

..... **Individual Competitions continued:**

- **A Group System** – all play all
Advantage – all players play the same number of matches.
Templates are included for groups of 3, 4, 5 and 6 players. Each player is given a 'letter' showing their order of play and indicating for which matches they act as umpire – an important part of learning the game.
Disadvantage – it can take a longer time to complete the group. There are 10 matches for a group of 5 players.
- **Combination of Groups and Knockouts**
The first stage of the competition is in groups – all play all. The players finishing first and second in each group go forward to the main knockout event (but placed in opposite halves of the draw). The other players may go forward to a consolation knockout.

There is a fine balance between the number of tables and time available against the number of competitors when selecting an appropriate system of play. The best matches in any event are those keenly contested by players of a similar standard. Participation at the right level is key in order for players to enjoy their experience, continue to make progress and improve their playing ability.

Team Matches – Systems of Play

There is no set format for team matches in table tennis. The following factors need to be considered.

- A team may consist of any number of players.
- The time and number of tables available will determine which systems may be adapted.
- Within a team match an individual match may be the best of 1, 3, 5 games to 11 points.
- Doubles may form part of the match.

Here are some systems of play:-

- **2 players in each team** – A, B and X, Y
 - System 1: A v X, B v Y, (2 matches)
 - System 2: A v X, B v Y, A v Y, B v X (4 matches)
 - System 3: A v X, B v Y, doubles, A v Y, B v X (5 matches)

Notes: **A template is enclosed for System 3.** The advantage of introducing doubles emphasises the 'team' nature of the event and for younger players helps with the building of relationships. System 3 also gives a 'winner'.

- **3 players in each team** – A, B, C and X, Y, Z

- System 4: A v Y, B v X, C v Z, doubles,
A v X, C v Y, B v Z (7 matches)
- System 5: A v X, B v Y, C v Z,
B v X, A v Z, C v Y,
B v Z, C v X, A v Y (9 matches, 3 for each player)

Notes: System 4 is that adopted by the UK School Games and the International School Sport Federation (ISF) where a team of 3, chosen from a squad of 4, will play 2 or 3 matches in a day. A Template is enclosed.

- **4 players in each team** – A, B, C, D and W, X, Y, Z

- System 6: A v X, B v W, C v Z, D v Y,
A v W, C v X, B v Y, D v Z (8 matches, 2 for each player)

Notes: System 6 is that adopted by the English Schools' Table Tennis Association for the Butterfly National School Team Championships. A Template is enclosed.

Having determined the system of play for 1 match determine the format of the competition

Team Formats

- Many of the formats used for Individual Competitions are equally applicable to Team Competitions.
- For example: The round robin Group of 4 could be used for team play. 4 teams all play all = 6 matches. These may be played on a single day or over a period of time. This follows the usual practice for all team games played in school.
- Templates are enclosed for combinations of group matches followed by a play-off for all places as follows:
 - 8 teams: 2 groups of 4, all play all, plus play off (20 matches)
 - 9 teams: 1 group of 5 and 1 group of 4, all play all, plus play-off (25 matches)
 - 10 teams: 2 groups of 5, all play all, plus play-off (29 matches)
 - 11 teams: 1 group of 6 and 1 group of 5, all play all, plus play-off (36 matches)
 - 12 teams: 2 groups of 6, all play all, plus play-off (42 matches)
 - 13 teams: 1 group of 5 and 2 groups of 4, all play all, plus play-off (41 matches)
 - 14 teams: 2 groups of 5 and 1 group of 4, all play all, plus play-off (45 matches)
 - 15 teams: 3 groups of 5, all play all, plus play-off (52 matches)
 - 16 teams: 4 groups of 4, all play all, plus play-off (48 matches)
 - 20 teams: 4 groups of 5, all play all, plus play-off (68 matches)

Notes: Why play this system?

- All teams play a similar number of matches.
- All teams are placed with a final position.
- All teams are involved from the start to the end of the event. Greater participation – more enjoyment – improved performance.

Organisational Example – An eight team event (see next pages)

- 8 teams are playing in a 4 a-side competition.
- The teams are drawn into 2 groups, S and T.
- Group S: Bears, Lions, Owls, Tigers.
- Group T: Cheetahs, Eagles, Hawks, Jaguars.
- A Team Match Sheet is completed for each match – e.g. Bears v Lions. The names of the players are entered in the appropriate places.
- After each team match is completed the result is recorded on the Group Results Sheet. A set of results for Group S is shown as an example. As 2 teams tied for 3rd/4th place on match points, and their result was a draw, a countback of games was carried out. As this was 11 – 10 in favour of the Owls, they were declared 3rd and the Lions 4th. A full set of rules to determine a group winner is below.
- The position of teams of both Group S and Group T are now transferred to the play-off sheet for the final eight matches. Teams finishing 1st and 2nd in the groups play off for places 1 – 4, those finishing 3rd and 4th play off for places 5 – 8. Example scores are given together with final positions.
- In this event all teams have played 5 matches.

And Finally - How to Determine a Group Winner

In a group or 'round robin' competition, all members of the group shall compete against each other and shall gain 2 match points for a win and 1 match point for a draw. The ranking order shall be determined primarily by the number of match points gained.

If 2 or more members of the group have gained the same number of match points, their relative positions shall be determined only by the results of the matches between them, by considering successively the number of match points, the ratios of wins to losses first in individual matches (for a team event), games and points, as far as is necessary to resolve the order.

If at any step in the calculations the positions of one or more members of the group have been determined while the others are still equal, the results of matches in which those members took part shall be excluded from any further calculations needed to resolve the equalities in accordance with the above procedure.

If it is not possible to resolve equalities by means of the procedure specified, the relative positions shall be decided by lot.

