



2023 Canada Winter Games Table Tennis Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

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2023 Canada Winter Games Table Tennis Technical Package

1. SPORT: TABLE TENNIS

2. PARTICIPANTS

2.1. Athletes

2 Males and 2 Females

All registered athletes must intend to compete in at least one event.

2.2. Staff

1 coach, 1 manager

If female athletes are being sent, one staff member must be female.

If male athletes are being sent, one staff member must be male.

2.3. Additional Team Staff*

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches have the same access as athletes and team staff.

- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's venue access
 - Sport Operational Zone (Zone 2)
 - Back of House Zone (Zone 3)

* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Nursing Mothers Policy](#)
- [Participant Assistant Policy](#)

3. **CLASSIFICATION**

Under 19 as of December 31, 2022.

Year of birth: 2004 or later.

4. **ELIGIBILITY**

4.1. Athletes

All athletes must meet the eligibility regulations outlined in CGC's [Eligibility Policy](#).

Excluded from the Canada Games are:

- Senior National Team Members - Defined as: Athletes who have held an SR, SR1, SR2 or C1 card at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at the following events:
 - Senior World Championships
 - Pan American Games
 - Olympic Games
 - World Cups
 - Commonwealth Games
 - Professional leagues

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status for the first time, carding status or competes in an excluded event after November 20, 2022 they will still be

considered eligible to compete at the 2023 Canada Games).

* Athletes who hold a C1 card (as defined by Sport Canada’s Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council’s Eligibility Committee.

4.2. Coaches

Coaches registered in the Canada Games electronic registration system must be certified under the National Coaching Certification Program (NCCP) Competition Stream, Development Context (certified status) in Table Tennis.

Coaches must be so certified no later than 90 days prior to the opening ceremony (November 20, 2022).

Please note that “NCCP Competition-Development Certified, Not Renewed” does not qualify under the coaching standards for the 2023 Canada Winter Games.

Please refer to the CGC’s [Coach Certification Policy](#) for additional information:

For more information on the coach certification pathway for Table Tennis, please see Appendix 1.

5. **COMPETITION**

5.1. Rules

Table Tennis Canada (TTCAN) Rules will govern the competition.

- a) Provinces/territories will complete a registration form for their players.
- b) Player 1 on the team will have the highest rating. Player 2 will have the second highest rating.
- c) The men’s doubles team will be player #1 and #2 on the registration form. They will form the doubles combination in the MD19. Therefore, there will be a max of 13 teams.
- d) The women’s doubles team will be player #1 and #2 on the registration form. They will form the doubles combination in the WD19. Therefore, there will be a max of 13 teams.

- e) All 26 male athletes and all 26 female athletes will enter the XD19 event. **The two male athletes and the two female athletes from the same Province/Territory will form two mixed doubles teams in the XD19 event.** Therefore, there will be a maximum of 26 teams.
- f) All 26 male athletes will enter the MS19 singles and all 26 female athletes will enter the WS19 singles.
- g) The ratings of Feb 1, 2023 will be used for placement of teams.

The specific format for each event is outlined below.

5.2. Men's Team Event and Women's Team Event (MT19/WT19)

The team event will reflect the ITTF modified Olympic Team format which is:

Olympic Format (<i>Modified</i>)			Modified
(double)	vs	(double)	Player 1 is the highest rated player on the team. Player #2 is the second highest rated player on the team.
#1	vs	#1	
#2	vs	#2	
#1	vs	#2	
#2	vs	#1	

