

XAVIER

INTRAMURALS

Table Tennis Rules

General Information

- 1) All players are responsible for information contained in the Playing Rules, IM Handbook, and the IMLeagues webpage information section.
- 2) Participants must have a valid XU ID with them at all times, as they must have this to access the HUB to get to the table tennis table.
- 3) All players must be currently enrolled students, faculty or staff, and have access to the HUB.
- 4) Intramural Table Tennis is governed by USATT playing rules and any modifications outlined in this document.

Equipment

- 1) Paddles are available for check out at the front desk of the HUB. Players are responsible for any rental items.
- 2) Players may provide their own paddles if desired.

Game

- 1) A game shall be won by the player first scoring 21 points unless both players score 20 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.

Match

- 1) A match is the best two out of three games
 - a. If both players agree before the game to play best of 1 game only – that is ok.

Service

- 1) The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface.
- 2) Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server's court and then passes directly over the net and touches the receiver's court.
- 3) If, in attempting to serve, the server misses the ball altogether, it is a lost point.

Ball in Play

- 1) The ball is in play from the moment at which it is projected from the hand in service until:
 - a) It has touched one court twice consecutively
 - b) It has, except in service, touched each court alternately without having been struck by the racket intermediately
 - c) It has been struck by any player more than once consecutively
 - d) It has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.
 - e) On the volley, it comes in contact with the racket or racket hand, below the wrist.
 - f) It touches any object other than the net or supports.

Choice of the Order of Play

1) The choice of ends and the right to be server or receiver in every match shall be decided by coin toss or rock/paper/scissors. The winner shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.

Order of Service

- 1) After five points the receiver shall become the server, and the server the receiver, and so on after each five points until the end of the game or the score 20-all.
- 2) From the score 20-all, the service shall change after each point until the end of the game.
- 3) The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

A Let

- 1) If a served ball, while passing over the net, touches it or its supports and is otherwise good, a let is declared, and the point is re-played.
- 2) The rally is a let if the ball becomes split or otherwise fractured in play.

A Point

- 1) Unless the rally is a let, a player shall score a point if:
 - a) The opponent fails to make a correct service
 - b) The opponent fails to make a correct return
 - c) After s/he has made a service or a return, the ball touches anything other than the net assembly before being struck by the opponent
 - d) The ball passes over his/her court or beyond his/her end line without touching his/her court, after being struck by the opponent
 - e) The opponent obstructs the ball
 - f) The opponent intentionally strikes the ball twice successively
 - g) The opponent, or anything the opponent wears or carries, moves the playing surface
 - h) The opponent, or anything the opponent wears or carries, touches the net assembly
 - i) The opponent's free hand touches the playing surface
 - j) The opponent touches the table with either hand before striking the ball

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.