



SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL qualification and provincial tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow the specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. All school teams **MUST DECLARE AND REGISTER** through the [SSNL HUB](#) by the designated dates. Any school teams not declared and registered through the HUB by the designated dates will not be permitted to participate in SSNL Events (Foundation, Qualifier, or Provincial).
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or are impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. SSNL has banned the use of **electronic and mechanical noise makers** (Air horns, mega phones, **[NEW 26-27]** Stadium Horns, and Loud Cups) during SSNL events. SSNL will provide signage to all schools.
8. SSNL will follow the Schools/District policy regarding the requirements for a Teacher Sponsor.
9. Members of the coaching staff must complete the CAC Safe Sport Training.
 - **"Making Headway"** - To be completed by minimum of one member of the coaching staff



- "Safe Sport" Training - To be completed by all Coaches and Teacher-Sponsors
 - "Rule of Two" - To be completed by all Coaches and Teacher-Sponsors
10. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
 11. Team composition is at the discretion of the coach and can change from the Qualifier to the Provincial Tournament. SSNL does encourage, however, that coaches consider rewarding those players that helped win a Provincial berth with a place on the team for that tournament as well.
 12. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
 13. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. For Provincials, the SSNL Rep may be used to help with the ruling. You CANNOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See "Protest, Disciplinary Infractions, and Appeals" section in the SSNL Varsity Manual for more details.
 14. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infringing teams, potential school fines and sanctions, and/or the entire tournament being voided.
 15. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
 16. No cell phones or any person who is not a minor official are permitted at scorer's tables.
 17. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
 18. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Star Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
 19. Fines:
 - a. Schools who have qualified (through winning their Qualifier or receiving a bye) for a Provincial tournament and who (AFTER REGISTERING their team) do not attend



the tournament, will be fined \$300 if the reason for pulling out is not deemed valid by the Varsity Council.

- b. If said team pulls out of the Provincials after Wednesday 5pm of the registration week they will also be required to pay the full Provincial Tournament registration.
- c. Any school that withdraws from a Provincial tournament after the schedule has been approved/released will receive a two-year ban on hosting in that sport and gender.
- d. Aside from the fines, teams will still be responsible for any expenses they incurred regarding the Provincial tournament (e.g. t-shirts, meals).
- e. Any school that fails to pay the assessed fines by June 30 of the current year, will be suspended until the fine has been paid.

2026-27 SSNL VARSITY TABLE TENNIS TECHNICAL STANDARDS

RULES

There are rules listed in the Table Tennis Tech Standards that are specific to SSNL tournaments.

It is the responsibility of the tournament Convenor to make sure all Officials are aware of these rules. SSNL will defer to the International Table Tennis (ITTF) Handbook for all other rules not listed in these technical standards.

REGISTRATION FEE

A maximum of \$50 per team.

SSNL PARTICIPATION FEE

Qualifier - \$7 per athlete. Provincial - \$10 per athlete

EVENTS

Unless there is a competition between at least two teams/individuals in any SSNL tournament, there will be no medals or banners awarded.

Qualifier and Provincial **Team Champions** will be declared at both tournaments.

Qualifier and Provincial **Individual Champions** shall be declared in:

1. Girls singles
2. Boys singles
3. Girls doubles
4. Boys doubles
5. Mixed doubles



TEAM COMPOSITION (For Team Competition)

Minimum: The minimum number of athletes to make up a team is the team's ability to play in at least 3 of 5 matches in an encounter while adhering to the rules of player restrictions per encounter. The other matches will count as a default loss.

