

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 for 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 schools **MUST** register their school online for all tournaments and in the case of the Provincials, their entire roster as well. Teams participating in Qualification, Junior Varsity, and Foundation tournaments can register their roster directly with the convenor. All players must be registered in the format above prior to their **FIRST GAME STARTING** in order to be eligible to play in an SSNL Tournament. Failure to comply will result in the defaulting of the games in question and awarding of points to the opposing teams.
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 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. Teacher-sponsors must be on the bench at all times. Games do not start without the teacher-sponsor present. If the teacher-sponsor is not on the bench 10 minutes after the scheduled start time, the team without the essential personnel will lose the game by default.
8. 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.
9. 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.

10. 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.
11. 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. 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 of this Convenor Manual for more details.
12. 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 infracting teams, potential school fines and sanctions, and/or the entire tournament being voided.
13. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
14. No cell phones or any person who is not a minor official are permitted at scorer's tables.
15. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
16. At least one member of the coaching staff for each team **MUST** complete the free coach.ca "Making Headway" concussion course in order for their school's team to be eligible for SSNL tournaments.
17. 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-Start Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
18. Schools who have qualified (through winning their Qualifier or a 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. 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. Schools may also be banned from Provincial competition in that gender and sport for 1 year.

2019-20 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 defers to International Table Tennis (ITTF) Handbook for all other rules not listed in these technical standards.

EVENTS

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)

★ **[NEW]** Minimum: The min. 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.

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 2 events per encounter in the team competition.
3. In Qualification tournaments, each region will determine the number of 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. Teams that consist of less than the minimum players automatically default a match in the team competition, but can still compete.
6. For Provincials, the host school will be permitted to enter in the Individual competition regardless of if they qualified at the Qualification tournament.
7. 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.

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 Butterfly 40mm 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. ★ **[NEW]** There should be at least 8-10 feet between each table.
3. Area around tables should be cordoned off to avoid interference by the mobility of spectators.

OFFICIALS

1. The convenor will appoint a referee to rule upon any questions concerning the rules of play. The referee oversees all scorekeepers and questions about scoring.
2. ★ **[NEW]** It is expected that Scorekeepers are used for every game and, if available, a scoreboard (a table top flip style or some other method of showing the score) will be used by the scorekeeper to display the score. In the absence of a scoreboard, the Scorekeeper should call out the score after each point. Scorekeepers are to be non-participants with one scorer per table. A Scorekeeper is a person knowledgeable about table tennis that keeps the score of a game independently from the players playing that game.
3. Should a question arise concerning the scorekeeper and/or scoring during an encounter, the referee/convenor will appoint a different person to officiate during the match instead of the scorekeeper.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Handbook 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.
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  **[NEW]** 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. Utilizing rankings compiled by Table Tennis Newfoundland and Labrador (with the exception that any returning champion be automatically seeded #1), at least 2 players or doubles/mixed teams shall be seeded and placed in opposing halves of the draw. A doubles player returning as a member of a different doubles team will not be considered as a returning champion.
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.  **[NEW]** 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, it will be determined by a random draw.

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 of players, it will be determined by a random draw.

★ [NEW] 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
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

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 for each school represented in the team competition)
5. Team Sportsmanship Banner
6. Provincial Championship Banner.

REGISTRATION FEE

A maximum of \$50 per team.

PARTICIPATION FEE

Qualifier - \$2 per athlete.

Provincial - \$3 per athlete