

Sunshine Coast Table Tennis Club Inc.

ABN : 87 969 306 621



Competition Guide

The Sunshine Coast Table Tennis Club offers a regular fixture competition. This guide is designed to help you understand how fixtures work and the rules for play.

What are Fixtures?

Fixtures are a competition played between teams of club members. Rounds will be played throughout the season, with finals to decide the winners. The normal rules of Table Tennis will apply to all matches.

Why Should I Play?

Fixtures offer members the chance to test their skills and develop their game within the club environment. It's a great opportunity to learn more about table tennis whilst enjoying some friendly competition.

Who can play?

Any full member of the club can join fixtures. Social Members will need to upgrade their membership before they can compete in fixtures. Sign on will open a few weeks prior to the new season and will close once we have the right numbers to form a competition. If you haven't played fixtures before then we may need an opportunity to assess your skills, to ensure a fair and even competition.

Where?

Competition matches take place on Tuesday nights at Maroochydore State High School Jubilee Hall throughout the year. Some nights will be unavailable due to school use or

other reasons. You will be provided with a fixture sheet at the start of the season which will detail the dates of play.

When?

The hall is open from 6:30pm to allow time for set up of the facilities. Plays starts at 7pm sharp. If you need time for a warm up, please arrive early. Any matches not started by 10:15pm will be shortened to best of 3 to ensure completion of play by 10:45pm.

What If I'm Away?

Players who join fixtures have a responsibility to make themselves available for play. If there will be a number of weeks where you won't be available, then we ask that you wait until the next competition where you will be available to sign on.

When you are away it is your responsibility to arrange a substitute player. Your fixture sheet will have the contact details of substitutes who may be available. Your substitute should be of the same or a lesser ranking. For more information, see your fixture sheet. For help with obtaining a substitute please contact your Team Captain or the Duty Officer for your division.

How Are Teams Chosen?

The make-up of the competition depends largely on the number of players who register. The number of weeks the Hall is available is also a factor as we aim to fit in 3 or 4 competitions during the year. The Committee always aim to form a competition that has:

- Even numbers of teams, (where possible) to avoid byes or weeks off;
- Multiple divisions, to ensure matches are competitive;
- A spread of talent across teams, to ensure the competition is as even as possible.

All teams will have the same number of players. The normal formats are teams of 2 players or teams of 3 players. The table below indicates the likely formats, depending on the number of players registered. The Committee will endeavor to hold at least 1 x 3 person competition in Division 1 each calendar year when playing numbers allow.

Players	Option 1	Option 2	Option 3
36	2 divisions 6 teams of 3 in each (18 x 2)	2 divisions 8 teams of 3 in one (24) 6 teams of 2 in another (12)	
40	2 divisions 8 teams of 3 in one (24) 8 teams of 2 in another (16)		
42	2 divisions 8 teams of 3 in one (24) 6 teams of 3 in another (18)		
44	2 divisions 8 teams of 3 in one (24) 10 teams of 2 in another (20)		
48	2 divisions 8 teams of 3 in each (24 x 2)	2 divisions 12 teams of 2 in each (24 x 2)	3 divisions 8 teams of 2 in each (16 x 3)
50	2 divisions 10 teams of 3 in one (30) 10 teams of 2 in another (20)		

The format chosen is highly dependent on the number of players who register for the season. Please assist the Committee by registering your interest in playing fixtures as soon as possible.

How Does my Team Win?

Each week your team will play a rubber against another team. The results of each match will be tallied to determine which team won the most matches and they will win the rubber. The results of all rubbers will be posted on the SCTT website and a ladder based on results will be updated during the season.

The teams that finish highest will play off in the finals. Some seasons will have both semi finals and grand finals. This will be dependent on a number of factors, including the number of teams playing and the number of weeks available to complete the season. Consult your fixture sheet for information on the current season.

The winners of the finals will receive a prize from the club in recognition of their achievement.



How Do I Go Up A Division?

Playing positions are determined based on skill levels. The Committee always considers results from previous seasons, where available, when determining where a player sits within the competition.

The cut off between divisions will vary from season to season, based on the number of players who register and what number of teams this will best suit.

Players in lower divisions that finish with the highest win percentage may be offered the opportunity to play in a higher division. Similarly, players with low win percentages may be asked to play in the lower division to allow developing players an opportunity to compete in the higher division.

In some instances, the Committee may request these players to participate in a 'play-off' to determine who will play in what division. This largely depends on the number of players registered to play and the results from the previous season.

How Do I Develop My Game?

Playing fixtures is great for developing your game and gives you experience in playing competitive table tennis. Some other options for developing your game include:

- Getting coaching from SCTT Club Alex Milligan or another accredited Table Tennis Coach.
- Practicing wherever possible. Sessions currently available include Thursday or Friday nights at Maroochydore; or Sundays at Maleny.
- Playing in inter-club events, where possible; and
- Playing in official Table Tennis Australia or Table Tennis Queensland sanctioned events which generate a 'ratings' system from results in singles events.

