



TABLE TENNIS



REGISTRATION HANDBOOK & TEAM PACKET

Welcome to the Z Games Table Tennis Tournament. This handbook outlines registration requirements, eligibility, match format, conduct expectations, and tournament policies.

The tournament follows official International Table Tennis Federation (ITTF) rules unless otherwise specified below.

SECTION 1: REGISTRATION INFORMATION

1.1 Player Eligibility

- The tournament is open to eligible participants as determined by the Host Committee.
- Players may register for:
 - **Singles**
 - **Doubles**
 - Or both events (if scheduling permits)
- Doubles partners must both complete separate registration packets.

1.2 Registration Requirements

Each participant must submit:

- Completed registration form
- Signed Code of Conduct agreement
- Signed Liability Waiver
- Emergency contact information
- Registration fee (if applicable)

Incomplete registration forms may not be accepted.

1.3 Check-In Requirements

- Players must check in prior to their first scheduled match.
- Players should arrive at least **15 minutes before match time**.
- A player arriving more than **15 minutes late** may default the match.

SECTION 2: MATCH FORMAT & SCORING

2.1 Match Structure

- Matches are played **best 3 out of 5 games**.
- Each game is played to **11 points**.
- A game must be won by a **2-point margin**.
- Rally scoring is used (a point is awarded on every rally).

2.2 Timing

- A **2-minute break** is allowed between games unless both players agree to continue play.
- Players seeking additional practice must arrive early with their own hitting partner.

SECTION 3: MATCH PROCEDURES

3.1 Singles

- Each player serves **two consecutive points**, then service switches.
- At **10–10 (deuce)**, players alternate serves one point at a time.
- Players switch sides after each game.
- In the 5th game, players switch sides when either player reaches **5 points**.

3.2 Doubles

- Each player serves two consecutive points, then service switches to the opposing team.
- At 10–10, players alternate serves one point each.
- Players switch sides after each game.
- In the 5th game, teams switch sides when either team reaches 5 points.

Doubles Rotation Rules

- Serves must be diagonal (right side to right side).
- Teammates must alternate hits.
- Hitting out of order results in loss of point.
- The order of serving and receiving must remain consistent throughout the game.

SECTION 4: SERVE REGULATIONS

- The ball must rest on an open palm before serving.
- The serve must:
 - Bounce first on the server's side
 - Then bounce on the receiver's side
- A legal serve touching the net and landing correctly is a let serve.

Tournament Let Rule Modification

- First let serve: treated as a fault.
- Second consecutive let serve: loss of point.

If the served ball does not contact the table, the serve is replayed with no fault assessed.

SECTION 5: VIOLATIONS & FAULTS

A player loses the point if:

- They touch the table with their free hand.
- They touch the net or net post.
- The ball strikes their body or clothing while over the table.
- They volley the ball (strike before bounce).
- They double-hit the ball.
- They move the table.
- They strike out of order in doubles.

SECTION 6: OFFICIATING & DISPUTE RESOLUTION

Preliminary Rounds

- The receiving player calls balls out.
- The server announces the score.
- The table edges are legal playing surface; sides are not.

If a player does not clearly see where the ball lands, the opponent receives the benefit of the doubt.

- An umpire may be assigned for semifinal and final matches.
- The tournament referee's decision is final.
- Once players shake hands, no protests will be accepted.

SECTION 7: EQUIPMENT & DRESS CODE

- Proper athletic attire and court shoes are required.
- Fully white or orange shirts are not permitted.
- Paddles must have red and/or black rubber surfaces.
- Official 40mm match balls will be provided (white or orange).

SECTION 8: CONDUCT & DISCIPLINE

All participants must:

- Display good sportsmanship.
- Respect opponents, officials, and staff.
- Refrain from abusive language or unsportsmanlike behavior.
- Follow all tournament procedures.

Provoke & Retaliation Rule

- Any individual who provokes physical harm:
 - Will be ejected immediately
 - Will be banned for three (3) years
- Any player who retaliates:
 - Will be ejected
 - Will be banned for two (2) years

Zero tolerance will be enforced.

SECTION 9: TOURNAMENT AUTHORITY

- The Host Committee and ZSC Sports Coordinator reserve the right to modify rules without prior written notice.
- Official ITTF rules apply unless otherwise specified.
- Referee decisions during matches are final.

SECTION 10: PLAYER ACKNOWLEDGMENT

By registering, participants confirm that they:

- Have read and understand this handbook.
- Agree to follow all rules and policies.
- Accept tournament authority and officiating decisions.
- Accept all risks associated with participation.

Participation constitutes agreement to these terms.