SECTION 1. EVENT FORMAT

I. League Overview
A. The league will consist of a one (1) day single elimination tournament.
B. Participants will be able to choose which day of the week and what time they play their tournament games via IMLeagues.

II. Playoff Format
A. Once a winner is decided from each tournament, a “champions” tournament will be played to determine the overall intramural champion.
B. Seeding will be based on the order in which participants complete the sign in process.

III. Location
A. Games will be played in the CoRec in room MP5.
B. Signs will be posted directing players to the exact location of table tennis.

IV. Supervision
A. No officials will be present.
   i. Players are responsible for making their own calls.
   ii. It is recommended that any disagreements should be determined by a replay of that point.
B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
   i. Please alert the Intramural Supervisor if assistance is needed.
   ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
   iii. GAME TIME IS FORFEIT TIME!
      a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
      b. All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
      c. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
A. The Division of Recreational Sports Facility Policy clearly states that:
   iv. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
   v. Use of the facilities under the influence of alcohol or drugs is also prohibited.
B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
A. Serve will be determined through a game of P-I-N-G.
B. In all games, the first player/team to score 21 points and win by two (2) will win the match.
C. Rally scoring will be in effect; the winner of each served ball will receive a point.
D. The server may serve from along any part of the back table edge and may serve into any half on the receiver’s side.
i. (Doubles Modification) The server must serve diagonally into the designated receiver’s half of the court.
E. After the first five (5) points, the receiver shall become the server.
i. This process repeats every five (5) points until the end of the game or a score of 20-20.

II. The Table
A. Table Surface
   i. The table is nine (9) feet long, five (5) feet wide, and 30 inches high.
   ii. The playing surface is divided into two (2) halves.
B. Net height should be approximately six (6) inches.

Object II.1

III. Beginning Play
A. The Intramural Supervisor will assist teams with table assignments.
B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the supervisor.
   ii. Follow the supervisor’s instructions and ask any desired rule clarifications at this meeting.
C. Pinging for Serve
   i. Service will be determined by a one (1) point game of P-I-N-G.
   ii. Players start by rallying the ball.
      a. Once each player has contacted the ball twice, the players will play out the rally as if it is an actual point.
      b. The winner may decide who serves first.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Paddles and balls will be provided.
   B. Players may use their own paddles as long as they meet USA Table Tennis specifications.

II. Illegal and Required Equipment
   A. Players must wear athletic shoes.
   B. Shorts/pants and shirt are also required

SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of one (1) player for singles play and two (2) for doubles play.
   B. (Co-Rec Modification) Doubles teams must be composed of one (1) male and one (1) female.
   C. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any
reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

II. Substitutions
   A. Substitutions can be made up to the first scheduled match.
   B. Once the tournament begins, no substitutions are permitted.

SECTION 5. TIMING

I. Time Limit
   A. A 25 minute time limit will be enforced by the Intramural Supervisor.
   B. A five (5) minute warm-up will be given prior to the match’s official start.

II. Time Outs
   A. Players or teams will not receive any time outs.
   B. Injury time outs may be determined only by the Intramural Supervisor.

III. Overtime
   A. Should the time limit be called in the third game, the first player to be ahead by two (2) points will be the winner.
   B. The winning team must win by two (2) or be the first to reach twenty-five (25) points.

IV. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled tournament games will be rescheduled by through the intramural office.

SECTION 6. SCORING

I. Winning the Game
   A. Matches will be best two (2) out of three (3) games.
   B. In all games, the first player/team to score 21 points and win by two (2) will win the match.
      i. Should a team reach 21 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 25 points.
   C. Rally scoring will be in effect; the winner of each served ball will receive a point.

II. Scoring Points
   A. A point is scored by the opponent if:
      i. The server fails to make a successful service (See Section 7.1).
      ii. A player fails to return the ball successfully, see below, over the net when it is their turn to return.
      iii. The ball bounces twice on any side before it is returned.
      iv. A player contacts the ball multiple times with their paddle.
      v. The ball contacts a player’s body or clothing at any time.
      vi. Any freehand touches playing surface during a point.
      vii. A player and/or their racket or clothing contacts the net or the net’s supports.
      viii. A player moves the playing surface during a point.
   B. Returning the Ball
      i. In order to return a ball successfully, the ball must pass through the vertical plane above the net.
ii. A successful return must also land on the opponent’s side of the net after crossing over the net.

III. Mercy Rule
   A. There will be no mercy rule.

IV. Forfeit Score
   A. In the event of a forfeit, a score of one (1) will be given to the winning player/team and zero (0) to the losing player/team.

SECTION 7. SERVING

I. Serving
   A. The server may serve from along any part of the back table edge and may serve into any half on the receiver’s side.
      i. (Doubles Modification) The server must serve diagonally into the designated receiver’s half of the court.
   B. The ball shall be placed in the palm of the free hand, which must be stationary and above the playing service.
   C. Service begins by the server projecting the ball upward without imparting any spin. During the ball’s downward flight, the server must contact the ball.
      i. The ball must then first touch the server’s side of the court, pass over the net, and finally touch the receiver’s side of the court.
      ii. In singles play, the server may serve into any service zone
          a. For doubles modifications, see Section 8.
      iii. Should a server attempt to serve and miss the ball altogether, a point is awarded to the server’s opponent(s).

II. Singles Service Order
   A. After the first five (5) points, the receiver shall become the server.
   B. This process repeats every five (5) points until the end of the game or a score of 20-20.
      i. Should the score be tied at 20-20, service alternates after each point.
      ii. The player who served first will serve first if the score is 20-20.
      iii. If a player has a game point, their opponent will serve until the game ends, or there is no longer game point.
   C. Beginning Play in the Second and Third Games
      i. The side receiving first in the first game begins the second game serving.
      ii. If necessary, the side receiving first in the second game begins the third game serving.

III. Lets
   A. Should a serve contact the net and/or its supports and continue to go over the net, a let, or re-serve, is declared.
   B. Lets may also occur if:
      i. The receiver is not ready to return and makes no attempt to strike the ball.
      ii. A rally or point becomes interfered with at any given time.

SECTION 8. DOUBLES MODIFICATIONS

I. Order of Play
   A. After the server serves to the initial receiver and the initial receiver successfully returns the ball:
      i. The server’s partner must play the initial receiver’s return to the initial receiver’s partner.
      ii. Partners must then alternate who contacts the ball until the point is completed.
   B. Any contact out of order results in a loss of that point.
II. Choice in Order of Play
   A. The pair with the right to serve first may decide which player will serve the first five (5) points.
   B. The pair receiving first may decide which player will receive the first point.
      i. Receivers will then alternate even though the server remains the same for the first five (5) points.
      ii. At the start of the next game, however, the player who did not initially receive must receive first.

III. Service Modifications
   A. The first five (5) services shall be delivered by the initial player of the serving team and shall be received by the appropriate partner of the opposing pair.
   B. The second five (5) serves shall be delivered by the initial receiver of the game’s first serve.
   C. The third five (5) serves shall be delivered by the initial server’s partner.
      i. The sequence is continued until the end of the game or the score of 20-20.
      ii. At 20-20, players and teams will alternate who serves and receives on every point until a team wins by two (2).

SECTION 9. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct.

II. Supervisor
   A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the match’s players/teams.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.