Intramural Table Tennis Rules
11/07/07

GENERAL

• Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
• All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
• All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
• Individuals may only play for one same sex team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
• A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook). During tournament play a doubles team may have a third person listed on their roster.
• Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.
• The Table Tennis tournament is offered as a double elimination tournament format.

Forfeit/Default

• Forfeits:
  Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited contests will be recorded as a loss. This policy will be unilaterally enforced.

  Furthermore, any team or individual that forfeits a game will owe a $15 forfeit fee for each game forfeited. This fee will be charged to the manager of the team and must be paid for at the University of Toledo Student Recreation Center. Any team or individual that has forfeited a game and has not paid the $15 forfeit fee will not be eligible to participate in playoff games until the forfeit fee has been paid. If forfeit fees remain unpaid at the end of each sport season, the manager will be declared ineligible and will be suspended from any further Intramural participation. Once the forfeit fee is paid, the manager will be reinstated and become eligible to participate in all Intramural activities.

• Defaults:
  If a team knows in advance that it will not be able to make a schedule contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
  • Games scheduled for Monday-Friday notification must be received by 5pm on the day before the schedule game
  • Games scheduled for Saturday/Sunday notification must be received by 3pm on the Friday before the schedule game. Managers may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team manager only. All defaulted contests will be counted as a loss. However, the team manager will not owe a
forfeit fee and will maintain access to the University of Toledo Student Recreation Center.

- Dropped from Play:
  Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff eligibility. Any team that forfeits/defaults a game in a single or double elimination tournament will also be dropped from play.

- Forfeited and defaulted contests will not be rescheduled.

The Game

A LET

The rally shall be a let:

  if in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner;
  if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball;
  if failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
  if play is interrupted by the umpire or assistant umpire.

Play may be interrupted

  to correct an error in the order of serving, receiving or ends;
  to introduce the expedite system;
  to warn or penalise a player;
  because the conditions of play are disturbed in a way which could affect the outcome of the rally.

A POINT

Unless the rally is a let, a player shall score a point

  if his opponent fails to make a good service;
  if his opponent fails to make a good return;
  if, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent;
  if the ball passes beyond his end line without touching his court, after being struck by his opponent;
  if his opponent obstructs the ball;
  if his opponent strikes the ball twice successively;
  if his opponent, or anything his opponent wears or carries, moves the playing surface;
  if his opponent, or anything his opponent wears or carries, touches the net assembly;
  if his opponent’s free hand touches the playing surface;
  if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
**SINGLES PLAY**

A. A game shall be won by the first player who first wins 21 points. If both players have scored 20 points, then the winner of the game shall be the one who first reaches 21 points and ahead by two points. The winner of two (2) out of three (3) games wins the match.

B. In every match, the choice of ends and determination of server and receiver shall be decided by means of chance. The players will rally five or more times and the winner of the chance will pick end or service. After each game the players shall alternate being first server.

C. Each player shall serve for five points. After each five points the server shall become the receiver, and the receiver the server, for the next five points. The players shall alternate every five point set unless the score becomes 20 all. At the score 20 all, the order of serve will continue to alternate as above but each server shall serve for only one point and the serve shall alternate after each point until the end of the game.

D. A serve shall be delivered by the server without the hand imparting spin. The server must hit the ball in his/her side of the court, directly over the net into the receiver’s court. The ball must first bounce on the server’s side and then the opponent’s side.

A point is scored when:
- server fails to make a good serve.
- receiver fails to return a good serve.
- If the player, or his paddle, or anything that he/she wears touches the net or supports, or free hand moves the playing area.
- if at any time, a player volleys the ball (a volley is hitting the ball before it has bounced.)

E. The ball is in play from the moment at which it is projected or dropped from the hand in serving until:
- it touches one court twice consecutively.
- it has touched a player or anything s/he wears, except his paddle and hand below the wrist.
- it has been struck by a player more than once consecutively.

**DOUBLES PLAY**

A. The service shall be delivered as previously provided, and so that it touches first the server’s right half court or the center line on the server’s side of the net, and then, passing over or around the net, touches the receiver’s right half court or the center line and goes off the table.

B. Each server shall serve for five points. At the end of each term of service, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence of the receiver and server exchange shall continue until the end of the game. With a score of 20 all, each server gets only one serve.

**THE ORDER OF PLAY FOR DOUBLES**

A. In doubles, all the rules of single play apply except for the following. A line painted along the long axis of the table to create doubles courts bisects the table. This line’s only purpose is to facilitate the doubles service rule, which is that service, must originate from the right hand “box” in such a way that the first bounce of the serve bounces once in said right hand box and then must bounce at least once in the opponent side’s right hand box (far left box for server). Play then continues normally with the exception that players must alternate hitting the ball. For example, after a player serves the receiving player make his or her return, the server’s partner returns the ball and then the service receiver’s partner would play the ball. The point proceeds this way until one side fails to make a legal return and the point is then awarded to the other team.

B. Each server shall serve for five points as in singles. At the end of each five points, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence shall continue until the end of the game or the score of 20 all. At 20 all, the
sequence of serving and receiving shall continue uninterrupted except that each player shall serve only one point in turn and the serve will alternate after each point in turn and the serve will alternate after each point until a pair is ahead by two points.