

# TDCAA TABLE TENNIS Booklet 2021

## PART A: SAFETY REQUIREMENTS

### **Ontario Physical Activity Safety Standards in Education (OPASSE)**

All coaches must review and follow the most recent copy of the [OPASSE GUIDELINES](#) for the sport they are coaching (under Secondary, Interschool)

Please take special note of the following requirements associated with:

Risk Management

First Aid

Special Rules/Instructions

Supervision

Coaches Expectations & Qualifications (for further information on sport specific NCCP training, visit [www.coach.ca](http://www.coach.ca) )

Excursion/Permission Forms: [TCDSB](#) [OPHEA SAMPLE](#)

### **Concussion Awareness and Safety**

In accordance with Policy/Program Memorandum No. 158, the TDCAA will follow and support the mandates of Rowan's Law. The following must occur annually, at the commencement of the athletic season:

a) coaches must complete the on-line [TDCAA Coaches Concussion Code of Conduct](#)

b) coaches will have student athletes review and follow a Concussion Code of Conduct:

[TCDSB Student Code of Conduct](#) (in section 8)

[OPHEA's Sample Code of Conduct](#)

c) coaches will provide Ontario Concussion Awareness Resources to student athletes and parents: [Concussion Guides for Athletes and Parents](#)

In the event of a suspected concussion convenors, coaches, and student athletes must follow an established Return to Play Protocol.

Note: TCDSB has established [Concussion Return to Play Protocols](#) for its students and coaches to follow. Non TCDSB participants should reference their Board's or [OPHEA's Concussion Protocols](#)

Coaches may find it useful to have a recognized [Sport Concussion Recognition Tool](#) with them for practices and competition.

## **PART B: FROM TDCAA CONSTITUTION**

TDCAA Table Tennis is an official TDCAA activity. Table Tennis follows OPHEA/OPASSE, OFSAA, and the Canadian Table Tennis Association.

### **REGISTRATION**

Schools must register for Table Tennis at the designated time. A school may withdraw its team before distribution of the final schedule. The school will be charged only the \$ 25.00 registration fee.

A school who withdraws its team after the schedule has been distributed will assume the following actions:

- automatic \$100 fine
- automatically ineligible for competition in table tennis the following year. (This can be appealed to the TDCAA executive.)

### **ELIGIBILITY/TRANSFERS**

Eligible athletes must satisfy the By-Laws and Standing Rules as per the TDCAA Constitution.

- All eligibility shall be completed electronically through Athletic Eligibility List System (AELS) which is coordinated through the

OFSAA office. Athletic Directors have the code for their schools to access AELS.

- Eligibility must be completed before the first league game. (It is recommended that registration be completed before first practice ). In a single day meet or tournament format , eligibility must be filed at least three days prior to the meet or tournament.
- Athletes as well as coaches must be included on the AELS site.
- Approved transfers are included on the eligibility form. Athletes who have not been approved must not be included until the athlete has been approved.
- All students who transfer into your school (excluding Grade 9-first year of high school) are ineligible for competition for a period of twelve months from the date of transfer. To become eligible, transfer students must complete the “TRANSFER APPEAL FORM” and forward to the TDCAA Transfer Chairperson ( Lorraine Kelly – Senator O’Connor or Tavia Ferreira – St. John Paul II ). An athlete awaiting Transfer Appeal decision is ineligible to play in any games (league or exhibition or tournament). This athlete may practice with the team until the transfer has been approved and the athletic director has been notified.
- An student who transfers into your school in second semester is ineligible to compete in winter sports ( Alpine Skiing; Snowboarding; Swimming; Jr & Sr. Girls’ Volleyball, Boys’ & Girls’ Hockey, and Jr. & Sr. Boys’ Basketball even if their transfer is approved
- An athlete whose transfer is denied has the right to appeal the decision to the TDCAA Transfer Appeal Board.

### **ELIGIBILITY/AGE**

- Open
- Eligibility for the TDCAA and OFSAA is based on the athlete’s year of birth . An athlete is eligible to compete in high school sports for five years from the time they entered grade nine and were born in 2016 or later. Athletes must meet both requirements.

There is no appeal to this rule.

