

“ REJOICE ”

Table Tennis Festival (2023/2024)



Date

Please refer to [website](#)

Sport Venue

Loops Table Tennis
618 Somerville Road, Sunshsine West, VIC 3020

Sport Coordinator

Mina Gerguis 0410 954 072

Leagues/Events

Teams Competition

Mixed	Primary Gr4-6
Boys	Gr 7-12
Girls	Gr 7-12
Men	Youth (19-29)
Men	Adults (30+)
Women	Youth (19-29)
Women	Adults (30+)

Entry Deadline

Please refer to [website](#)

Only complete paid entries are accepted

Format

- Teams competition will be run in two Stages: First stage is tournament with 2 singles matches and one double match with ONE point awarded to the winning team
- Second stage is knockout system to the finals.
- Teams competition requires **minimum** of 2 players and **maximum** of 4 players

Regulations

It's highly recommended that each player should bring his/her own batt, as there is no guarantee there will be enough number of batts on the day

Sport Venue Check-in

- Teams **must be** at the Sport Venue **30mins** before their first scheduled match.
- Teams **must** report **their attendance** with **all Players** names must be on the **approved** registration list as per the SF online registration system and being approved **by the church priest**

Code of Conduct

Any team/player/**church official/parent** who displays unreasonable behaviour in the opinion of officials or the **Sport Coordinator before, during, or after the tournament may be disqualify their team or themselves up to the discretion of officials or referees.**

Please also see section regarding game rules

Fee Payments

Fees is **\$50 per team**, and it **must be paid** before the game day upon the registration is submitted on the SF online registration system

Entries Limits

Each Parish can submit **maximum** of 2 teams for each league

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Uniform

- Players must wear trainers or runners (soft rubber soled non-marking shoes).
Failure to comply with these conditions of use may cause damage to the wooden floor and **may result in termination** of access for the non-compliant players as per the venue management request; spectators will be seated in the raised spectator viewing area
- A Team must have same shirt colour uniform (refer to colour table below)
- If colours clash (which should not happen), the second named team in draw will wear Games bibs

Teams Colours

No	Church Name	T-Shirt Color	Color
1	Archangel Michael & St. Anthony	BLACK	Black
2	St. Athanasius	LIGHT GREEN	Light Green
3	St. Bishoy & St. Shenouda	RED	Red
4	St. George	DARK BLUE	Dark Blue
5	St. John the Evangelist	Maroon/Dark Red	Maroon
6	St. Macarius	Grey	Grey
7	St. Mark	Yellow	Yellow
8	St. Mary	LIGHT BLUE	Light Blue
9	St. Mina & St. Marina	White	White
10	St. Moses the Strong	Orange	Orange
11	St. Paul	Dark Brown	Dark Brown
12	St. Philopateer Marcorious	Gold	Gold
13	St. Severus & St. Karas	Light Brown	Light Brown

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Game Rules

General Important Rules:

- **Each church must have one representative that is nominated in advance to respectfully query decisions if needed. No other parent/player/church official may approach the referee. Disrespect from players/parents or church representatives may lead to team disqualification.**
- Players can only participate in one League/Event from the above (For example: Either Gr 7-12 or Open Age but not both in any match)
- Each Player can play for ONE parish only
- **If Players are participating in the Chess competition**, it's not guaranteed to have the possibility of delaying the table tennis match until the chess game finishes.
- Each match will be best of 5, each team/player needs to win 3 sets, the game is 11 points as per the table tennis scoring system and the rules mentioned below
- A game shall be won by the player or pair first scoring 11 points unless both players and pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.
- After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- A player shall score a point if his or her opponent touches the table with either hand before striking the ball
- Service shall start with the ball resting freely on the open palm of the server's stationary free hand. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck
- From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his or her doubles partner or by anything they wear or carry