

1. See General Regulations Governing Sporting Competitions.
2. Table Tennis is conducted under the rules of Table Tennis Victoria unless otherwise stated.
3. Each match shall be the best of five sets, eleven points. Two serves each.
4. Singles players should be correctly seeded, and lists exchanged simultaneously **before the start of play**. In general, doubles combinations are to be nominated prior to play; however, if one coach intends departing for a sequential group, he is obliged to tell the opposition the precise order he will play his combinations. The home team is required to name their team first in this case.
5. Team sheets will be exchanged by Captains prior to the match commencing. In Firsts and Seconds competition a team shall comprise of six (6) players, who shall be graded 1 to 6 for singles and 1 to 3 for doubles. The players in singles and doubles need not be the same.
6. In all competitions below Seconds, a team shall comprise of twelve (12) players who shall be graded 1 to 12 for singles and 1 to 6 for doubles. The players in singles and doubles need not be the same.
7. Late Arrival: An absent player, on arrival, takes their seeded place in the team.
8. For all Firsts & Seconds games the following playing system is to be used:
 - a. 6 players - 12 singles and 3 doubles
 - b. Singles - 1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6,
1 v 2, 2 v 1, 3 v 4, 4 v 3, 5 v 6, 6 v 5,
 - c. Doubles - 1 v 1, 2 v 2, 3 v 3,

For all games **below Seconds**, the following playing system is to be used:

 - a. 12 players - 24 singles and six doubles
 - b. Singles - 1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6, 7 v 7, 8 v 8, 9 v 9, 10 v 10, 11 v 11, 12 v 12
1 v 2, 2 v 1, 3 v 4, 4 v 3, 5 v 6, 6 v 5, 7 v 8, 8 v 7, 9 v 10, 10 v 9, 11 v 12, 12 v 11
 - c. Doubles - 1 v 1, 2 v 2, 3 v 3, 4 v 4, 5 v 5, 6 v 6
9. Times for Games may vary depending on the APS draw. First matches should commence at the same time, Seconds and Thirds at the same time and Fourths and Fifths at the same time, where possible. All players should be punctual and be present about 15 minutes before the recommended starting time. If a player in the following game is absent a substitute may play in the lowest ranked position.
10. If a player is not available to play ten minutes after due time of start, his/her team must forfeit his or her first singles match. The written and agreed order of players will remain unaltered.
11. **Home venue school** should ensure that tables, etc, are **set up in advance of the first match**. Minimum time for hit-ups should be allowed so that matches may proceed smoothly with the least delay.
12. New table tennis balls will be provided by the **first named school**, and a new set of balls will be provided for each round. For the APS Firsts and Seconds competition, the ITTF approved plastic balls [729 40+*** (plastic seamless)] will be used. The larger 40mm balls will be used for all levels below Firsts and Seconds Table Tennis.
13. Schools are expected to be uniformly dressed. Tracksuits or light-coloured T-shirts should not be worn during matches.
14. Schools should confirm fixtures in the week preceding each round.
15. **Winter Table Tennis:** To run parallel with other Winter Sports.
Restrictions: First & Second players from Summer Sport teams are ineligible for the Winter competition.
16. **Grand Finals/Premiership**
 - a. **Allocation of Premiership Points: Win: 2 points; Draw: 1 point.**
 - b. **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to General Regulation 17 for determination of ladder position.**
 - c. **The following tie-breaking procedures shall apply for the Grand Final:**
 - i. **Rubbers won, and if equal**
 - ii. **Games won, and if equal**
 - iii. **Points won, and if equal, the Premiership will be shared.**
17. **APS Representative Squad Selection:**
Each school will nominate three (3) singles players, with the APS Representative doubles combinations coming from the selected singles players. The final team will consist of 6 players and 2 emergencies.

Selectors: 2026 CY & GGS 2027 HY & MGS 2028 SKC & SC 2029 WC & XC