Please link to TDCAA website for dates for each new school year.

### **ELIGIBILITY / ACADEMICS**

An athlete must be a bona fide student at their school.

### Students With Less Than 22 Credits:

-non-semester schools – must be registered in a minimum of six (6) full day school credit courses.

-semester schools– must be registered in a minimum of three (3) full day credit courses in the semester that Field Hockey takes place (Fall).

### Students With More Than 22 Credits:

-non-semester schools – must be registered in a minimum of four (4) full day school credit courses

-semester schools – must be registered in a minimum of two (2) full day credit courses in the semester that field hockey takes place (Fall).

- A) CANCELLATION OF SCHOOL BUSES – If the TCDSB cancels buses for weather conditions, all scheduled games are automatically cancelled

## PART C : SPORT SPECIFIC INFORMATION

### T.D.C.A.A PLAYING REGULATIONS: TABLE TENNIS

2019

#### RULES:

Competition shall be governed by the Closed Laws of the CTTA.

#### 1. ELIGIBILITY:

\* Be eligible for competition under the T.D.C.A.A. Constitution, By Laws and Standing Rules.

**You must submit your T.D.C.A.A. Eligibility list to your A.D. prior to your first interschool match.**

**Senior** the individual's birth certificate indicates that he/she has not yet reached his/her 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.

**Junior** the individual's birth certificate indicates that he/she has not yet reached his/her 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 (i.e.Gr.9 &10 normally).

For the **2017-2018 school year**, a Junior will be born in 2002 or 2003; and a Senior will be born in 2001 or earlier.

Each player entered in the TDCAA tournament must have played in at least **one** interschool match prior to the competition. He must have practiced officially with the team on 10 different days. Proof of such must be kept by the coach via game score sheet and provide to the convener if requested prior to the TDCAA competition.

## **2. TEAM COMPOSITION:**

Teams are comprised of both **Junior** division **and Senior** division players in the following events:

Boys Singles  
Girls Singles  
Boys doubles  
Girls doubles  
Mixed doubles

Each school may enter a maximum of **2** teams in each event. For example, Brebeuf **may** enter 2 Junior Singles players, 2 doubles and 2 mixed in each the Junior & Senior tourneys. **No individual may be entered in more than one event or in more than one age category.** Schools that are single-sex may join with coeducational or another single-sex school for the mixed event. Separate entry forms must be received from both schools with the intention to combine clearly stated by both schools.

There must be at least 6 total school entries for an event to be registered in the TDCAA competition and for points to be awarded. Therefore, the 2 team rule per event shall be waived by the convenor if players are required to reach at least 6 entrants in a particular event.

## **3. CHAMPIONSHIP TOURNAMENT RULES:**

3.1 All matches will be to 11 points (3 of 5 games). Serve changes every 2 points.

3.2 The tournament shall consist of a double elimination format. The “winning side” winner is the champion. The loser of the winning sides’ final match will play the losing side champion to determine second and third. You must lose two total matches to be eliminated from the tournament. Prior to the double elimination tournament, there shall be a group stage to determine seeding.

3.3 A 5 minute default rule will be in effect. After 5 minutes the match is defaulted. Exceptional circumstances may be considered providing that the athlete has not left the premises. Tournament officials will not give estimates of start times.

3.4 Coaching during a match is prohibited except for between games (60 sec. between 1st. & 2<sup>nd</sup> and 90 sec. between 2<sup>nd</sup> & 3<sup>rd</sup>). Violations of this rule may be brought to the attention of the scoring table by the affected players or by the affected players coach. The convenor or convenor's designate will investigate immediately and issue an educating warning if necessary. After issuing a warning, all coaches and fans will be instructed to move to a neutral area if the problem persists. Blatant disregard for this rule or the instructions of the convenor or convenor's designate will result in forfeiture of the match.

3.5 A 5 minute default rule will be put into place for injury situations.

#### **4.OFFICIATING:**

4.1 Players are to umpire their own games. A third party will be provided if there is an irresolvable problem concerning rule interpretations or judgements presented **by the players** (and not by coaches) to the scoring table. Players are to assume that their opponents are attempting to act fairly at all times. The responsibilities of such a third party will be limited to the area of dispute only unless otherwise directed by the convenor or the convenor's designate. Failure to gracefully accept the decisions of tournament officials will result in a warning and then expulsion from the tournament.

