TABLE TENNIS RULES

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspending outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

The Game:

- A Match consists of the best of 5 games.
- Games will be played to 11 and must be won by 2 points
- The game starts with the toss of a coin. The winning player or team chooses the serve or receive. The losing player has choice of sides.
- Players change ends after each game. In the fifth game, players change ends after 5 points. The team that served first in the previous game now receives.
- Players take turns serving groups of 2 consecutive points, unless the score becomes 10-10 in which case the receiver will make one service followed by the original server with one service etc., until a winner is declared.
- In doubles, the service bounces in the right side of the server’s side of the table and must land on the left side of the receiver’s side of the table (from server’s viewpoint).
- In doubles, the person who just finished serving switches with his partner and does not receive the next serve.
- In doubles, partners alternate making returns.
- The served ball is a let if it touches the net or its supports then lands in the receiver's court. There is no limit to the number of let services.
- A serve that does not land in the receiver's court is a point for the receiving team.
• From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his doubles partner. As soon as the ball has been projected, the server's free arm shall be removed from the space between the server's body and the net.
• The ball cannot be struck until it has hit his/her side.
• The white lines are in bounds.
• If a player/team does not show after 10 minutes then the game is a forfeit.
• All disputes must be settled at the table at that time.

**Competition Rules:**

• Participants are expected to officiate and keep score of their own contests.
• Participants must report their scores to the IM Managers or online on IM Leagues as soon as possible after the match is completed.

**Sportsmanship:**

• The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.
Forfeit Policy:

- Participants in this event are required to:
  - Register Online at IMleagues.com/mst
  - View the bracket
  - Contact their opponent regarding a time to play the contest
  - Reserve a court and time for the contest
  - Complete the contest
  - Report/Confirm the score of the contest on IM Leagues or via paper form at the SRC front desk
  - Repeat the process for each opponent they are scheduled to face

- Participants will have a “Play By” date issued to them. This means the opponents must complete their contest before the conclusion of that day. If they fail to do so, it will be a double forfeit.
  - If any opponent does not communicate with another, and there are proven attempts to get the match scheduled by one individual, then that individual who attempted to communicate will move forward in the tournament, resulting in a forfeit for their opponent.
  - Special circumstances will be ruled on by the Rec Advisory Board and the IM Managers