



MEDIA INFORMATION PACKAGE TABLE TENNIS





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A. HISTORY OF THE SPORT

Like many other sports, table tennis began as a mild social diversion - descending, along with lawn tennis and badminton, from the ancient medieval game of tennis. It was popular in England in the second half of the nineteenth century under its present name and various trade names such as Gossima and Whiff-Whaff. After the name Ping-Pong (an imitation of the sound made by the ball striking the table and the vellum bats that were used) was introduced by J. Jaques & Son, the game became a fashionable craze. There are many contemporary references to it and illustrations of it being played, usually in domestic surroundings.

By the early years of this century, Ping-Pong had already acquired some of its present day complexities, though it was still seen by many as an after -dinner amusement rather than a sport. An account published in 1903 found it necessary to warn against wearing a dress suit and stiff shirt or, for ladies, a white satin gown but went on to give detailed technical advice about pimped rubber, the penholder grip and tactics.

The game was popular in Central Europe in 1905-10, and even before this a modified version had been introduced to Japan, where it later spread to China and Korea. After a period when it had dropped out of favor in Europe, the game was revived in England and Wales in the early twenties. By that time 'Ping-Pong' had been registered as a trademark, so the earlier name of table tennis was re-introduced. National associations were formed and standardization of the rules began, both in Europe and the Far East.

Then, over the next sixty years, table tennis developed into a major worldwide sport, played by perhaps thirty million competitive players and by uncountable millions who play less seriously. However, the game itself has not changed in essence since its earliest days, though it is faster, more subtle and more demanding than it was even only twenty years ago. A constant concern of the ITTF has always been to insure that table tennis remains a contest of human skills and that technological development, which add a new factor to the game, do not give too great an advantage to the players who have the first opportunity of making use of them. Thus, equipment specifications are carefully laid down, and rigorously enforced.

Modern table tennis at national and international level is as rigorous as any sport in its demands for the highest degree of physical fitness and mental concentration, attained only by arduous training to develop natural skill.

B. CANADA GAMES SPORT HISTORY AND PAST RESULTS

Table Tennis was featured in the first Winter Games, held in Québec City in 1967. Since then, table tennis has grown at the Games featuring opportunities for able-bodied athletes, athletes with a disability, and special Olympic athletes. Below are the ranking of the Provinces/Territories since the inaugural games:

	1967*	1971*	1975*	1979	1983	1987	1991	1995	1999	2003
	C	C	C	C	C	C	C	C	C	C
AB	-	-	-	3	3	8	5	1	3	3
BC	3	3	2	5	4	2	3	4	2	1
MB	-	-	-	6	8	9	9	7	6	6
NB	-	-	-	7	9	6	10	-	-	9
NL	-	-	-	4	6	7	7	8	9	10
NWT	-	-	-	12	-	-	-	-	-	-
NS	-	-	-	8	5	5	6	6	7	7
ON	2	1	1	2	1	3	4	3	1	4
PEI	-	-	-	10	11	11	8	9	8	8
QC	1	2	3	1	2	1	1	2	4	2
SK	-	-	-	9	7	4	2	5	5	5
YK	-	-	-	11	10	10	-	-	-	-

C=Mixed gender

C. NUMBER OF ATHLETES PER TEAM

A provincial/territorial team can include a maximum of 8 athletes in the sport of table tennis, 4 male and 4 female. There are two age categories for table tennis at the Canada Games. Athletes may compete in the under 17 category or the under 14 category.

D. EVENT FORMAT AND RULES OF PLAY

Five events make up the table tennis program at the Canada Winter Games: Women's Singles (under 17), Men's Singles (under 17), Women's Singles (under 14), Men's Singles (under 14) and a Team Event.

A match is best three out of five games. Each game is of eleven (11) points. There are no ties in scoring.

Team Event

Seeding shall be based on the C.T.T.A. rating system. The team competition seeding will be based on the latest available national rating at the time of the Draw. The combined total rating of all eight team members will be used to rank teams. Teams shall be assigned to Pools A and B as follows:

Pool A: (1), (4), (5), (8), (9), (12) Pool B: (2), (3), (6), (7), (10), and (11)

A team is composed of four (4) male and four (4) female players as follows:

2 male and 2 female: under 18 years of age

2 male and 2 female: under 15 years of age

The Team event will consist of the following matches:

A) Four (4) male Singles matches and four (4) female Singles matches.

