



Vancouver Secondary Schools' Athletic Association

1580 West Broadway, Vancouver, British Columbia V6J 5K8

Tel: 604.713.5207 Fax: 604.713.5243

Email: athletics@vsb.bc.ca

TABLE TENNIS POLICY 2006 - 2007

League Convenor: Roger Willan (Britannia Secondary School)
Tel: 713 - 8266 Fax: 713-8265

District Athletics Coordinators: Harp Sohi & Mitra Tshan, VSB

1. League Playing Days

Wednesdays, start time no later than 16:00 Hr.

2. Type of League Schedule

BOYS - Single Round Robin

GIRLS - Single Round Robin

One match against each school.

The Round Robin schedule will be distributed by the League convenor, before the start of the League.

3. Eligibility

Athletes should satisfy the rules outlined in the Player Eligibility for BC SCHOOL SPORTS Activities section in the Vancouver Secondary Schools' Athletic Association Handbook.

4. Player Registration Forms

a) The Player Registration Form is available from your Athletic Director.

b) There is no limit on the number of players to be registered.

c) **The completed Player Registration Form must be submitted by December 12, 2006 to Mitra Tshan @ VSSAA.**

(d) Check the V.S.S.A.A. Coach's Handbook for further information.

5. Team Registration

Each coach or sponsor should ensure that the Athletic Director register the team(s) with VSSAA by the deadline date of November 30.

6. Competition Format

a) Each team will normally consist of three players

b) The same three players must complete any particular inter-school match

c) There are no substitutions allowed for any particular inter-school match.

d) The above rules apply for both Boys' and Girls' leagues.

e) The Swaythling Cup style will prevail

7. The Order of Play

	TEAM A/B/C	vs.	TEAM X/Y/Z
Individual match: 1	A		X
2	B		Y
3	C		Z
4	B		X
5	A		Z
6	C		Y
7	B		Z
8	C		X
9	A		Y

- a) **At least five individual matches will be played in each team match, to decide on a winner. (Nov 2006)**
- b) If time permits, all nine individual matches will be played.
- c) The flip of a coin will determine who plays under A/B/C or X/Y/Z.
- d) The winner of the flip will decide where to place the names of the teams.
- e) The order of play is strictly the decision of the respective coaches.
- f) Each coach decides on the players designation independently.
- g) The names of opposing players are then entered on each result sheet.
- h) If a team has only two players, then the opposing team will automatically win a match by default, as the missing player's match appears on the result sheet.
- i) **Email all results to Mitra Tshan at mtshan@vsb.bc.ca**

8. THE ORDER OF SERVING, RECEIVING AND ENDS

- a) The right to choose the initial order of serving, receiving and end shall be decided by lot, the winner may choose to serve or receive first or to start at a particular end.
- b) When one player has chosen to serve or to receive first or to start at a particular end, the other player shall have the other choice.
- c) After each **2** points have been scored the receiving player shall become the serving player and so on until the end of the game, unless both players score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- d) The ball must be tossed vertically at least 16 cm to be considered a legal serve. The ball must be completed visible by your opponent at all times.

9. **A Game** shall be won by the player first scoring 11 points unless both players score 10 points, when the game shall be won by the first player subsequently gaining a 2 point lead.

10. **A Match** shall consist of the best of three of five games.

11. Reporting Scores:

A representative of the winning team must fax the completed scoresheet to the league statistician by the end of the week on which a game is played (after each league and playoff game).

All scores must be reported - failure to do so will result in a fine of \$5.00 levied against the school that has not complied with the VSSAA policy.

12. Point Awards

A win will get 2 points

A loss will get 1 point

A loss by default = 0 points

13. Play Offs

Top four teams will advance to city play offs with the higher ranking team hosting. This will prevail for both boys and girls.

1st place team vs 4th place team 2nd place team vs 3rd place team

Winners will play each other in the City Championship.

TIE BREAKER: In the event two teams are tied for the second and last play off spot, results from head to head will determine position.

If more than two teams are tied order of finish will be determined by total number of games won.

If there are still two teams tied then a tiebreaker playoff will take place.

14. School Colours

All athletes should be wearing at least a shirt with school colours. If school shorts are not available then a student may wear their own shorts. Since this is an athletic activity students must have appropriate footwear. Regular street clothes are not acceptable attire.

15. Postponements

Scheduled games may be postponed only under extreme circumstances, like weather conditions, or reasons beyond the control of the school. The game must be rescheduled at the earliest convenience and the League convenor must be notified of the situation.