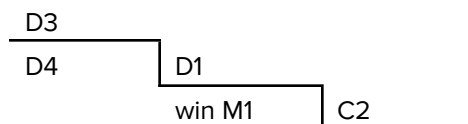
Stage 1

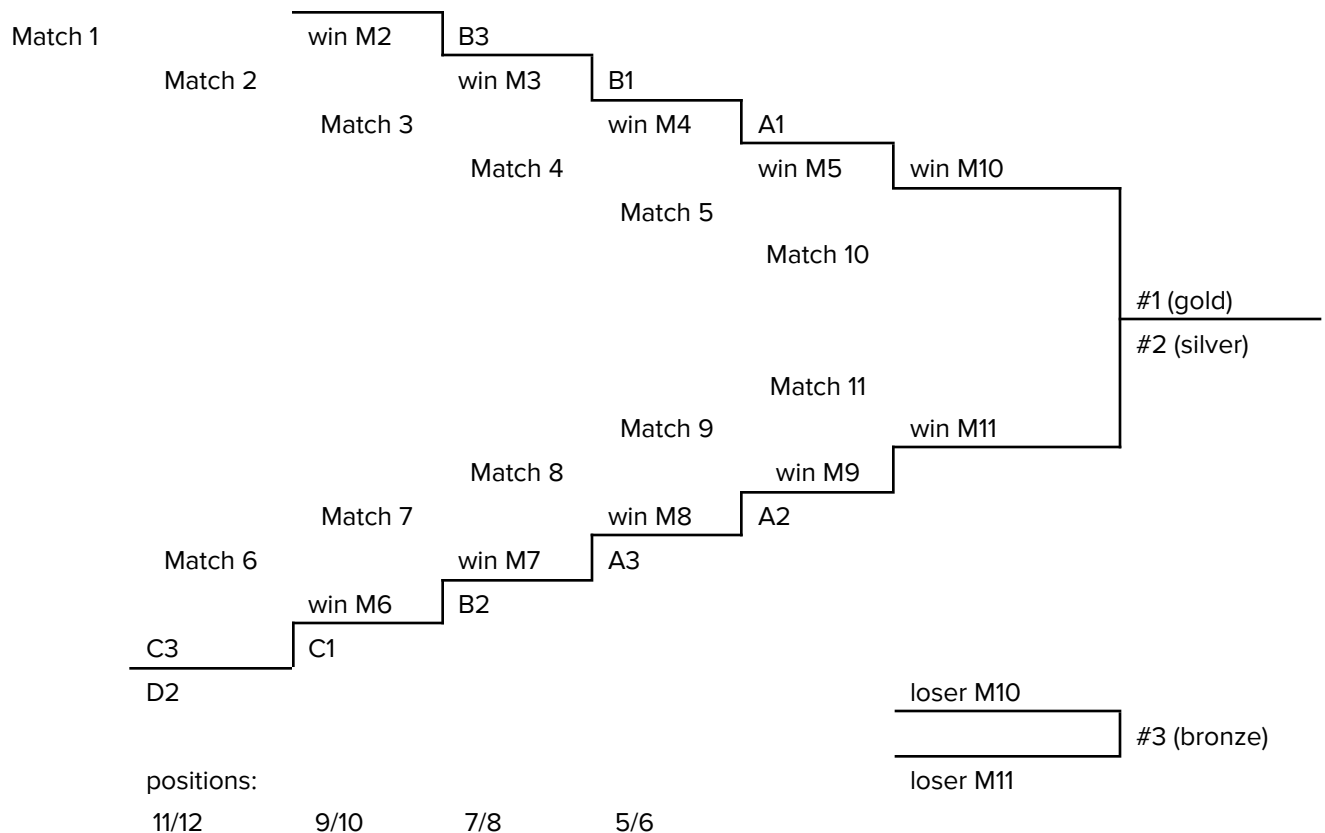
In stage 1, all teams will be ranked according to the sum of the ratings of the two players. There will be a maximum of 4 groups according to the following:

Group A	Group B	Group C	Group D
Team 1 (highest rated)	Team 4	Team 7	Team 10
Team 2	Team 5	Team 8	Team 11
Team 3	Team 6	Team 9	Team 12
			Team 13 (lowest rated)

Stage 2

In stage 2, all teams are in a knock-out (KO) according to the following chart:





Teams will play off for positions 11/12, 9/10, 7/8 and 5/6.

a. Team composition and format

A team is composed of two (2) players, both for the men's competition and for the women's competition.