B) Two (2) male Doubles matches and two (2) female Doubles matches.

C) One (1) Mixed Doubles match must only be played to break a 6-6 tie.

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

Individual

There are four (4) individual events, all of which are singles:

Male: (1) under 18 singles and (2) under 15 singles

Female: (1) under 18 singles and (2) under 15 singles

Each individual event will include up to twenty-four (24) participants.

All matches will be played to the best of five games (3/5) of 11 points.

The individual competition will start with round-robin play where each player will meet all others in his/her group. Following the preliminary groups, a playoff will be contested in a single knock-out style to award all player positions in each of the 4 individual events.

E. EQUIPMENT AND TERMINOLOGY

Table tennis is played on a rectangular table 2.74 m long, 1.53 m wide and .76m high. A net 15.25cm high is stretched across the middle of the table, and a white line divides the table in two lengthwise. The object is to win points by making shots an opponent cannot return.

A rally is over and a point scored if:

- the ball strikes the racket or table twice successively
- a player strikes the ball without allowing it to bounce
- a service or return misses the table or goes into the net
- a player moves the table, touches the net or touches the table with his/her free hand in doubles, the players hit the ball out of sequence.

Backhand: A shot done with the racket to the left of the elbow for a right handed player, the reverse for a left handed player.

Backspin: Backward spin placed on the ball. Also called under spin.

Block: A quick off the bounce return of an aggressive drive done by just holding the racket in the ball's path.

Chop: A chop is a heavy under spin shot. It is usually executed away from the table and below the tabletop. A chop forces the ball to drop downwards when it hits an opponent's paddle.

Closed: Holding the racket such that the racket's hitting surface is aimed downward, with the top edge leaning away from you.

Counter- drive: A drive made against a drive. Some players specialize in counter-driving.

Cross- court: A ball that is hit diagonally from corner to corner.

Deep: A ball that lands deep on the table.

Down the line: A ball that is hit along the side of the table, parallel to the sidelines, is hit down the line.

Drive: The basic topspin shot executed close to the table. Also called a counter, counter drive, or smash.

Drop shot: Short placement - very close to the net. A key point in making a drop shot is to not allow the ball to fall off the table after the first bounce. i.e. Drop shots should bounce at least twice on the opponent's side of the table before falling off.

Flick or flip: A topspin shot generated over the table close to the net, usually with the power generated only from the upper arm or the wrist. Used to start offense on a short ball.

Footwork: How a person moves to make a shot.

Forehand: Any shot done with the racket to the right of the elbow for a right-hander, the reverse for a lefthander.

Inverted: The most common racket covering. It consists of a sheet of rubber on top of a sponge where pips of the rubber point inward, so the surface is smooth.

Kill: A put away shot. Ball is hit with enough speed so the opponent can't make a return.

Let: Service ball hitting the net or a distraction that causes the point played over.

Lob: Usually used when the player is in the backcourt in a defensive situation. The player hits the ball as high as he can - usually with a combination of topspin and sidespin. The deeper the ball lands on the table, the more difficult it will be for his opponent to smash.

Loop: The shot that currently dominates the sport. This is an extreme topspin shot. One of the Mazunov brothers (Russia) won a spin competition being 'clocked' at 9000 rpm. A loop, when executed properly can curve in the air as a curveball does in baseball. This curve allows the player to hit the ball harder and still rely on the spin of the ball to cause the ball to dive down onto the table. Also, a loop will 'skip' on the table top taking sharp changes in directions. A loop will also tend to 'pop' upwards when it strikes the opponents racket.

Official: Umpire or referee who keeps score and enforces rules during a match.

Open: Holding the racket such that the racket's hitting surface is aimed upward, with the top edge leaning towards you.

Pips: The small conical bits of rubber that cover a sheet of table tennis rubber.

Push: A push is an under spin shot executed over the table, and usually close to the net. This is a passive shot that is used when it is impossible to attack a ball.

Rating: A rating is the number assigned to players after their first tournament. The better the player the higher the rating should be.

Sidespin: Spin placed on a ball to allow it to curve left or right in the air. It's usually utilized in combination with the topspin of a loop.

Smash: A put away shot. Ball is hit with enough speed so the opponent can't make a return.

Topspin: Spin placed on a ball to allow it to curve down onto the table.

