

SCORE SHEET

		01-May-15 Diamond League		Week Two		Playing on table #:		
		Initial	Rank	Α	В	С	D	
Play Order A-C	A	Louis OZEKE						
B-D		I						
A-D B-C	В	Jacob WONG						
C-D								
A-B	С	Patricia TAN						
	D	Hon CHAU						

- 1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.
- Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.
- 3. Players will umpire their own games.
- 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.
- Games won and lost are used for tie breaking. 6.
- 7. A player is late after 7:30 PM. A late or absent player defaults all matches 0-3.
- 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
- 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.





	01-May-15 Diamond League		Week Two		Playing on table #: 2			
	Initial Rank			Α	В	С	D	
Play Order A-C	Α	Sun PARK						
B-D								
A-D B-C C-D A-B	В	Marlo CRUZ						
	С	Allan YIP						
	D	Cuong CAO						

- 1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.
- Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.
- 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.
- 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.





	01-May-15 Diamond League		Week Two		Playing on table #: 3		
		Initial Rank		В	С	D	
Play Order A-C	A	Don CHAN					
B-D	В						
A-D B-C C-D A-B		Robert CARETERO					
	С	Davy SAM					
	D	Mike XU					

- 1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.
- Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.
- 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.
- 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.





	01-May-15 Diamond League		Week Two		Playing on table #: 4		
		Initial Rank	Α	В	С	D	
Play Order A-C	Α	Arif KHAN					
B-D		T					
A-D B-C C-D A-B	В	Jack SEREDYNSKI					
	С	Jonathan YAP					
	D	Peter WONG					

- 1. Current ITTF Laws of Table Tennis, as modified to suit local circumstances, govern match play.
- 2. Refusal to follow ITTF rules will result in forfeiture of Diamond League points and/or ejection from the league.
- 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.
- 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.