16. Person in charge

At all matches there must be a VSB Sponsor (authorized person for Independent Schools) present from each participating school. That person is required to be available in the activity area, during competition, until the completion of the match. It is mandatory that a school fulfils this requirement.

Failure to comply will result in forfeit of game.

17. Protests

A protest shall only be considered if it is made within two school days of the competition, to the League Convenor. The convener will consult with the District V.S.S.A.A. Protest Committee Chairperson and the resulting decision will be final.

B.C. SECONDARY SCHOOLS TABLE TENNIS ASSOCIATION CODE OF CONDUCT, DRESS & EQUIPMENT

1. Except as specified elsewhere in this code, the guide to conduct which shall oversee play, behaviour, and other considerations shall be the current edition of “The Laws of Table Tennis”, as published by the International Table Tennis Federation rules or standards, this code shall take precedence.

2. **Dress:**
 - A) Players shall be required to wear uniforms consisting of t-shirts of a solid colour other than white, and shorts (not long pants) which must also be of a solid colour other than white. The attire for all members of a team must be of the same design and colour-combination. The colour chosen for the uniform might be of the colours of the school which the team represents, but in any case, the colours should be ones which might be expected to differentiate the team from other teams.

 - B) Players must wear socks and athletic shoes which have not been used for street wear. The soles of shoes should be of a non-marking variety – white, clear, or light coloured rubber - not black or other dark colour.

3. **Equipment:**
 - A) Balls used for match play shall be only those provided by the coaches and sponsors of the organizing committee.

 - B) Players must bring their own racquets. During league play, players may use any racquet, provided that it does not give the player any unfair advantage over other players. However, during Provincial Final play, racquets must conform to the specifications detailed in “The Laws of Table Tennis”, mentioned above..

4. **Behaviour**
 - A) The guiding principles of competitors’ behaviour are that:
 - (i) Every effort must be made by each individual to maintain the highest standards of sportsmanship and fair play.
 - (ii) Each competitor has a duty not to bring the sport of table tennis into disrepute.
 - (iii) The focus of competition must be to encourage and support good play and self-improvement rather than to interfere with competitors. Therefore competition should focus on the quality of physical play between persons and teams actually engaged in a game, rather than on such factors as “psychological” play by players or by onlookers or others not actually engaged in the particular game being played.

 - B) Therefore, onlookers’ or supporters’ actions must be limited to the following:
 - i) Vocal support or other supporting behaviours such as clapping must not be a level which might interfere with any player’s concentration.
 - (ii) Such audible support must be applied only to plays which are seen to be good and may not be applied to errors in play.

- B) Thus, the gaining of a point through the error of a competitor is not a suitable occasion for audible support from the audience, and attempts by any member of the audience to discredit, discourage, or interfere with the play of any competitor in a game are forbidden.
- C) A coach/sponsor's duty as a teaching professional is to support the growth and development of all students, not only of those of one school or team, and to remain impartial and fair as to the outcome of all games. Once the team has been prepared and a competition is in progress, the coach/sponsor's role is to support good sportsmanlike play by all competitors.
- D) A formal complaint may be lodged by the coach on behalf of his/her player(s), provided that at least one impartial observer supports the contention. The Umpire of a game shall be deemed to be such an impartial observer. Where a dispute arises as to the impartiality of the second observer, the tournament referee shall make a ruling to the acceptability of a complaint, and the decision of that referee shall be final.
- E) In the event that a formal complaint is lodged by a coach on behalf of his player(s) in respect of a particular game or point in a game, the following rules shall apply:
1. If the complaint pertains to an audience behaviour which is so widespread over an audience which might normally be expected to be impartial as to the outcome of the game, the referee shall not intervene except to request the audience's co-operation and consideration.
 2. If the complaint pertains to an audience behaviour which arises from an audience consisting primarily of supporters of one team, the referee may:
 - (i) require the audience to be quiet during play, and/or
 - (ii) require that certain members of the audience leave the playing venues for the duration of that game, and/or
 - (iii) caution the audience that further disruptions may result in the awarding of a point or points to the team prejudiced negatively by the audience behaviour, and/or
 - (iv) award one point per incident of disruption to the team whose play has been negatively prejudiced. After five such points have been awarded, the offending team will forfeit the game in the event of a sixth offence.

5. **Changes to the Code:**

This code may be altered or added to by a simple majority vote of coaches and sponsors at the Annual General Meeting. Notice of intention to modify, and full details of suggested modifications must be circulated in print form to all coaches and sponsors at least one week before the Annual General Meeting. No alterations shall be entertained without due advance notice.