KAGW Table Tennis (Ping Pong) Tournament – 2024
Rules and Procedures

General Rules

1. All participants must complete an online registration form available at Google Docs and submit the mandatory registration fees by the last date on November 14, 2024 for registration.
2. Registration fees for tournament will be as follows:
   - $15.00 per player for Singles (Under 15)
   - $20.00 per player for Singles
   - $25.00 per team for Doubles (Under 15)
   - $30.00 per team for Doubles
3. Payments can be made using either –
   - Pay via Zelle to Email: treasurer@kagw.com
4. The Venue and date for the event will be:
   Royal Badminton Academy, 21598 Atlantic Blvd, Suite #100, Sterling, VA 20166
   Date & Time- 11/16/2024, 10.00 AM-01:00 PM
5. The registration fee will be non-refundable unless KAGW is canceling the tournament.
6. Only one registration form should be submitted per participant. For doubles, one registration form should be submitted per team.
7. Registration forms submitted after the deadline will not be accepted. The last date for registration is November 14th, 2024.
8. Organizers reserve the right to extend the deadline for registration. Any extension of the registration deadline will be announced through the KAGW website.
9. Organizers reserve the right to cancel a whole tournament or a specific category within the tournament if there are less than 4 participants for that tournament /category.
10. The tournament will be conducted based on the following categories:
    - Boy's / Men's Division
      - Under 15
      - Men's Open
    - Girl's / Women's Division
      - Under 15
      - Women's Open

11. For administrative purposes, categories are determined based on the grade/class in which the participant is currently studying. The participant's actual age will not be considered to determine their category.
12. False representation of the category will result in disqualification of the participant.
13. Participants can only participate in one category. However, participants may opt to participate in a higher category. Under no circumstances will they be allowed to participate in a lower category. A participant cannot contest in multiple categories.
14. Participants should report at least 15 minutes before the beginning of the tournament to the venue. Participants who arrive after the conclusion of the first round of the tournament will not be allowed to participate and their registration will be deemed canceled and the registration fees will not be reimbursed.
15. Participants will not receive any communication from the organizers if they fail to report at the venue on time.
16. All players must wear court shoes with non-marking soles.
17. Players should bring the paddles for playing.
18. If there are less than four registrations for one category, KAGW has the right to remove that category from the tournament.
19. Please Contact for any questions:
    - Sandeep Neelakandan: 609-375-7872 vnsandeep237@gmail.com
    - Anoop Das: 571-528-6926 das.anoop@gmail.com
    - KAGW Sports Committee: sports@KAGW.com

General Match rules

Please note that the match fixture/schedule will be determined closer to the tournament date based on registrations. KAGW Sports Committee will send the details in an email to all participants before the tournament.

- Referees will be selected from the non-playing teams.
- All the draws (random drawing) will be published before the tournament start date.
- If there are odd number of registrations, the tournament organizers will give bye to one player after doing a lottery format.
- If there are any confusions / questions made by opponent regarding the call, they should start from the previous point / replay the point.
- KAGW Sports committee reserve the right to make changes in the schedule in case of inclement weather or due to any external factors.
- A match is played best 2 of 3 games.
- A game is won by the player who first scores 11 points with a 2-point margin. However, the first team that reaches 15 points is considered as the winner of that game.
- The choice of playing position at the table and order of service are determined by the toss of a coin. If the winner of the toss prefers to have first choice of playing positions, the opponent then has the choice of whether to serve first or receive first, and vice versa.
- The change of service takes place after 2 points have been scored. A point is normally awarded when the play of a service is concluded. The receiver then becomes the server and

the server becomes the receiver, and so on, after each 2 points until the end of the game or the score is 10-10. Whenever the score becomes 10-all, the receiver becomes the server and the server the receiver, and so on after each point until the end of the game.

- At the start of a new game, the player who served first in the previous game becomes receiver and the receiver becomes server and so on, alternating after each game.
- The players change ends after each game, and if play consists of more than two game, in the deciding game of the match the players change ends when one player reaches a score of 5 points.
- Ball touching the side (side top of the board) of the board is allowed. (The edges of the table are part of the legal table surface, but not the sides.)

SERVICE:

- A good service is delivered by projecting the ball from the free hand, which must start from above the playing surface. The ball must be resting in the palm of the free hand. The ball is tossed into the air.
- As it starts to descend, the ball is struck so that it touches the server's court first and then, passing directly over or around the net, touches the receiver's court. At the instant of contact of the racquet on the ball in service, both handle and ball must be behind the end line of the server's court.
- A good return of a served ball must be struck by the receiver on the first bounce so that it passes directly over or around the net and touches directly on top of the opponent's court.
- Once the ball is tossed to serve, the server has an option to catch the ball if he decides not to hit.
- Ball should be visible during the serve.

POINTS:

A point is awarded to the opponent in the following circumstances:

- Failure to make a good service, unless a let is declared
- Failure to make a good return of a good service, unless a let is declared
- If the player, the racquet, or anything that the player wears or carries touches the net or its supports while the ball is in play.
- If the player or anything that the player wears or carries touches the ball is in play.
- If the player, the racquet, or any wearing apparel moves the playing surface while the ball is in play or touches the net or its supports.
- If at any time the player volleys the ball that is before the ball hits the table top.
- If the player's free hand touches the playing surface while the ball is in play
- Strikes the ball twice successively

LET

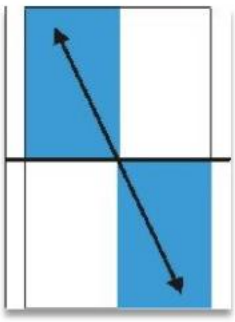
A let ball, which is then replayed, is called in the following cases:

- If the served ball touches the net and falls on the receiver court.
- If a service is delivered when the receiver is not ready.
- If either player is prevented by an accident not under his/her control during the serve or rally.

BALL IN PLAY
The ball is in play from the moment it is projected from the hand in service until one of the following has occurred:

- It has touched one court twice consecutively.
- It has been struck by either player more than once consecutively.
- It has touched either player or anything that the player wears or carries.
- It has touched any object other than the net and board.

GOOD SERVICE
The service is delivered (as described in the above rules), except that it must touch first the right half of the server's court or the centerline on the server's side of the net and then, passing directly over or around the net, touch the right half of the receiver's court or the center line on the receiver's side of the table.



DOUBLES PLAY (INCLUDES ALL THE ABOVE RULES).
ORDER OF SERVICE

- The first two services must be delivered by the serving partner (Player 1) of the pair who has the right to do so. The service must be received by the receiving partner (Player 3) of the opposing pair.
- The second two services must be delivered by the receiver of the first two services (Player 3) and received by the partner of the server (Player 2) of the first two services.
- The third two services must be delivered by the partner of the first two services (Player 2) and received by the partner of the server (Player 4) of the first two services.
- The fourth two services must be delivered by the partner of the receiver (Player 4) of the first two services and received by the server (Player 1) of the first two services.

TIE RULE – (BOTH SINGLES & DOUBLES)
In a group stage, if two or more teams have equal wins the 1st place and 2nd place will be determined by the following rules.

- The team that has least number of delta in sets (win sets – lost sets) will be given higher ranking

- If rule a is also equal, the delta of set points will be considered (Delta = Points scored – Points conceded)
- If Rule C also does not break the tie, a lot would be done in case of more than 2 teams and a toss if 2 teams.

Disclaimer:
While participating in events held or sponsored by the Kerala Association of Greater Washington (KAGW), consistent with CDC and county guidelines, participants are encouraged to practice hand hygiene, social distancing, and wearing face coverings as needed to reduce the risk of exposure to COVID-19.