F. ELIGIBILITY

U17 – born on or after July 1, 1985

U14 – born on or after July 1, 1988.

G. JUDGING/SCORING SYSTEM

Competition

A match is best three out of five games. Each game is of 11 points. There are no ties in scoring.

Provincial/Territorial Ranking

A complete ranking from one to twelve will be produced at the end of the competition as follows: (a) Teams; (b) Each age category for males; and (c), each age category for females. After the ranking of athletes in every event, event points will be awarded according to the following schedule for individual events:

Position	PTS	Position	PTS	Position	PTS	Position	PTS
1st	100	7th	83	13th	73	19th	67
2nd	97	8th	81	14th	72	20th	66
3rd	94	9th	79	15th	71	21st	65
4th	91	10th	77	16th	70	22nd	64
5th	88	11th	75	17th	69	23rd	63
6th	85	12th	74	18th	68	24th	62

Provincial/Territorial ranking for team events:

Position	PTS	Position	PTS	Position	PTS
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		

Flag Points

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

H. PLAY-OFF AND TIE-BREAK FORMAT

Competition

Team: In the team competition, if two or more teams have won the same number of team matches their relative positions shall be determined by the ratio of wins to losses, first in team matches, then in individual matches, then in games and then in points as far as is necessary to resolve the order, taking into account only the matches between the tied teams.

Individual: In the individual competition, if two or more players have won the same number of matches, their relative positions shall be determined by the ratio of wins to losses, first in matches, then in games, and then in points, as far as is necessary to resolve the order, taking into account only the matches between the tied players.

NOTE: For further explanation and interpretation of the above, refer to the ITTF Handbook in force at the time of the Games.

Provincial/Territorial Ranking

At the end of the competition, if a tie prevails between two or more provinces-territories, the final ranking shall be determined in accordance with their final standings in the team events.

I. ROLE OF OFFICIALS

Table tennis officials have the following jobs to perform during competition:
Score the match.

To make sure that players are playing according to the laws and regulations.

To make sure that coaches act according to the regulations.

Act as a service to the spectators and to make it possible for them to follow the matches.

To make sure that every result is delivered to the control desk 100% correct and as soon as the match is finished.

J. FACILITY DESCRIPTION

The Canada Games Centre is a state of the art facility built as a legacy to the 2007 Canada Games that will help to further athlete development for years to come in Whitehorse. The Centre features three rinks (Olympic size, NHL size, and a leisure rink), one Fieldhouse, one Flexi-Hall, one Aquatic Centre, and an indoor running track.

During the Canada Games, all Table Tennis matches will take place in the Canada Games Centre Fieldhouse.

K. SPORT MEMBERSHIP NUMBERS AND STRUCTURE

Table Tennis Canada is a National Sport Organization who works in accordance with the Provincial Sport Organizations. All ten provinces have a Table Tennis Association and two of the three territories are also recognized with an active Table Tennis Association.

Table Tennis Canada functions with an average of 22,000 to 24,000 registered members.

L. ATHLETES TO WATCH FOR

British Columbia:

U15 Male Andre Ho

U15 Female Peggy Hsien

Alberta:

U18 Male Antony Chan

U18 Female Hannah Li

Manitoba:

U18 Female Alexandra Dzioba

U15 Male Tian (Terry) Zhang

Ontario:

U18 Male Ted Liu

U18 Female Wanda Wong

Québec:

U18 Male Bryan Michaud

U18 Male Ling Kun Yang

U18 Female Marie-Andrée Levesque

Nova-Scotia:

U15 Male Michael Chatfield

M. NOTABLE PAST ATHLETES/ALUMNI

Athlete	Canada Games	Olympics
Kurt Liu	1995 (Gold Under 17)	
Marie – Christine Roussy	1995	2000 & 2004
Kassam Faazil	1999 (2 Gold)	2004
Peng Guo	2001 (1 Gold 1 Silver)	
Erica Ans	1999 2007 – Quebec Team Manager	
Winnie Tang	1999 2007 – Ontario Team Manager	

N. ATHLETE/TEAM MATCH-UPS (RIVALRIES)

In the U18 division, strong teams will be coming from the Alberta and from Ontario and Quebec. You can expect to see athletes from these teams winning it all.

In the U15 division, B.C. has two very strong medal contenders which all other provinces and territories should watch out for.