

ITSF LEAGUE RACE FORMAT



RULES

TEAM A		TEAM B	
Table		Table	
ELEMENTS	PLAYERS	SCORE	PLAYERS
S1		:	S1
D1		:	D1
S2		:	S2
D2		:	D2
Coin flip - Starting table:			
TEAM A	TEAM B	TEAM A	TEAM B
1	1	11	11
2	2	12	12
3	3	13	13
4	4	14	14
5	5	15	15
6	6	16	16
7	7	17	17
8	8	18	18
9	9	19	19
10	10	20	20
SUBSTITUTIONS	SUBSTITUTIONS	TEAM	CAPTAIN
		TEAM A	TEAM A
		TEAM B	TEAM B
		TEAM	COACH
		TEAM A	TEAM A
		TEAM B	TEAM B
TEAM'S TIME-OUT		SIGNATURES	
TEAM A	TEAM B	TEAM A	TEAM B
1	1		
2	2		
3	3		

A match is a race to 20 points (with 2 points difference) with a chain of four 5 goals steps (that is 4 elements).

These **4 elements** are played S1,D1,S2,D2 by 3 to 6 different players.

In case of 3 players: Each player can play twice but the same player cannot play both Single elementsA player cannot participate in both elements of the same section (S1+D1 or S2+D2). Even with 6 players available, it is allowed to use only 3-5 players, following the same rule

In case of multitable format: 1 ball is player on the first table, then players play 2 balls alternately on each table until the end of the match

How to play:

- 120 seconds between the elements to prepare the tables and to practice.
- Two time-outs of 45 seconds per element that cannot be saved for the following element.
- 1 ball is played on the first table, then players play 2 balls alternately on each table until the end of the match (tie break format)

Substitutions: The team captain may make substitutions, each costing one timeout

Substitutions can be made only after the first to elements have been played (S1 and D1).

Substitutions may only involve players who have not played in any of the previous elements.

Once substituted, a player is not permitted to return to the match.

Coin-flips: Multitable format:

Two coin-flips shall precede the start of the match.

The team that wins the first flip has the choice of the side of the tables for all elements of that team.

The team that wins the second flip has the choice of the table to start on or get the first serve. The team that loses the second flip has the remaining option

One table type: One coin-flip shall precede the start of the match The team that wins the coin flip has the choice of side of the table for all elements of that team or first serve. The team that loses has the remaining options

