

**ROPSSAA CO-EDUCATIONAL TABLE TENNIS**

**PLAYING REGULATIONS**

1. **DATES**

- (a) League games may begin no earlier than November 1<sup>st</sup>. The regular season will end the last week of December. Playoffs will commence the first week after Christmas Break.

Warm-up: 3:15 - 3:30pm  
Start time: 3:30pm

- (b) The individual tournaments will occur at a later date after the team championship.

Warm-up: 7:30 – 8:00am  
Coaches Meeting: 7:40am  
Tournament Starts: 8:15am

2. **LOCATION**

- (a) All table tennis games will be played in a school gymnasium.
- (b) During league playoffs the home team will be the team ranking higher in league standings at the end of the season. In the event two teams have the same divisional placing, there will be a coin toss to determine the home team.
- (c) The league finals will be held at one site to be determined at the pre-season meeting and approved by the ROPSSAA Executive.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution. The eligibility list must be submitted by the deadline announced at the preseason meeting.

- (b) (i) For league play, all players shall not have attained their 19<sup>th</sup> birthday by January 1<sup>st</sup> prior to the start of the school year in which the competition is held (for the 2024 – 2025 school year, born in 2005 or later).

- (ii) For individual championship play, all junior players shall not have attained their 15<sup>th</sup> birthday by January 1<sup>st</sup> prior to the start of the school year in which the competition is held, (for the 2024 – 2025 school year, born in 2009 or later) and all senior players shall meet the eligibility requirements as per (b)(i).

- (c) **Team Eligibility**

- (i) Individuals are eligible for 1 level of competition only.

- (ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctor's note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.

- (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individual's name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- (iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
- (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

#### 4. OPERATING STRUCTURE

##### I. **League Play**

- (a) Schools may enter one team in both the boys and girls divisions. Should 12 or more teams participate they will be divided into two divisions.
- (b) Each school may enter three (3) single players and two (2) doubles teams in both the boys and girls leagues.
- (c) In the event that a team has less than 7 players, the following scenarios will apply:
  - (i) A team with 6 players must enter 2 singles and 2 doubles teams and forfeit the matches in the singles-3 position.
  - (ii) A team with 5 players must enter 1 single and 2 doubles teams and forfeit the matches in the singles-2 and singles-3 position.
  - (iii) All forfeited matches will still be played. The offending team is responsible for providing the required opposition. It can be any player from their roster (this would be the only circumstance where a player may play in both singles and doubles on a given day).
  - (iv) A team with less than 4 players, will forfeit the match. A score of 13-0 will be recorded.
- (d) Students cannot play singles and doubles on the same day. Coaches may alternate singles and doubles players during the season.
- (e) Students must shake their opponents' hand following the conclusion of each individual match.
- (f) Teams will shake hands prior to matches starting.
- (g) Definitions
  - (i) **Fixture** is composed of the result of best 13 matches. Entered in as a win or a loss.
  - (ii) **Matches** are considered the results of best of 5 games between two opponents.

- (iii) **Games** are considered the results from the race to 11 points (or deuces).
- (h) Tie-breaking Procedure – League Standings  
Ties in league standing will be broken in the following manner:
  - (i) Head to head between the tied teams
  - (ii) Matches won in fixture between the tied teams (matches won to 13)
  - (iii) Matches won against common opponents.
  - (iv) Differential in games between the tied teams (games won minus game lost)
  - (v) The results of the game between the #1 singles will determine the position

Note: where three or more teams are tied, the tie-breaker criteria is applied one after the other until all the tied teams have been broken. When a three or more team tie is broken but two teams remain, the criteria will reset at (i).

## II. Individual Championship

- (a) Tournament Entries
  - (i) There will be a north and a south qualifying tournament for junior and senior.
  - (ii) Schools may enter two entries in each of the following events: girl's singles, girls' doubles, boy's singles, boys' doubles and mixed doubles.
- (b) The individual qualifiers will consist of a double elimination tournament (Appendix A, B and C). Players are allowed up to a 5 minute rest between matches.
- (c) No two entries from the same school may be entered in the same half of draw in an event. (i.e. if Applewood 1 entry is placed in the top half, Applewood 2 entry is placed in the lower half).  
  