(i) The Modified Olympic Team Format will be used:

Match 1: Double vs double

Match 2: A vs A

Match 3: B vs B

Match 4: A vs B

Match 5: B vs A

(ii) A match will be declared WON when one team reaches 3 games won, best of five (5).

(iii) Each game will be played to the best of five games (3/5) of 11 points.

5.3. Men's and Women's Doubles Events (MD19/WD19)

There will be one doubles event per gender:

Men's Doubles: two male athletes from the same province/territory.

Women's Doubles: two female athletes from the same province/territory

Each doubles event will include up to thirteen (13) pairs. All matches will be played to the best of five games (3/5) of 11 points.

Ranking for the MD19 and WD19 will solely be based upon the combined rating of the two players. All 13 teams will be ordered from highest combined rating to lowest and placed in the tournament structure used for the Team Event.

Team (highest rated to lowest)	Position on draw
1	A1
2	A2
3	A3
4	B1
5	B2
6	B3
7	C1
8	C2
9	C3
10	D1
11	D2
12	D3
13	D4

All final placements will be played from number 1 to number 13.

Stage 1

In stage 1, as mentioned above, all doubles will be ranked according to the sum of the ratings of the two players. There will be a maximum of 4 groups according to the following chart:

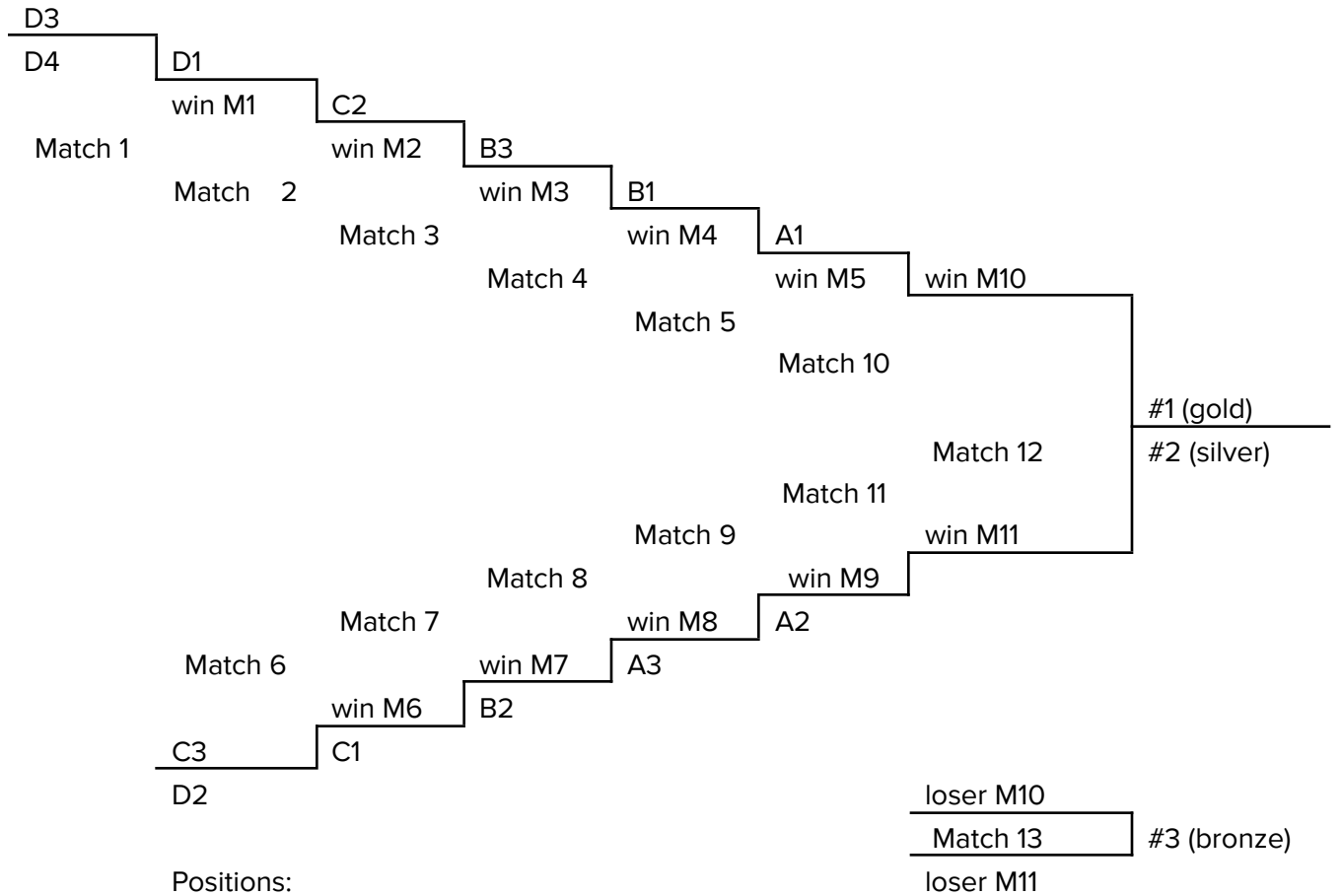
Group A	Group B	Group C	Group D
Double 1 (highest rated)	Double 4	Double 7	Double 10
Double 2	Double 5	Double 8	Double 11
Double 3	Double 6	Double 9	Double 12
			Double 13 (lowest rated)

