



# Ping Pong IM Tournament Rules

## 1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

## 2. Self-Scheduling

It is the responsibility of both parties to contact each other to schedule a play time. A match must be scheduled and played prior to the deadline posted for the round.

## 3. Uniforms-Equipment-Safety

- Players may provide their own racquets. Game balls will be agreed upon by mutual consent of both players.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players who have any visible amount of blood on their uniform shall be considered injured players and must leave the game immediately for appropriate treatment and/or changing clothes.
- Jewellery is allowed, unless deemed unsafe to a player/opponent by the Coordinator of Intramural Sports.

## 4. Conduct and Disqualification- Unsportsmanlike Behaviour

- All players will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the Tournament.

## 5. Automatic Loss Policy

- If a player fails to notify the Intramural Sports Office/the opponent at least 48 hours in advance about an inability to show up at a scheduled game, an automatic loss shall be awarded.
- If a player fails to show up within 10 minutes after the scheduled game time, an automatic loss shall be awarded.

## 6. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

## 7. Refereeing

- Players will make their own calls. If a disagreement occurs that cannot be resolved, the point must be replayed or the game will end in a double forfeit.

## 8. The Game-Rules-Violations

- A match shall be determined on two winning sets.
- Twenty-one points constitute a game.
- If the score is tied 20-20, one player must win by a two-point margin.
- The winner of a coin toss will choose to be the server or receiver, in which case the opponent shall choose the side.
- The server puts the ball into play by tossing it into the air from the palm of one hand and striking it with the paddle (held in the other hand) so that it hits his/her own court, the ball goes over the net and hits the receiver's court.
- The receiver must return the ball over the net so that it hits the server's court. Only on the serve does the ball go from paddle to court; in all other cases it must go over the net.
- Play continues until one player fails to make a legal return. The opponent then scores one point.

- The serve changes from one player to the other every time five points are scored, except for cases when the score becomes tied 20-20. At this time, the serve changes and continues to change after each point until one player scores two consecutive points, thus winning the game.
- In serving, the server's paddle must strike the ball behind the end line and between the side lines (extended).
- If a player intentionally touches the playing surface of the table with any part of his/her body, the point is won by his/her opponent. The same rule applies when a player moves the table by bumping against it.
- In serving, the ball must be held in the palm of the hand, visible to the opponent and with no spin being imparted to it by the hand.
- If the ball hits the net on the serve and goes over, it is a LET and the server serves again. However, if the second serve is a LET, the player loses the point.
- If a player misses the ball completely when he/she is serving, it is a point for his/her opponent.
- A paddle can contact the ball legally only if the paddle is held in the player's hand.
- If a ball is broken during actual play, a new ball is put into play and the point during which it broke is replayed.
- The only way a ball can be legally hit is with the paddle or the hand holding the paddle.