In a 16 draw, if entry #1 is placed in quad A1, then entry #2 must be placed in Quad C1. If entry #1 is placed in A2, then entry #2 is placed in Quad C2. If entry #1 is placed in Quad B1, then entry #2 must be placed in Quad D1. If entry #1 is placed in Quad B2, then entry #2 must be placed in Quad D2.  
  
In a 32 draw, if entry #1 is placed in Quad A1, then entry #2 must be placed in Quad D1; if entry #1 is placed in Quad A2, then entry #2 must be placed in Quad D2. If entry #1 is placed in Quad B1, then entry #2 must be placed in C1; if entry #1 is placed in Quad B2, then entry #2 must be placed in Quad C2.
- (d) A school is allowed two scratches. The third scratch will be subject to a \$15.00 fee, which is inclusive of the previous 2 scratches. Each scratch after the third will incur a fee of \$5.00.

- (e) Coaches must submit the categories they intend to enter by the deadline announced at the pre-season meeting.
  - (i) Coaches must submit the participants' names with the entries.
  - (ii) Substitutions on the day of the tournament will be permitted **ONLY** from the alternate list on the entry form. These players can replace in any category. Players may not change events on the day of the tournament.
  - (iii) In the event that one of the girls' doubles, boys' doubles or mixed doubles players is absent from the tournament, the partner present will become an alternate (if no alternate is available to be substituted in).
  - (iv) Doubles teams may not be broken up to be paired with a different alternate once the entries are submitted.
  - (v) No new category entries are allowed on the qualifying tournament day.
- (f) ROPSSAA Championship
  - (i) The top four entries from each qualifier will advance to the championship. The 1<sup>st</sup> and 4<sup>th</sup> place finishers from the north will be placed in Pool A with the 2<sup>nd</sup> and 3<sup>rd</sup> place finishers from the south and vice versa for Pool B.
  - (ii) Each team will play everyone in their pool for three games.
  - (iii) After pool play, teams will be ranked based on pool play finish between 1 and 4. Should teams be tied after pool play, the following tie-breaker will be applied:
    - a) Two Way Tie
      - (i) Head to head
    - b) Three Way Tie
      - (i) Games Won
      - (ii) Point differential
      - (iii) If still tied play best of 1

Note: If 2 teams remain tied after applying the three way tie breaker, then head to head will be used to break the tie.

- (iv) The top two entries in each pool will play a cross over match with the winners playing for gold and silver and the losers playing for bronze. The 3<sup>rd</sup> place team in each pool will play for 5<sup>th</sup>/6<sup>th</sup> (as per Appendix D).

### III. Scoring

- (a) (i) For league play, scoring will be 3 of 5 games to 11 unless either players or pairs score 10 points, then the game shall be won by the first to gain a lead of 2 points. Each team to receive 1 point per match won. Defaulted matches will be recorded as 3-0 or 1 match to 0 matches.

- (ii) For all qualifying tournament play, the first player or pair to win 2 of 3 games shall win the match. A game shall be won by the player or pair first scoring 11 points unless either players or pairs score 10 points, at which point the game shall be won by the first player or pair to gain a lead of 2 points.
- (iii) In the Championship, the first player or pair to win 3 of 5 games shall win the match. A game shall be won by the player or pair first scoring 11 points unless either players or pairs score 10 points, at which point the game shall be won by the first player or pair to gain a lead of 2 points.
- (b) Players will switch ends after each game. If a tie occurs, players will switch serve after 2 points. If a fifth game is required, the player or pair will switch ends after the first five points.
- (c) The league playoff structure will be determined based on the number of teams entered, and approved by the ROPSSAA Executive.
- (d) Home teams must provide scorekeeper(s); one body if singles are playing, two bodies if doubles are playing. These scorekeepers may not be playing in competition that day.
- (e) Coaches to officiate opponents' game play to ensure rules are followed (as per Appendix E).

#### **IV. Scheduled Games**

- (a) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- (b) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. The defaulting team will cover all cost associated with the game as determined by ROPSSAA Council.
- (c) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An incident report must be completed and submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No scores shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover any costs incurred as determined by ROPSSAA Council.
- (d) Schools must bring their own warm-up equipment and first aid kit.
- (e) (i) Schools must endeavour to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.