Results - Group A	Results - Group B	Results - Group C	Results - Group D
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A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
			D4

Stage 2

In stage 2, all doubles are in a KO according to the following chart:



5.4. Mixed Doubles Event (XD19)

Stage 1

This event will follow the same format as the Men's and Women's Singles Event. A maximum of 26 doubles will be included in the XD19. These doubles will form a seeding list based on the latest **Canadian Ranking** (average between both players).

The top 2 rated doubles will be seeded in the main draw to SEED 1 and SEED 2 positions, respectively.

The remaining doubles will be drawn into 6 groups of 4 doubles (total of 24 doubles). The position in each group will be drawn according to the seeding list using the modified snake system. Separation by Association will be used to place doubles into the groups.

The referee and their team will conduct the draw for the groups and publish the list in advance of the Games.

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
Double 1	Double 1	Double 1	Double 1	Double 1	Double 1
Double 2	Double 2	Double 2	Double 2	Double 2	Double 2
Double 3	Double 3	Double 3	Double 3	Double 3	Double 3
Double 4	Double 4	Double 4	Double 4	Double 4	Double 4

Stage 2

At this point, a public draw will be conducted to finalize the event.

The public draw will take place on a scheduled date and time that will be published in advance together with the competition schedule.

The 2 top rated doubles will be seeded in the main draw to SEED 1 and SEED 2 positions, respectively.

The remaining doubles will be drawn according to their final position in Stage 1 as follows:



All final placements will be played from number 1 to number 26.

5.5. Men's and Women's Singles Events (MS19/WS19)

There will be one Singles event per gender: Men's Singles, Women's Singles.

Stage 1

A maximum of 26 players will be included in the MS19 and the WS19. These players will form a seeding list based on the latest **Canadian Ranking**.

The top 2 rated players will be seeded in the main draw to SEED 1 and SEED positions, respectively.

The remaining players will be drawn into 6 groups of 4 athletes (total of 24 athletes). The position in each group will be drawn according to the seeding list using the modified snake system. Separation by Association will be used to place players into the groups.

The referee and their team will conduct the draw for the groups and publish the list in advance of the Games.

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
Player 1	Player 1	Player 1	Player 1	Player 1	Player 1
Player 2	Player 2	Player 2	Player 2	Player 2	Player 2
Player 3	Player 3	Player 3	Player 3	Player 3	Player 3
Player 4	Player 4	Player 4	Player 4	Player 4	Player 4

Stage 2

At this point, a public draw will be conducted to finalize the event.

The public draw will take place on a scheduled date and time that will be published in advance together with the competition schedule.