4.2 Tournament officials may deal with delay of game problems without the request by the players. After issuing a warning, faults will be called if the problem persists. Blatant disregard for this rule will result in forfeiture of the match

4.3 Spectators are to simply applaud good plays and not “bad’ ones.

4.4 The Convenor shall be the ultimate or final decision maker in all disputes or infractions.

#### **5. SCORING:**

5.1 Players shall win a match if they win 3 games. The match is best 3 out of 5. Each game goes to 11 points. The player, or doubles team, who first scores 11 points wins the game. However, you must win by two points so a game could go on longer before being decided. A match is usually the best three out of five games.

#### **6. DRESS CODE:**

Any player ruled to be in violation of the dress code shall be given 5 minutes to correct the violation after which the first game will be defaulted. After an additional 5 minutes the match will be defaulted (no time will be allowed on the losing side)

**6.1** T-shirt or collared shirt that is 90% white or any **other** colour.

\* The 90% of Rule #6.1 may be relaxed within reason –school shirt is permissible—The final decision rests with the convenor

**6.2** White or any solid colour shorts for boys and same shorts or a skirt for girls (or a white or one colour one-piece outfit). Also, School issued gym slacks or track pants may be worn by both boy and ladies.

**Absolutely no cut-offs, track pants, jean shorts nor warm-ups. No exposed midriff for ladies.**

**6.3** School, Association or O.T.T.A. logos (which must conform with Rule #1) are the only permitted insignia in the competitive area.

**6.4** The brand name of the uniform manufacturer is permitted to be visible.

**6.5** No headgear will be allowed. (exception: sweatbands)

**6.6** **Doubles partners must wear the same colour shirt.**

**6.8** The uniform rule may be waived by the Convenor for religious or medical grounds.

## **7. SERVICE**

**7.1** Service shall start with the ball resting freely on the open palm of the server's stationary free hand.

**7.2** The server shall then project the ball near vertically upwards, without imparting spin, so that it rises as least 16 cm after leaving the palm of the free hand and then falls without touching anything before being struck.

**7.3** As the ball is falling, the server shall strike it so that it touches first his court and then, passing directly over or around the net assembly touches the receiver's court. In doubles the ball shall touch successively the right half court of the server and receiver.

**7.4** From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his doubles partner.

**7.5** It is the responsibility of the player to serve so that the umpire or the assistant umpire can see that he complies with the requirements for a good service.

**7.5.1** If there is no Assistant Umpire, and the umpire is doubtful of the legality of a service he may, on the first occasion in a match, warn the server without awarding a point.

**7.5.2** If subsequently in the match a service by that player or his doubles partner is of dubious legality, for same reason or for any other reason, the receiver shall score a point.

7.5.3 Whenever there is a clear failure to comply with the requirements for a good service, no warning shall be given and the receiver shall score a point.

7.5.4 Exceptionally, the umpire may relax the requirements for a good service where he is satisfied that compliance is prevented by physical disability.

7.6 If, in attempting to serve, a player fails to strike the ball while it is in play, his opponent will be awarded a point.

### ***CHOICE OF ENDS & SERVES***

7.7 The choice of ends and the right to serve or receive first in a match shall be decided by lot and the winner may choose to serve or receive first or to start at a particular end.

7.8 When one player or pair has chosen to serve or receive first or to start at a particular end, the other player or pair shall have the other choice.

7.9 After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

7.10 In the first game of a match the pair who has the right to serve first shall decide which of them shall do so and in the first game of a match, the opposing pair shall then decide which partner will receive first. In subsequent games of a match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

7.11 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

7.12 The player or pair serving first in a game shall receive first in the next game of the match, and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.

7.13 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

### ***OUT OF ORDER SERVING, RECEIVING OR ENDS***

7.14 If a player serves or receives out of his turn, play shall be interrupted and shall continue with that player serving or receiving who should be server or receiver respectively at the score that has been reached according to the sequence established at the beginning of the match, and in doubles, to the order or serving chosen by the pair having the right to serve first in the game in which the error is discovered.



