

## 2011 Iowa Senior Olympics: Table Tennis

**Schedule:** Singles – Friday, June 17 9:00 a.m. – Noon  
Doubles/Mixed Doubles – Friday, June 17 at Noon

**Venue:** [Indian Hills Jr. High School](#) (Venue Directions on Events Tab)  
3650 Woodland Avenue, West Des Moines

**Divisions:** 5-Year Age Brackets (i.e. 50-54, 55-59, 60-64, 65-69...)

### Entry Regulations:

1. Paddles and balls will be provided, however, a participant may use their own paddle as long as it meets USTTA competition guidelines.
2. Doubles partners who qualify together must play together. If one of the partners cannot attend, no substitute partner will be allowed, except as permitted under National Rule E. Athletes may compete with only one partner per event.
3. The age division of competition for doubles will be determined by the younger age of the two partners.

### Format:

1. Participants will play a double elimination tournament within their age group.
2. A match will be the best of three games. The first player to eleven points wins the game unless both players have scored eleven points. In that situation, the serve changes each point and the winner is the first player to score a two-point lead. The first player to win two games wins the match.
3. Play shall be continuous throughout the match with a two-minute break between games.
4. ISO reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

### Sport Rules:

1. All matches will be conducted in accordance with USA Table Tennis rules, except as modified herein. For a copy of these rules, please write or call:

USA Table Tennis  
One Olympic Plaza  
Colorado Springs, CO 80909  
(719) 866-4583  
[www.usatt.org](http://www.usatt.org)

2. White shirts or jackets are not permitted for competition, per USA Table Tennis rules.
3. The expedite system shall not be in effect, with the following exception. The Competition Manager may invoke the system to keep the tournament on schedule. The system may be placed in effect during a match but must not be placed in effect in the middle of a game.