

Wiltshire School Games 2026-2027

Table Tennis

Event Details	
Date	2 nd March 2027
Venue	Royal Wootton Bassett Academy Lime Kiln, Swindon, SN47HG
Time	Registration 9.30 – 9.45 Event starts promptly at 10.00 End 14.30 (aprox)
Deliverer	
Jack Karpinski	
Code of Conduct	
All Schools will be held responsible for their players, officials and spectators and must ensure they adhere to the Code of Conduct. Please note that it also applies to parents. No breach of the C of C will be tolerated. https://www.wiltssport.org/sg-code-of-conduct	
Photography Consent	
Please sign a copy of the photography consent form and inform WASP on arrival if any of your pupils may not be photographed. They will be asked to wear an orange wristband. For more information on the photographic policy and the consent form please follow the link https://www.wiltssport.org/sg-photographic-consent-form	
PARKING	
TBC	
WELFARE PLAN	
This can be found on the WASP website https://www.wiltssport.org/school-games-welfare	
RISK ASSESSMENTS	
Venue – Please refer to the Welfare Plan	
Deliverer – will be available on our website before the event	
School Responsibility	
The attending teacher is responsible for the supervision and behaviour of their students	
REFRESHMENTS	
Please bring your own - you will be able to re-fill water bottles	
ADDITIONAL INFORMATION	

Format/Rules	
Age Groups	Separate teams for KS3 and KS4 <i>Players must play in their actual KS team</i>
Eligibility	Selected competitors must be on the register of the school they represent.
Team size	Each team will consist of 4 boys
Competition format	Round Robin format
RULES - Best of one, three or five games to 11 points - Players have to win by two clear points - Alternate serves every two points, unless both players have scored 10 points, in which case service changes every point - Toss a coin to decide who serves first, or to start play at either end of the table - The player serving first in a game receives first in the next game - In service the ball bounces on the server's side first - Each player strikes the ball after it has bounced once on their side of the table, to clear the net and land on the opponent's side. - A point is won/lost when a player misses the ball, the ball bounces twice, the ball does not land on the table or does not clear the net Each player will play 2 singles matches In the event of a tie break 1st/2nd place - one game of doubles will be played using any of the 4 players. 3rd /4th place will be decided on the result of head-to-head match 4th/5th place will be decided on the result of head-to-head match In doubles, every serve must be made from and to the right-hand side of the table. Players must then strike the ball alternately in strict rotation. The player first to receive service becomes the next server. After serving for two points a player must move from the right hand side of the table to allow his partner to receive service.	
Officials	Trained young leaders will be officiating.