- (ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- (iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- (iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.
- (v) No flash photography is allowed anywhere on the court during play.

## 5. EQUIPMENT

- (a) Home team to provide a minimum of 3 tables for 1 division and a minimum of 4 tables for 2 divisions. Each table shall be rectangular, 2.74m (9feet) long and 1.52m (5feet) wide, and shall lie in a horizontal plane 76cm above the floor.
- (b) The playing surface shall be uniformly dark coloured and matt, but with a white side line, 2cm wide along each 2.74m edge and a white end line 2 cm wide along each 1.52 m edge.
- (c) The top of the net, along its' whole length shall be 15.25 cm above the playing surface.
- (d) The bottom of the net, along its' whole length, shall be as close as possible to the playing surface and the ends of the net shall be as close as possible to the supporting posts.
- (e) Home team to provide 6 new white balls per league match, meeting the 40+mm diameter.
- (f) The playing space shall be not less than 17m long, 7m wide and 7m high.

## 6. EXPENSES

- (a) Expenses for the Championship may be met by ROPSSAA.

## 7. RULES AND OFFICIALS

- (a) The rules of the International Table Tennis Federation will govern play unless otherwise specified in these regulations (see Appendix D, abbreviated rules).
  - (i) Warm-up time will be 3 minutes.
  - (ii) For league play, coaching will be allowed after 2 games have been completed for up to 1 minute and after 4 games for up to 2 minutes.
  - (iii) For tournament play, coaching will be allowed for up to 1 minute after game 1 and for up to 2 minutes after the 2<sup>nd</sup> game.

- (iv) Play must be continuous. Players may not tap the table with their hand, racquet or ball.
- (b) Substitutions and the use of Alternate Players
  - (i) A team may list up to 4 alternate players on their game report sheet. These players will be considered to have played in the league match but must be present in the playing area.
  - (ii) Substitutions during league play and playoffs will be allowed in the following cases:
    - a) Injury – In the event that a player is injured an alternate may be used.
      1. If the injury occurs in a game of the match resulting in the player being unable to continue, the non-injured player would be awarded that game. An alternate player from the game report sheet could replace the injured player and would then play the remaining games of the match and results would stand.
      2. In playoffs, if an injury occurs the non-injured player would be awarded the match.
      3. An injured player who is replaced by a substitution would no longer be eligible to play in that league match.
    - b) Roster Change
      1. A coach may decide to replace any player with a player from their alternate list.
      2. Once a substitution has been made, the original player is no longer eligible to compete on that play date. The substitute player must continue for the remainder of the matches.
      3. Substitutions cannot be made during a match with the exception of injury (see above).
      4. Coaches may not make a second substitution for the same position with the exception of an injury.

## 8. AWARDS

- (a) Gold medallions will be presented to the winners of the boys and girls championship teams (maximum 12 per team).
- (b) Silver medallions will be presented to the second place finishers of the boys and girls league championship teams (maximum 12 per team).
- (c) There will be a trophy awarded to the school winning the boys and girls league championship.
- (d) Gold medals will be awarded to the first place individual finisher(s) in each event at the individual championship.
- (e) Silver medals will be awarded to the second place individual finisher(s) in each event at the individual championship.
- (f) Bronze medals will be awarded to the third place individual finisher(s) in each event at the individual championship.

- (g) Ribbons will be awarded to the 4<sup>th</sup> – 6<sup>th</sup> place individual finisher(s) in each event at the individual championship.

## 9. UNIFORMS AND DRESS CODE

- (a) For league play, all team members must be in similar uniforms. The uniform is to consist of a plain or school shirt (with school logo or crest on it) and dark bottoms. All team members must wear the same colour top. Orange or fluorescent tops must not be worn.
- (b) (i) For the individual championship, doubles team members must be dressed in identical colour and style of tops and must wear similar colour and style of bottoms.  
  