Maximum: 6 male and 6 female

ENTRIES

1. A player may play in both the team and individual Provincial events provided he/she has qualified (see exceptions below).
2. For the Provincials, a player may play in both the team and individual competition providing he/she has qualified for both competitions, but they can only play in a maximum of 2 individual events in which he/she qualifies and a maximum of 1 event per encounter in the team competition.
3. In Qualification tournaments, each region will determine the number of individual entries per school permitted, but each school is permitted to be represented by 1 team in the Team Competition and represented by at least 1 singles athlete, doubles pair, and mixed doubles pair in the Individual Competition.
4. A doubles team losing one of its members through injury will be permitted to replace that player in order to compete in the Provincial Individual event.
5. For Provincials, the host school will be permitted to enter in the Individual competition regardless of if they qualified at the Qualification tournament.
6. If the individual winner from a qualifier does not attend the Provincial the spot will be offered to the next highest placing player up to 4th place from that Qualifier. If the position is not filled through this procedure an individual from that Qualifier who is participating in the team event can be allocated that spot.
7. Wildcards will now be accepted for the Provincial Team Competition.

PLAYING FACILITY & EQUIPMENT

1. The tournament should be played in a gymnasium.
2. Floor should be a non-slippery surface.
3. Competitors will supply their own racquets.
4. Players must use racquets with ITTF approved rubber on them.
5. Competitors should wear appropriate gym attire. No light clothes to disguise the ball.
6. Players that do not wear the proper attire and footwear will be required to amend the issue or forfeit the match.
7. Tables: minimum of 6, maximum of 8.
8. The Official ball is the Donic P40+ Poly 3 Star ball. SSNL will provide game balls for Qualifiers and Provincials.

SAFETY STANDARDS

1. The end of the tables should be at least 15 feet from the wall.
2. There should be at least 6 feet between each table, but 8-10 feet is recommended.
3. The area around tables should be cordoned off to avoid interference by the mobility of spectators.



OFFICIALS

1. It is the responsibility of the convenor to appoint a referee to rule upon any questions concerning the rules of play. The referee oversees all scorekeepers and questions about scoring.
2. Convenors are expected to use knowledgeable scorekeepers for any games and provide them with proper training, but in situations where scorekeepers are not used then players are required to keep their own game score.
3. It is expected that at least 1 Official Scorekeeper is on-site for all games to be available for questions and resolve any scoring disputes. Should a scorekeeper be required to take over the scoring of a game, a score board (a table top flip style or other similar method of showing the score) should be used by the scorekeeper to display the score.
4. Should a question arise concerning the Official Scorekeeper overseeing an encounter, the referee/convenor will determine if a different person is required to officiate the match.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Varsity Manual or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.

TEAM COMPETITION

1. 6 teams or less: Round Robin (In Qualifiers, 2 divisions are permitted if there are time restrictions. This should be approved by SSNL office or the Regional Director)
7 teams or more: 2 divisions with crossovers and finals.
2. Group of 5 matches (an encounter):
 - a. Each team shall play 5 matches against each team as follows:
 - i. 1 boys singles
 - ii. 1 girls singles
 - iii. 1 boys doubles
 - iv. 1 girls doubles
 - v. 1 mixed doubles
 - b. A match is 3 out of 5 games. Each game is 11 points.
 - c. To win an encounter, a team must win a minimum of 3 out of 5 matches. All matches in an encounter must be played unless defaulted because of injury.
 - d. A defaulted match will be scored 0-11, 0-11, 0-11
3. For each encounter:
 - a. The coach must nominate his/her team 20 minutes prior to the start of the encounter. **Both coaches in an encounter must submit their teams independently without knowing the other team's lineup.**
 - b. The coach may nominate any player to fill any position on his team.
 - c. A player may only participate in ONE event.



INDIVIDUAL COMPETITION

1. Individual champions shall be declared utilizing a single elimination draw system, single round robin or double knock out. The convenor decides this based on time availability in the schedule.
2. The draw for each event shall be conducted during the coaches meeting.
3. **[NEW 26-27]** SSNL will no longer use NLTTA rankings for the SSNL Tournaments. SSNL will develop a ranking system and will reveal prior to declaration day.
4. All other entries shall be placed from the top to bottom by random draw.
5. The order of play shall be: Girls/boys singles, girls/boys doubles, mixed doubles.
6. Championship games for each category shall be played at the conclusion of its last round robin or semi-final games depending on the tournament format.

Note: A doubles team losing one of its members to injury prior to the start of the individual competition will be permitted to replace that player in order to compete.

