

UniSport Australia Guideline

Table Tennis Teams

UniSport table tennis competitions are conducted in accordance with the rules of the International Table Tennis Federation (ITTF), except where those rules differ from the UniSport competition guidelines, in which case the UniSport guidelines shall take precedence. The UniSport Breach of Competition Requirements Guideline should also be consulted for penalties arising from breaches.

1. Team and squad size

- Minimum registered players: 3
- Maximum registered players: 5
- Maximum cross registrations: 2, subject to UniSport registration requirements.

2 Competition rules

2.1 Competition format

- a) A team shall consist of 3, 4 or 5 players. Each team match comprises one doubles and four singles rubbers. Captains shall nominate their players and singles specialist before play. A and X are the singles specialists and are nominated for two singles rubbers only.

Order	Match	Team ABC	Team XYZ
1	Doubles	B/C	Y/Z
2	Singles	A	X
3	Singles	C	Z
4	Singles	A	Y
5	Singles	B	X

- b) For teams registering four or five players, A4 or A5 may replace B or C, and X4 or X5 may replace Y or Z, in one singles or doubles rubber. Each such player may be used in no more than one rubber. A and X may not be replaced under this provision.
- c) Substitutes may be used once the result of a team match has been decided. A team may replace a player in any remaining singles rubber with an eligible player from its registered squad who was not listed for that rubber. The substitute must be declared to the umpire before the affected rubber starts and recorded on the score sheet. A player replaced in one rubber may still play their other nominated rubber. Substitutions are not permitted in a rubber that has already started.
- d) Each rubber is the best of five games, with each game played to 11 points. If the score reaches 10–10, play shall continue until one player or pair leads by two points.
- e) In pool competition, all five rubbers shall normally be played to completion and count towards the final result and pool ranking, unless both teams agree to end the match once the team result has been decided. In knockout and placing fixtures, the team match ends when one team wins three rubbers.
- f) Players are allowed up to two minutes' practice before each rubber, one minute between games and one time-out of up to one minute per player or pair per rubber. A player required to play consecutive rubbers may claim an interval of up to five minutes.

2.2 Pool point scoring

Points for team competitions shall be awarded as follows:

- a) Winning team: 2 points
- b) Losing team: 1 point
- c) Forfeited team: 0 points

2.3 Pool tiebreakers

If two teams finish level on competition points, their head-to-head result determines their order. If more than two teams are tied, use only the results between the tied teams, applying these criteria in order:

- a) Competition points gained
- b) Ratio of individual rubbers won to lost
- c) Ratio of games won to lost
- d) Ratio of points won to lost
- e) Drawing of lots

When any positions are resolved, exclude those teams and repeat the procedure for the teams still tied.

2.4 Competition structure

Pool allocations, seeding, progression, semi-finals and final placing matches shall follow the draw published by UniSport. Teams shall complete all scheduled fixtures, including consolation and placing matches.

3. Team duties

- a) Teams shall provide competent people for assigned umpiring and scoring duties. The duty person may be a player, team manager or another person associated with the university.
- b) Officials shall record all game scores, replacements and forfeits. Captains shall check the completed score sheet before it is submitted to competition management.

4. Uniform requirements

Team members shall wear matching playing clothing, except for permitted differences in footwear, socks and advertising. White shirts, shorts or skirts must not be worn. Opponents shall wear distinguishable shirt colours; teams should bring an alternative shirt. Tracksuits require the Referee's permission.

5. Forfeits delays and abandonments

- a) A team unable to commence within 10 minutes after the scheduled start shall forfeit. Where an official delay occurs, this period runs from the revised start announced by competition management.
- b) A pool forfeit is recorded as 5–0 rubbers, 15–0 games and 165–0 points, with 2 competition points to the winning team and 0 to the forfeiting team. A knockout forfeit is recorded as 3–0 rubbers, 9–0 games and 99–0 points.
- c) Retirements, abandonments and disputed forfeits shall be referred to the Referee and competition management for a ruling.

6. Equipment

ITTF-approved tables, net assemblies and white competition balls shall be used. Players' rackets and racket coverings must comply with ITTF requirements.

7. Conduct and disputes

Players shall respect officials and follow their directions. The umpire decides questions of fact. Captains may refer rule interpretations to the Referee. Competition administration and disciplinary matters shall be handled by UniSport.

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 | May 2024 | January 2025 | September 2026

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