(ii) The following uniform shirts are permitted for the individual championship:
  - a) plain but not orange or fluorescent.
  - b) school physical education uniform (no orange or fluorescent).
  - c) school table tennis league play uniforms.
- (c) No bare midriffs are allowed. For religious reasons, a long sleeve shirt may be worn provided it is not orange or fluorescent.
- (d) Dark coloured shorts or track pants must be worn. No orange or fluorescent. Jeans are not permitted.
- (e) Head gear is not to be worn during warm-up and game play unless for religious reasons.
- (f) Failure to appear in the proper uniform shall result in disqualification of the match. Participants will be given 5 minute time allowance to change.
- (g) Participants must wear running shoes.
- (h) T-shirts (no collar) under uniforms are permitted provided they are the same colour as the uniform or not visible.
- (i) Athletes are not permitted to turn shirts inside out.
- (j) Athletes are not allowed to change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

## 10. DEPORTMENT

- (a) It is expected that all competitors and coaches will conduct themselves in a manner that reflects the objectives of ROPSSAA as outlined in Article XVI, Section II of the ROPSSAA Constitution.
- (b) All players must be supervised by their school coach or designate, or players will not be allowed to compete.



- (c) Failure of a team to report to the court within five minutes from the beginning of the official timed warm up may result in the disqualification of that match for the team at fault.
- (d) Personnel sound equipment is not allowed in the competition area.

11. JURY OF APPEAL

- (a) A Jury of Appeal constructed at each tournament meeting will rule on all disputes which do not fall within the playing regulations or rules. This Jury will consist of the Convenor and four coaches from participating schools.

12. MEDICAL PERSONNEL

- (a) Each team to bring their own first aid kit.

