d) A match shall consist of the best of 5 games to 11 points.
- e) In the event that both doubles pairs or both singles players score 10 points in a match, the game shall be won by the first player or pair subsequently gaining a lead of two points.

2.2. Pools point scoring

Points for teams competitions shall be awarded as follows;

- a) Winning team: 3 points
- b) Losing team: 1 point
- c) Forfeited team: 0 points

2.3. Pool tiebreakers

- a) In the event that two teams have the same number of points at the completion of the preliminary rounds, the higher placed team will be decided on the result of the match in which the teams played each other.
- b) In the event that more than two teams have the same number of points at the completion of the preliminary rounds, the order of the teams will be decided by the following criteria in order:
 - i) Result of the matches between the teams concerned
 - ii) Percentage of matches won between the teams concerned
 - iii) Percentage of games won between the teams concerned
 - iv) Percentage of points won between the teams concerned
 - v) Drawing of lots

3. Team duties

3.1. Team duty requirements for table tennis are:

- a) Teams will be required to assist with accurately completing scoring duties across the competition

3.2. The person fulfilling the team duty requirements can be any competent person associated with the team or university and does not necessarily have to be a player e.g. team manager

4. Uniform requirements

- 4.1. In addition to the requirements outlined in the [ITTF Laws of Table Tennis \(Rule 3.2.2\)](#), the following requirements also apply:
- a) Due to the use of white balls, white shirts or shorts must not be used

5. Forfeits, delays and abandonments

- 5.1. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 5.2. The forfeit score is 11 matches, 33 games, 363 points, three competition points to nil (0).

Previous rule amendments

June 2003 | July 2004 | May 2010 | March 2011 | May 2012 | May 2014 | February 2015 | April 2017 | April 2018 | March 2019 | January 2021 | June 2023

*All competitions will be held in accordance with the UniSport competitions guidelines.