TIE-BREAKING PROCEDURE (TEAM EVENT)

Two Way Tie

1. If at the end of the round robin two teams are tied with the same record, the team who won the head to head encounter between the two teams will finish in the higher position.

Three Way Tie

1. Match Record Ratio (matches won divided by matches lost) – the team with the better match record ratio from only those matches played within the encounters against each of the tied teams will advance. Eg. Team A, B, & C are tied with encounter records of 2 wins and 1 loss.
 - i. Team A has a matches record of 8 - 7 for a 1.14 ratio
 - ii. Team B has a matches record of 10 - 5 for a 2.0 ratio
 - iii. Team C has a matches record of 11- 4 for a 2.75 ratio
 - iv. Team C advances with the highest ratio.

*If Match Record Ratio eliminates only 1 team then revert to the 2 way tiebreaker of head to head results between the 2 remaining teams.

2. If Match Record Ratio does not eliminate at least 1 team, it will be decided by the win/loss ratios of games played within matches played between the tied teams only. (Games won divided by games lost).

*If Win/Loss Ratio of Games eliminates only 1 team then revert to the 2 way tiebreaker of head to head results between the 2 remaining teams.

3. If Win/Loss Ratio of games does not determine the order, it will be decided by the ratio of points won/lost from the games played within the matches between the tied teams only.



*If Win/Loss Ratio of Points eliminates only 1 team then revert to the 2 way tiebreaker of head to head results between the 2 remaining teams.

4. If none of the above procedures can determine the order then there will be a play-off between the teams involved.

TIE-BREAKING PROCEDURE (INDIVIDUAL EVENT)

Two Way Tie

1. If at the end of the round robin two players are tied with the same records, the player who won the head to head match between the two will finish in the higher position.

Three (or more) Way Tie

1. Game Record Ratio (games won divided by games lost) – the player with the better game record ratio from only those games played between the tied players against each other will advance. Eg. Player A, B, & C are tied with match records of 2 wins and 1 loss.

- i. Player A has a games record of 5 - 2 for a 2.5 ratio
- ii. Player B has a games record of 4 - 4 for a 1 ratio
- iii. Player C has a games record of 4 - 2 for a 2 ratio
- iv. Player A advances with the highest ratio.

*If Game Record Ratio eliminates only 1 player then revert to the 2 way tiebreaker of head to head results between the 2 remaining players.

2. If win/loss ratio of the player's game record against each other does not determine the order, it will be decided by the ratio of points won/lost in the games played between the tied players against each other.

*If Win/Loss Ratio of Points eliminates only 1 player then revert to the 2 way tiebreaker of head to head results between the 2 remaining players.

3. If none of the above procedures can determine the order then there will be a play-off between the individual competitors involved.



SCHEDULING

Type of tournament allowed:	See “Team Competition” and “Individual Competition” above for formats.
Maximum # of teams in round robin:	6
Maximum # of teams in one venue:	8
Max # of encounters per team per day allowed:	4
Encounters scheduled every:	45 minutes
Back-to-back encounters permitted:	1 per tournament
Earliest a game should be scheduled	9am
Latest a game CAN be scheduled	9pm
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	15 minutes
Time between last round robin game that leads straight to a final (if back to back)	30 minutes
Time between back-to-back playoff games	30 minutes

AWARDS

Note: Championship banners will be awarded to the team that wins the team event. Individual event winners will not count towards the team total in determining the overall winner.

Qualifiers

1. Gold and Silver Team Medals
2. Gold, Silver, and Bronze Individual Medals
3. Individual Sportsmanship Award (1 Male and 1 Female for entire Tournament)
4. Individual MVP Award (1 Male and 1 Female for entire Tournament)
5. Qualification Championship Banner
6. If a Gold Medal winning team of a Qualifier **cannot register** for the Provincial event, the second place team can register and compete.

Provincials

1. Gold and Silver Team Medals
2. Gold, Silver, and Bronze Individual Medals
3. Individual Sportsmanship Award (1 for each school represented in the team competition)
4. Individual MVP Award (1 Male and 1 Female for entire Tournament)
5. Team Sportsmanship Banner
6. Provincial Championship Banner.