TABLE TENNIS  
ROPSSAA INDIVIDUAL CHAMPIONSHIP

8 DRAW

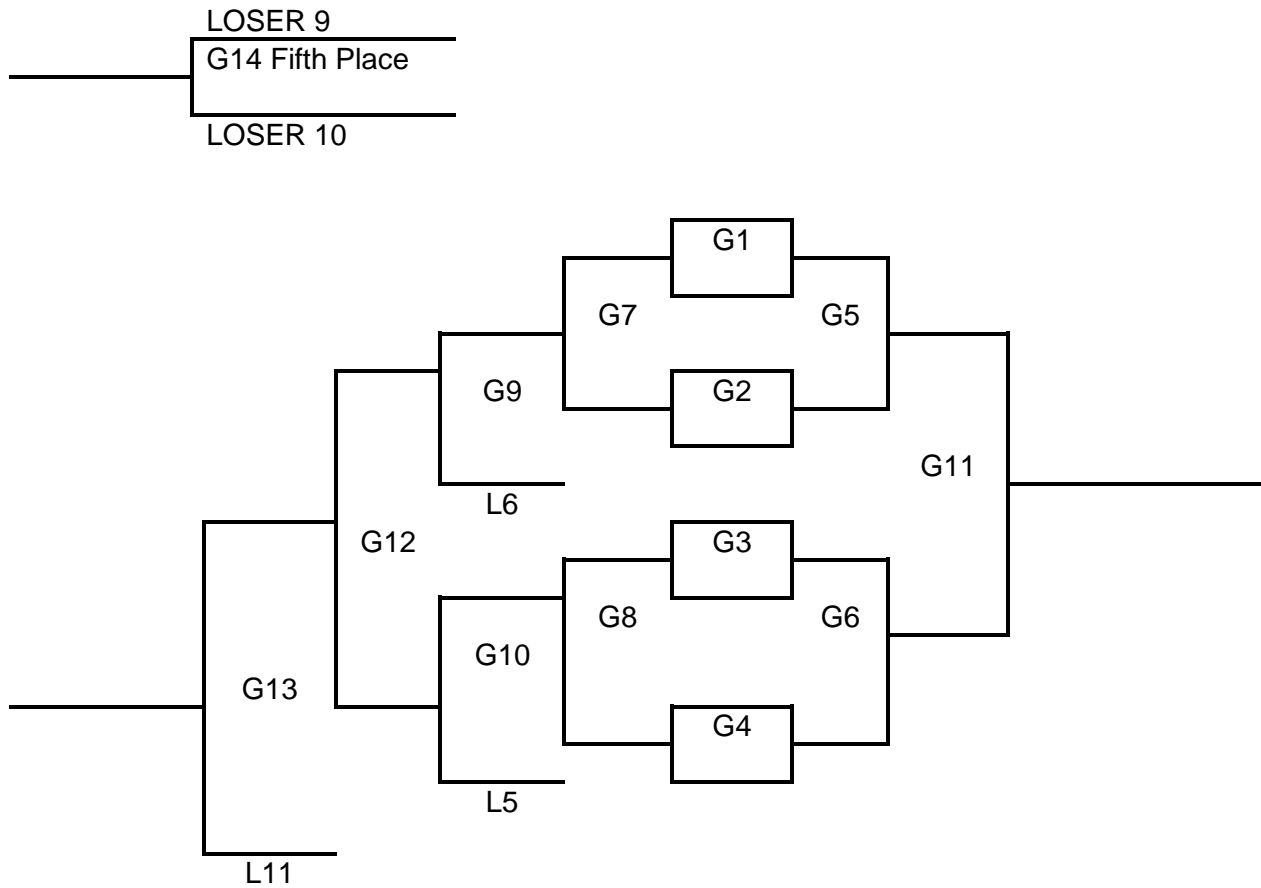