The 2 top rated players will be seeded in the main draw to SEED 1 and SEED 2 positions, respectively.

All remaining athletes will be drawn according to their final position in Stage 1 as follows:



All final placements will be played from number 1 to number 26.

6. TIE BREAKING RULES - COMPETITION

All tie-breakers are resolved according to the ITTF Rules.

7. REGISTRATION & EVENT ENTRIES

7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 14 days prior to the Opening Ceremony (February 4, 2023).

7.2. Event Entry Deadline

Event entries for each participant will be confirmed at the Coach/Manager meeting held prior to the first event.

8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

8.1. Singles Events (Men's & Women's)

- Athletes will be ranked from first through last place
- Each event will be scored separately
- Sport scoring points will be awarded for each Singles event based on the chart below

Pos	PTS	Pos	PTS	Pos	PTS	Pos	PTS	Pos	PTS
1st	160	7th	136	13th	112	19th	88	25th	64
2nd	156	8th	132	14th	108	20th	84	26th	60
3rd	152	9th	128	15th	104	21st	80		

4th	148	10th	124	16th	100	22nd	76		
5th	144	11th	120	17th	96	23rd	72		
6th	140	12th	116	18th	92	24th	68		

8.2. Doubles Events (Men's, Women's & Mixed)

- Teams will be ranked from first through last place
- Each event will be scored separately
- Sport scoring points will be awarded for each Doubles event based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	150	6th	100	11th	50
2nd	140	7th	90	12th	40
3rd	130	8th	80	13th	30
4th	120	9th	70		
5th	110	10th	60		

8.3. Team Events

- Teams will be ranked from first through last place
- Each event will be scored separately
- Sport scoring points will be awarded for the Team event based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	250	6th	150	11th	50
2nd	230	7th	130	12th	30
3rd	210	8th	110	13th	10
4th	190	9th	90		
5th	170	10th	70		

9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Table Tennis, Flag Points will be awarded together for female and male events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in Section 10 (Tie Breaking Rules - Flag Points), Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	20	6th	10	11th	5
2nd	18	7th	8	12th	2
3rd	16	8th	6	13th	1
4th	14	9th	5		
5th	12	10th	4		

10. TIE BREAKING RULES - FLAG POINTS

At the completion of all events, if two (2) or more Provinces/Territories are equal in total sport scoring points, the final ranking for Flag Points shall be determined in accordance with the final ranking from the Mixed Doubles event.

11. MEDALS

The Canada Games will award medals to athletes only.

Team Event (Men's and Women's):

GOLD: 4 - One for each member of the men's team (2) and one for each member of the women's team (2) of the province/territory finishing in first position.

SILVER: 4 - One for each member of the men's team (2) and one for each member of the women's team (2) of the province/territory finishing in second position.

BRONZE: 4 - One for each member of the men's team (2) and one for each member of the women's team (2) of the province/territory finishing in third position.

Singles Events:

GOLD: 2 - One for the male finishing in first position and one for the female finishing in first position.

SILVER: 2 - One for the male finishing in second position and one for the female finishing in second position.

BRONZE: 2 - One for the male finishing in third position and one for the female finishing in third position.

Doubles Events (Men's, Women's and Mixed):

GOLD: 6 - Two for the Men's Doubles pair, two for the Women's Doubles pair, and two for the Mixed Doubles pair finishing in first position.

SILVER: 6 - Two for the Men's Doubles pair, two for the Women's Doubles pair, and two for the Mixed Doubles pair finishing in second position.

BRONZE: 6 - Two for the Men's Doubles pair, two for the Women's Doubles pair, and two for the Mixed Doubles pair finishing in third position.

12. COMPETITION UNIFORM

Provincial/Territorial team colours must be worn. Additional information on each Provincial/Territorial team's colours can be found in Appendix C of the CGC's [P/T Team Uniform and Sponsorship Policy](#).

The main colour of a shirt, skirt or shorts, other than the sleeves or collar of a shirt and trimming alongside seams or near edges, shall be clearly different from that of the colour of the ball in use (the approved colour of the ball is white).

