



TABLE TENNIS

COMPETITION RULEBOOK

This rulebook sets out the competition format and operating rules for the Table Tennis Competition at the Maccabi Junior Games 2026. All dancers, parents/guardians, coaches and teachers are expected to familiarise themselves with these rules before the event.

1. MATCH FORMAT & SCORING

- Standard ITTF table tennis rules apply, subject to these tournament-specific rules.
- Each game is played to 11 points and must be won by 2 clear points.
- Each match is best of 3 games; the first player to win 2 games wins the match.
- Service alternates every 2 points. At 10-10, service alternates after every point until one player leads by 2.
- Players change ends after each game. In the deciding third game, players change ends when the first player reaches 5 points.
- A short warm-up of up to 2 minutes is permitted before the match.

2. AGE CATEGORIES

DIVISION	CATEGORY	AGES IN 2026
BOYS	U12	10,11 & 12
BOYS	U14	13 & 14
BOYS	U16	15 & 16
BOYS	U18	17 & 18
GIRLS	U14	11, 12, 13 & 14
GIRLS	U18	15, 16, 17 & 18

- *Girls' U14 includes the younger ages because there is no separate U12 girls' category.*
- *Participants may play up an age category but may not play down. The Tournament Director has the final decision on eligibility disputes.*

3. SERVING & EQUIPMENT

- A legal serve must begin with the ball resting freely on an open palm, be tossed upwards and struck so that it first bounces on the server's side and then the opponent's side.
- Players must use suitable table tennis bats and balls. Tournament officials may reject equipment considered unsafe or unsuitable.

4. TOURNAMENT STRUCTURE

- One group: the top 4 players advance to semi-finals, followed by a final and a 3rd/4th playoff.
- Two groups: the top 2 from each group advance, with A1 vs B2 and B1 vs A2 in the semi-finals.
- Three or more groups may include quarter-finals at the Tournament Director's discretion.
- Group-stage points: win = 3 points; loss = 0 points.
- Group tiebreakers, in order: head-to-head result; games won/lost ratio; points won/lost ratio; coin toss.
- A minimum of 4 players/pairs is required for an age category to run.

5. SCHEDULING, LATE ARRIVAL & FORFEITS

- Players must report to their allocated table promptly when called and are responsible for knowing their match times.
- A short grace period of up to 5 minutes may be allowed. Thereafter, unless the Tournament Director has approved the delay, the match may be forfeited.
- A forfeit is recorded as a 2-0 loss (11-0, 11-0).
- Approximately 2-5 minutes will be allowed between matches for table turnaround.

6. INJURY, COACHING & CONDUCT

- An injured player may receive brief medical attention at the discretion of the official/Tournament Director. If the player cannot continue within a reasonable period, the match may be awarded to the opponent.
- Coaching must not disrupt play. Advice may be given between games, but coaches, parents and spectators may not interfere with points in progress or unsettle players.
- Players must show good sportsmanship and respect opponents, officials and equipment. Abusive, threatening or deliberately disruptive behaviour may result in a warning, point/game penalty, removal or disqualification.
- Adults or spectators who interfere with play may be asked to leave the playing area.

7. OFFICIALS, RESULTS & DISPUTES

- Players must accept the decisions of the appointed umpire or match official during play.
- The result must be reported immediately after the match in the manner directed by tournament officials.
- Any dispute must be raised promptly with the Tournament Director. The Tournament Director's decision is final.
- The Tournament Director may make reasonable operational adjustments to scheduling or competition format where required for the smooth running of the event, without unfairly disadvantaging participants.

8. MEDALS

- Gold, silver and bronze medals will be awarded according to the final placings in each category that meets the minimum entry requirement.