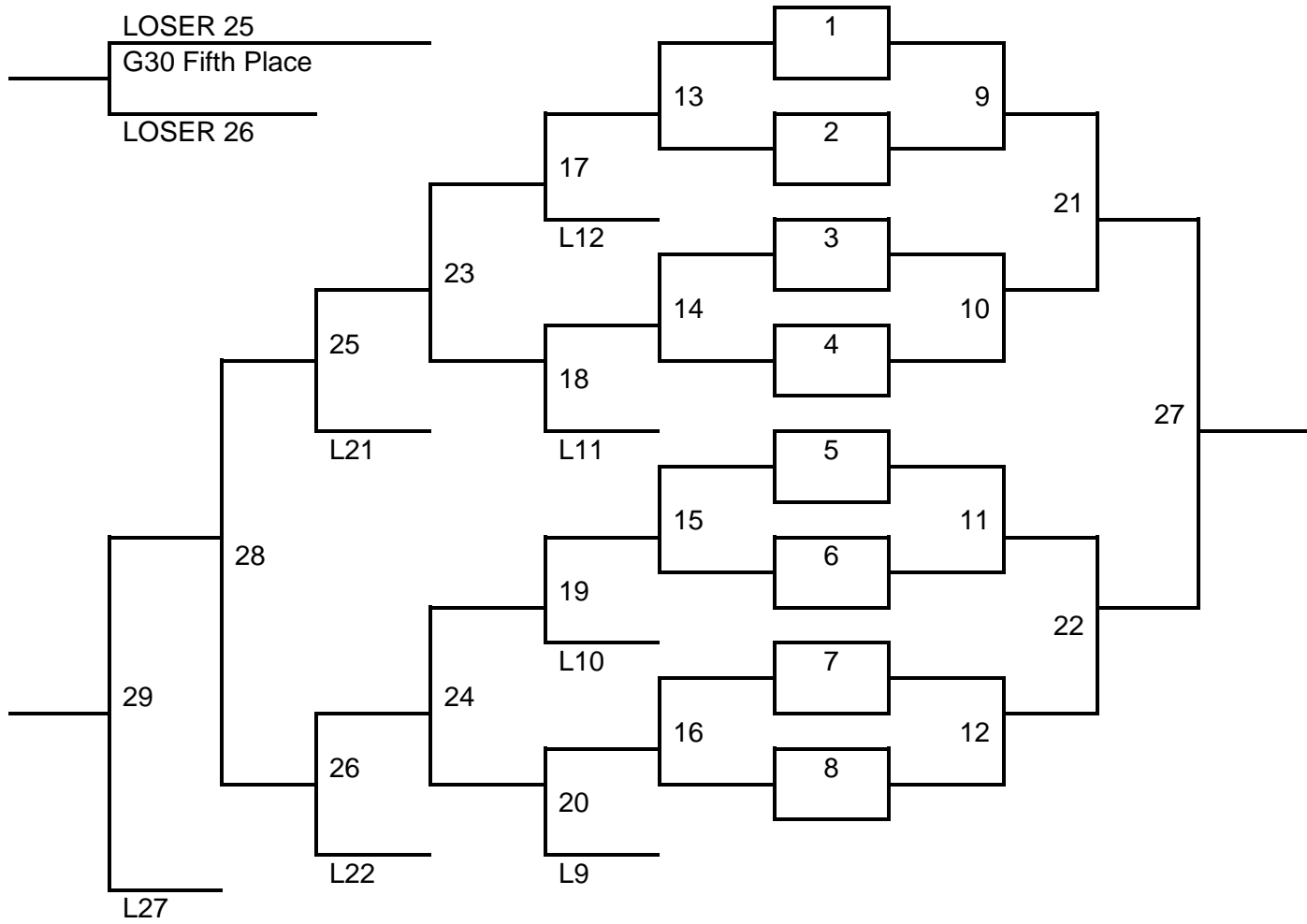
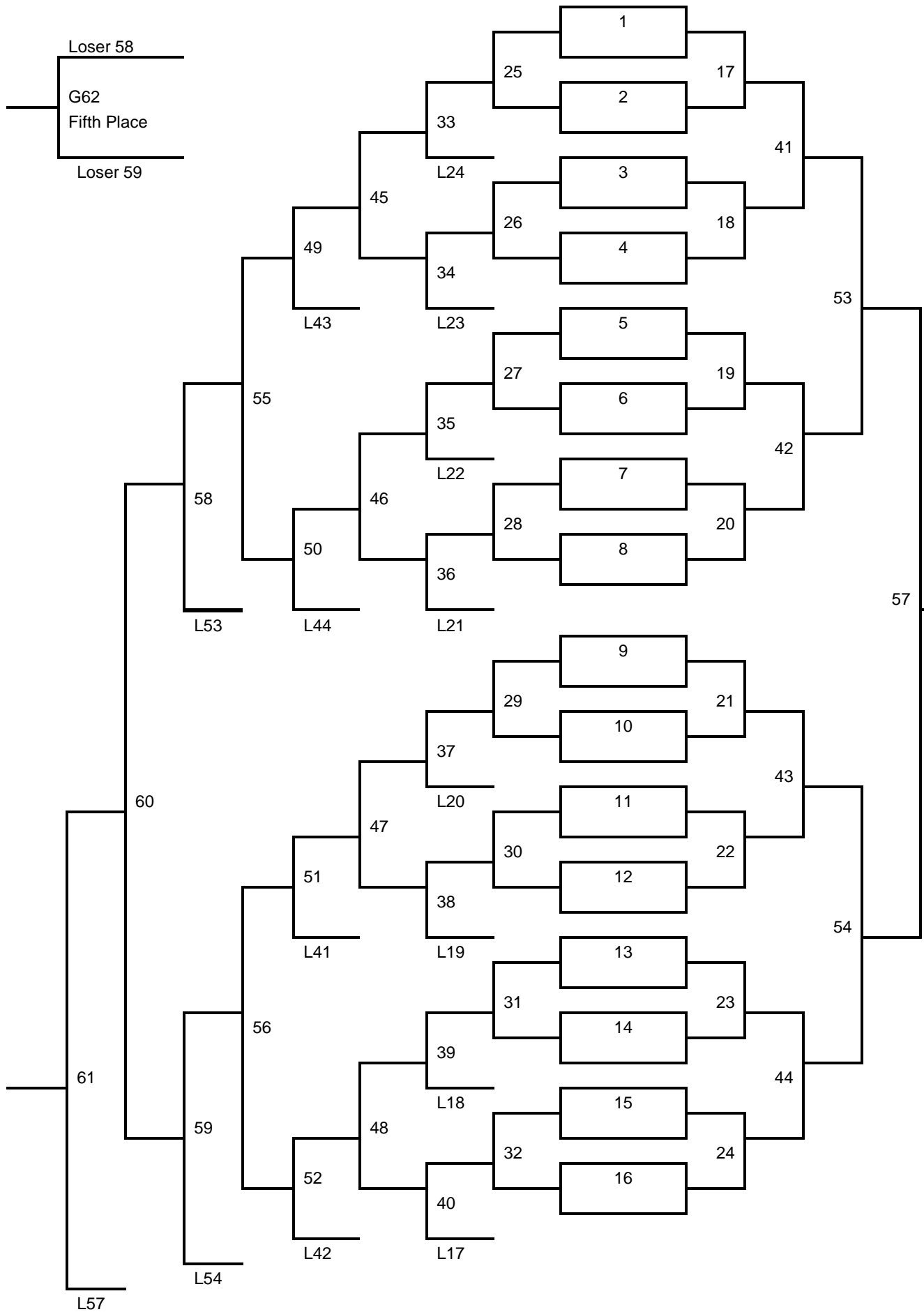


