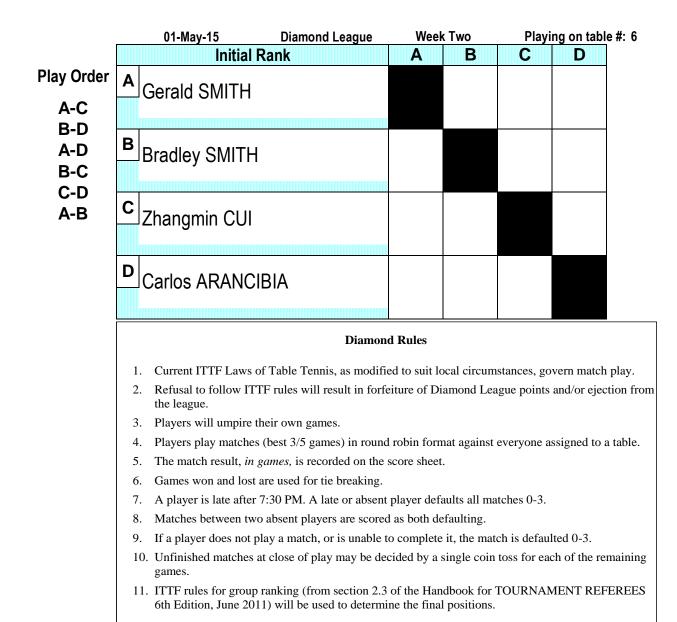
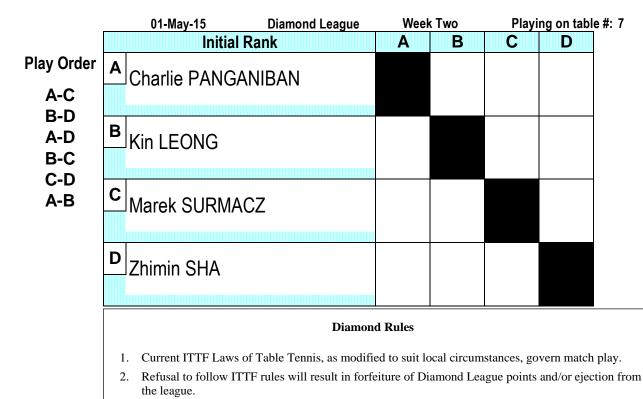


- 6. Games won and lost are used for tie breaking.
- 7. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3.
- 8. Matches between two absent players are scored as both defaulting.
- 9. If a player does not play a match, or is unable to complete it, the match is defaulted 0-3.
- 10. Unfinished matches at close of play may be decided by a single coin toss for each of the remaining games.
- 11. ITTF rules for group ranking (from section 2.3 of the Handbook for TOURNAMENT REFEREES 6th Edition, June 2011) will be used to determine the final positions.



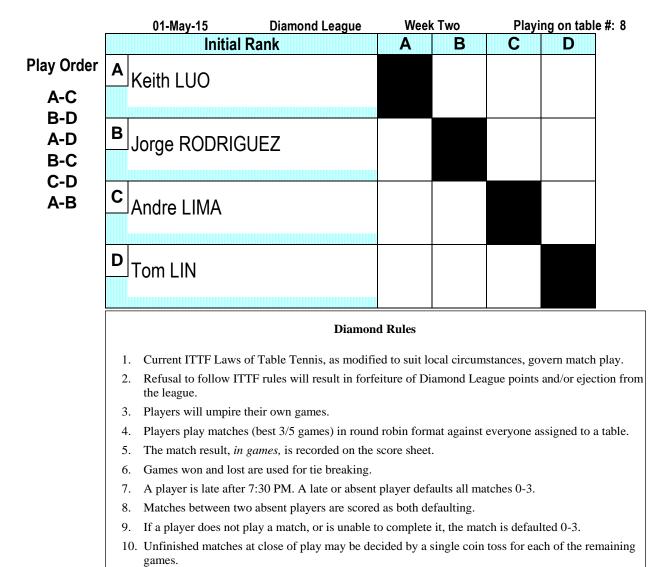






- 3. Players will umpire their own games.
- 4. Players play matches (best 3/5 games) in round robin format against everyone assigned to a table.
- 5. The match result, in games, is recorded on the score sheet.
- 6. Games won and lost are used for tie breaking.
- 7. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3.
- 8. Matches between two absent players are scored as both defaulting.
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