7.15 If by mistake the players have not changed ends when ends should have been changed, play shall be interrupted as soon as the error is discovered and the players shall change ends.

7.16 In any circumstances, all points scored before the discovery of an error shall be recognized

### ***A GOOD RETURN***

7.17 The ball, having been served or returned in play, shall be struck so that it passes directly over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

7.18 If the ball, having been served or returned in play, returns with its own impetus over the net, it may be struck so that it touches directly the opponent's court.

### ***ORDER OF PLAY***

7.19 In singles, the server shall first make a good service, the receiver shall then make a good return, and thereafter, server and receiver alternately shall each make a good return.

7.20 In doubles, the server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter, each player alternately in that sequence shall make a good return.

### ***A "LET" - A RALLY AS A LET***

7.21 If in service the ball, in passing over or around the net assembly, touches it, provided the serve is otherwise good or is obstructed by the receiver or his partner.

7.22 If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball.

7.23 If, the failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player.

7.24 If play is interrupted by the umpire or assistant umpire.

7.25.1 To correct an error in the order of serving or receiving or ends.

7.26 To introduce the expedite system.

7.27 To warn or penalize a player.

7.28 Because the conditions of play are disturbed in a way which could affect the outcome of the rally.

***A POINT (Unless the rally is a let, a player shall score a point:)***

7.29 If his opponent fails to make a good service.

7.30 If his opponent fails to make a good return.

7.31 If, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent.

7.32 If the ball passes beyond his end line without touching his court, after being struck by his opponent.

7.33 If his opponent obstructs the ball, except as provided in Rule 9.1.

7.34 If his opponent strikes the ball twice successively.

7.35 If his opponent strikes the ball with a side of the racquet blade having an illegal surface.

7.36 If his opponent, or anything he wears or carries, moves the playing surface.

7.37 If his opponent, or anything he wears or carries, touches the net assembly.

7.38 If his opponent's free hand touches the playing surface.

7.39 If, in doubles, his opponent strikes the ball out of sequence established by the first server and first receiver.

## **8. EQUIPMENT:**

### **1. TABLE**

1.1 The table shall be in surface rectangular, 274 cm. (9 ft.) in length, 152.5 cm. (5 ft.) in width. It shall be supported so that its upper surface, termed the playing surface, shall lie in a horizontal plane 76 cm. (2 ft. 6 in.) above the floor.

1.2 It shall be made of any material and shall yield a uniform bounce of about 23 cm. (8 3/4 in.) when a standard ball is dropped from a height of 30 cm. (12 in.) above the surface.

1.3 The playing surface shall be dark colored and matt, with a white line 2 cm. (3/4 inch) wide along each edge.

1.3.1 The lines along the 152.5 cm. (5 ft.) edges or ends shall be termed end lines, and they shall be regarded as extending indefinitely in both directions.

1.3.2 The lines along the 274 cm. (9 ft.) edges or sides shall be termed side lines.

1.4 For doubles, the playing surface shall be divided into halves by a white line 3 mm. (1/8 in.) wide, running parallel with the side lines, termed the center line. Permanent marking of the center line shall not invalidate the table for singles play. The center line shall be regarded as part of each right half court.

1.5 The playing surface shall be considered to include the top edges of the table, but not the sides of the table top below the edge.

## 2. NET ASSEMBLY

2.1 The playing surface shall be divided into two "courts" of equal size by a vertical net running parallel to the end lines.

2.2 The net assembly shall consist of the net, its suspension, and the supporting posts, including the clamps attaching them to the table.

2.3 The net shall be suspended by a cord attached at each end to an upright post 15.25 cm. (6 in.) high, the outside limits of the post being 15.25 cm. outside the side lines.

2.4 The net, with its suspension, along its whole length, shall be 15.25 cm. (6 in.) above the playing surface. 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.

## 3. BALL

3.1 The ball shall be spherical, with a diameter of 40 mm. The ball shall weigh 2.7 gm.

3.2 The ball shall be made of celluloid or similar plastic material and shall be white or orange.

**3.3 The white colour ball shall be used unless both players and/or coaches agree to an orange ball.**

## 4. RACKET

4.1 The racquet may be of any size, shape, or weight but the blade shall be flat and rigid.

4.2 At least 85% of the blade by thickness shall be of natural wood. An adhesive layer within the blade may be reinforced with fibrous material such as carbon fiber, glass fiber, or compressed paper but shall not be thicker than 7.5% of the total thickness or 0.35 mm, whichever is the smaller.