TABLE TENNIS  
ROPSSAA INDIVIDUAL CHAMPIONSHIP

16 DRAW





**ROPSSAA Championship – Pool Play Format**

	Pool A		Pool B
	North 1		South 1
	South 2		North 2
	South 3		North 3
	North 4		South 4
Round 1	N1 vs. S3 S2 vs. N4		S1 vs. N3 N2 vs. S4
Round 2	N1 vs. N4 S2 vs. S3		S1 vs. S4 N2 vs. N3
Round 3	N1 vs. S2 S3 vs. N4		S1 vs. N2 N3 vs. S4
Championship Round			
Game 1	1st Pool A vs. 2nd Pool B	Game 2	1st Pool B vs. 2nd Pool A
5th/6th game	3rd Pool A vs. 3rd Pool B		
Bronze Medal Game	Loser Game 1 vs. Loser Game 2		
Gold Medal Game:	Winner Game 1 vs. Winner Game 2		

## RULES OF TABLE TENNIS

The following is an abbreviated version of the rules.

1. Playing surface(s) of the racquet or paddle must be covered by sponge & rubber sheets not thicker than 4 mm. One side of the racket must be RED and the other BLACK. At least 85% by thickness of the racket must be made of natural wood. Plastic paddles and paddles with sandpaper, bare-wood or sponge-only coverings are not to be used. An ITTF or USATT stamp of approval logo on rubber sheets indicates an approved racquet. Racquets must be in good playing condition.
2. Games are played to 11 points and a winning player must win by 2 points. Matches will be best 3 of 5 games, for league play and best 2 of 3 for qualifying tournament play. Championship round robin games will be best 3 of 5.
3. Hide ball under table or toss a coin to decide who serves first. DO NOT "ping" or "rally" for service. If the winner of the toss decides to serve or receive first, the other player will get to select which end of the table for his/her first game. If the winner of the toss decides to select ends, the other player gets decide to serve or receive.
4. Each player alternately serves 2 balls at a time until end of game - even at game point. The losing player DOES NOT always get to serve the game points unless it is his/her turn by the every 2 point alternate service sequence. If the score reaches 10-10 (a "deuce" game) alternately serve every point until one player is 2 points ahead. Doubles service rotation is to follow ITTF format.
5. To serve, place ball on the free hand's open palm and toss it at least 6 inches vertically and strike ball as it descends. The ball and racket must be behind the end line and above table level while serving.
6. In singles matches the serve must bounce first on the server's side, cross over the net without touching it, and land anywhere on the other side of the table. In doubles matches, the served ball must bounce first on the right court of the server's side and land anywhere on the right court of the receiver's side. A service ball does not have to bounce off the end of the opponents' side to be a good serve-bouncing off the side edge or not bouncing off at all is a good serve. If the served ball hits the net or any part of the net assembly, and lands on the opposite side (a "net serve"), repeat the serve over until a good serve is made.
7. A point begins as soon as the server tosses the ball up in the air. If the server misses hitting the ball or if the ball hits anything (clothing, body etc.) other than the paddle, the server loses a point to the receiver.
8. A return (not a serve) striking the net (or any part of the net assembly) and landing on the opposite side of the table is good.
9. A player loses a point if he/she hits a ball and it goes out-of-bounds (ball not landing on the opponent's side of the table.) The opponent can intercept an out-of-bound ball with his/her paddle or catch it with his/her hands without losing a point. Basically when the ball goes out of bounds, the rally is over.
10. A player loses a point if he/she touches the table with his/her free hand, moves the table or touches the net or any part of the net assembly during the rally.
11. A return that touches the TOP edge of the table is good but a return that touches the SIDE of the table edge is not good.

12. Players switch ends of the table after each game and at the fifth point in the deciding game (game 5) of a match.
13. The player who received first in one game shall serve first in the next game of a match. Losing players in one game DO NOT automatically get to serve first on the next game.
14. Call a "LET" a play the point over if both players cannot agree on a call or any one player is interfered with while the point is being played.