13. EQUIPMENT

The table, the net, the ball and the surrounds shall each be of a brand and type currently approved by TTCAN and the ITTF.

The ball shall be white in colour and ITTF approved.

14. PROTEST & APPEALS

14.1. Canada Games Council Appeal Policy

Appeals relating to the Table Tennis Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

14.2. Competition Protests

Any pre-competition issues can be brought up at the Coach/Manager Meeting the day prior to competition.

During a team match, the designated coach or team captain can protest a decision by the umpire. If it is an interpretation of a rule, then the referee will be summoned and provide his/her input or advice.

During an individual match, a player can protest a decision by the umpire. If it is an interpretation of a rule, then the referee will be summoned and provide his/her input or advice.

Any issues occurring off the table can be brought to the attention of the referee.

15. ANTI-DOPING

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or

other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

16. APPENDICES

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines

APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

In order to become a Competition-Development Certified coach in Table Tennis the following Sport Specific Courses, Multi-Sport Courses, Projects/Papers and Evaluations are required.

- Sport Specific Courses
 - a. Table Tennis Canada Technical Training Coach (Recommended six month practical coaching experience)

- Multi-Sport Courses
 - a. Developing Athletic Abilities
 - b. Coaching & Leading Effectively
 - c. Prevention & Recovery
 - d. Managing Conflict
 - e. Leading Drug-Free Sport
 - f. Psychology of Performance
 - g. Advanced Practice Planning
 - h. Performance Planning
 - i. Managing a Sport Program

- Required Projects/Papers
 - a. Submit Portfolio

- Evaluations
 - a. Making Ethical Decisions (Multisport online evaluation)
 - b. In training evaluation
 - c. In competition evaluation

APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Competition is a key element of the table tennis athlete's progress. As soon as the basic technical skills are acquired, the athlete will evolve through both training and competition.

In the earlier stages of LTP/AD, the focus in most competitions must be on the integration of new technical elements in matches and the constant improvement of basic tactical and mental abilities. However, it is also important for the athlete to learn how to prepare for an important competition.

Optimal competition structure at all stages is critical to athlete development. The structure of competition in a sport has implications for selection, talent identification, safety, cost, adolescent periodization tailored to the athlete's developmental age and their health.

The domestic competitive and event calendar must support and be consistent with LTAD. Different stages of development and different levels of participation have different requirements for the type, frequency and level of competition. At some stages of development, training and development take precedence over competitions and short-term success.

General objectives targeting the athlete:

- Determine clear goals and identify the path to reach them
- Develop all sport specific physical qualities and continue to develop general physical qualities
- Refine/Maintain/Master all technical skills in competition situations. Develop game plans and apply them efficiently
- Develop and improve ideal performance state
- Optimize ancillary activities and develop autonomy
- Refine / maintain sequence of basic sport skills at competition intensity/density (1 sport).
- Develop consistency in implementing variants of basic skills and the new skills acquired in a competition environment.
- Increase and improve the athlete's repertoire of skills.
- Increase the success rate of the skills executed in competition.
- Increase the success rate of the basic practical tactical knowledge implemented in competition.

- Develop / Consolidate new practical tactical knowledge tailor made to the strengths of the athlete.
- Improve decision making (individual tactics)
- In an analogous competitive situation, the player should be able to solve the same tactical problem using different ways (skills/techniques).
- Develop general physical conditioning as well as specific physical conditioning.
- Continue to develop fundamental mental skills.
- Develop the performance capacity of the athlete/team and integrate the performance factors (10 Ss) to reach a peak performance at a pre-determined time of the year.

Specific objectives pursued by the athlete

- Develop specific physical qualities according to the style of play
- Practice with “in game” philosophy
- Develop a good tactical knowledge about oneself and main opponents
- Adapt quickly to the opponent’s strategies and variations
- Constantly force the opponent to adapt
- Develop visualization abilities
- Introduce and develop ideal performance state
- Learn to relax in stressful situations

