

ITSF WORLD SERIES
TEAM COMPETITIONS



TEAM A						TEAM B	
Table						Table	
ELEMENTS	PLAYERS	SCORE		PLAYERS		ELEMENTS	
S1		:				S1	
S2		:				D1	
D1		:				S2	
Coin flip - starting table :							
TEAM A		TEAM B		TEAM A		TEAM B	
1			1	21			21
2			2	22			22
3			3	23			23
4			4	24			24
5			5	25			25
6			6	26			26
7			7	27			27
8			8	28			28
9			9	29			29
10			10	30			30
11			11				
12			12				
13			13				
14			14				
15			15				
16			16				
17			17				
18			18				
19			19				
20			20				
TEAM'S TIME-OUT				SIGNATURES			
TEAM A		TEAM B		TEAM A		TEAM B	
1			1				
2			2				
3			3				
TEAM	CAPTAIN			TEAM	COACH		
TEAM A				TEAM A			
TEAM B				TEAM B			

RULES

A match is a race to 30 points (with 2 points difference) with a chain of four 10 goals steps (that is 3 elements).
These 3 elements are played S1,S2,D1 by 4 different players.

How to play:
 - 90 seconds between the elements to prepare the tables and to practice.
 - one time-out of 45 seconds per element that cannot be saved for a following element.
 - In each single match only 4 players have to play and there are no substitutions.
 - 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)

Coin-flips:
 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

Substitutions:

- The team captain may make one substitution per match, which costs one timeout
- S1 can be substituted once one formation has reached 5 points
- S2 can be substituted once one formation has reached 15 points
- One or both players from D1 can be substituted once one formation has reached 25 points