4.3 A side of the blade used for striking the ball shall be covered with either ordinary pimpled rubber with pimples outward having a total thickness including adhesive of not more than 2 mm. or sandwich rubber with pimples inwards or outward having a total thickness including adhesive of not more than 4 mm.

4.3.1 Ordinary pimpled rubber is a single layer of non-cellular rubber, natural or synthetic, with pimples evenly distributed over its surface at a density of not less than 10 per sq. cm. and not more than 50 per sq. cm.

4.3.2 Sandwich rubber is a single layer of cellular rubber covered with a single outer layer of ordinary pimpled rubber, the thickness of the pimpled rubber not being more than 2 mm.

4.4 The covering material shall extend up to but not beyond the limits of the blade, except that the part nearest the handle and gripped by the fingers may be left uncovered or covered with any material and may be considered part of the handle.

4.5 The blade, any layer within the blade, and any layer of covering material or adhesive shall be continuous and of even thickness.

4.6 The surface of the covering material on a side of a blade or of a side of the blade if it is left uncovered, shall be matt, bright red on one side and black on the other.

4.7 Slight deviations from uniformity of color or continuity of covering due to fading, wear, or accidental damage may be ignored provided they do not significantly change the characteristics of the surface.

4.8 At the start of a match and if he changes his racquet during a match, a player shall show his opponent and the umpire the racquet he is about to use and shall allow them to examine it.

4.9 If a player breaks his racquet during a game, he shall replace it immediately with another racquet which he has brought with him to the playing area or one which is handed to him in the playing area. A racket shall not be changed in an individual match unless it is accidentally damaged so badly that it cannot be used. If a player changes a racket during an individual match without notification, the umpire shall suspend play and report to the referee.

4.10 The covering material on a side of the blade used for striking the ball shall be of a brand and type currently approved by the USATT and shall be attached to the blade so

that the trademark and ITTF logo (if applicable) are clearly visible near the edge of the striking surface.

4.11 If a player strikes the ball in play with a side of the blade whose surface does not comply with the requirements of the Rules, his opponent will be awarded a point.

#### **9. COACHES RESPONSIBILITIES:**

9.1 Scratches or Substitutions - These must be faxed in, e-mailed or called in to the convener 24 hours prior to the tournament. Scratches not reported will result in a \$25.00 fine being charged against the school. (Substitutes are permitted as long as they are on the eligibility list.)

9.2 Players who do not sign in at the tournament prior to the stated time will forfeit their right to play.

9.3 All spectators and players must be supervised at all times. Any player that is found to be without a supervisor will be required to leave the tournament. If a player is being supervised by anyone other than their own coach or by a teacher from their own school then this fact must be reported to the convener in writing prior to the beginning of the event.

9.4 All players must remain in designated areas and obey all regulations of the facility and the instructions of the employees of the facilities. Failure to comply with this regulation will result in expulsion from the tournament. The Convenor shall make the final decision.

#### **10. DISCIPLINE:**

As outlined by the T.D.C.A.A. By Laws

#### **11. AWARDS:**

##### ***Individual***

Medallion for 1st, 2nd, and 3rd place winners (if the loser of the winning side final loses to the winner of the losing side final, then that loser will automatically receive the bronze medallion).

# *Team Awards*

A Trophy for the school with most points as earned in each event category (1<sup>st</sup> = 3 pts.; 2<sup>nd</sup> = 2 pts.; 3<sup>rd</sup> = 1 pt.; and 4<sup>th</sup> = ½ pt.). Banner for the school with the most points. In the event of a tie for most points in an event category, the tie will be broken based on 1. Total Gold; 2. Total Silver; 3. Total Bronze, and 4. the differential of the games won and lost by the members of each team competing in the event category. Tie Breaker for the overall TDCAA title shall be: 1. Total Gold; 2. Total Silver; 3. Total Bronze.