

Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

1. Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
2. Students, faculty, and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Any rule not mentioned in the following will be governed by the United States Table Tennis Association.

I. The Equipment

- 1.1 Paddles and balls will be available for checkout at the fitness desk and SAC game room desk. Participants will be allowed to bring their own paddles.
- 1.2 In order to participate, each participant must have a valid LAKER ID card. No exceptions.

II. The Game

- 2.1 Matches are best-of-three.
- 2.2 Each set is first to 21, win by 2.
- 2.3 For Singles, roster max of 1.
- 2.4 For Doubles, roster max of 2.

III. Definition of Terms

- 3.1 Rally: The period during which the ball is in play.
- 3.2 Let: A rally, the result of which is not scored.
- 3.3 Point: A rally, the result of which is scored.
- 3.4 Volley: The ball is "volleyed," if the player strikes it in play when it has not touched his/her court since last being struck by his/her opponent.
- 3.5 Obstruction: A player obstructs the ball when he/she, or anything he/she wears, touches it in play when it has not passed over his/her court or imaginary extension of his/her end line, not having touched his/her court since last being struck by his/her opponent.

IV. When the Ball is in Play

- 4.1 The ball is in play from the last moment at which it is stationary before being projected in service until:
 - 4.1.1 It touches anything other than the playing surface, the net assembly, the racket held in the hand or the racket hand below the wrist.
 - 4.1.2 The rally is otherwise decided as a let or a point.

V. Service

- 5.1** The ball shall be placed on the palm of the free hand which must be stationary and above the level of the playing surface.
- 5.2** Service shall begin by the server projecting the ball by hand, without imparting spin, vertically upwards so that it visibly leaves the palm.
- 5.3** As the ball is falling from the highest point of its trajectory the server shall strike it so that it touches first his/her own court and then, passing directly over or around the net assembly, touches the receiver's court.
- 5.4** If, in attempting to service, a player fails to strike the ball before it goes out of play, it is a point for his/her opponent.
- 5.5** If both players have scored 20 points, the sequence of serving and receiving shall be the same, but each player shall serve for only one point in turn until the end of the game.
- 5.6** The player who served first in a game shall receive first immediately in the subsequent game of the match
- 5.7** After 2 points have been scored the receiving player shall become the serving player and so on until the end of the game or until each player has scored 20 points.
- 5.8** In the last possible game of the match the players shall change ends when first either player scores 5 points.

VI. A Let

- 6.1** A rally is a let when:
 - 6.1.1** If in service, the ball is passing over or around the net assembly, touches it, provided the service is otherwise good or is volleyed or obstructed by the receiver.
 - 6.1.2** If the conditions of play are disturbed in a way in which it is likely to affect the outcome of the rally (i.e. ball from another table disrupts play)
 - 6.1.3** If the service is delivered when the receiving player is not ready and does not attempt to strike the ball

VII. A Point

- 7.1** Unless the rally is a let, a player shall lose a point when:
 - 7.1.1** He/she fails to make a good service.
 - 7.1.2** He/she fails to make a good return.
 - 7.1.3** The ball touches his/her court twice successively.
 - 7.1.4** The ball is struck twice successively.
 - 7.1.5** He/she or anything he/she wears touches the net or its supports while the ball is in play.
 - 7.1.6** His/her free hand touches the playing surface while the ball is in play.

VIII. Out of Order Serving, Receiving and Ends

- 8.1** If the players have not changed ends when they should have done so, play shall be interrupted as soon as the error is discovered and shall resume with the players at the correct ends. The score will remain at that which has been reached.
- 8.2** If a player serves or receives out of turn, play shall be interrupted as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached according to the sequence established at the beginning of the match. In any circumstances, all points scored before the discovery of an error are kept.

IX. League Set Up

- 9.1** Table tennis will be played in the ladder format. In a ladder, players are listed as if on the rungs of a ladder. The objective for a player is to reach the highest rung of the ladder. The tournament proceeds via a system of challenges. Any player can challenge a player above him or her on the ladder. If the lower-placed player wins the match, then the two players swap places on the ladder. If the lower-placed player loses, then he or she may not challenge the same person again without challenging someone else first. Players can decline up to two challenges per season. The initial ladder is based on who signs up first on IMLeagues.
- 9.2** Players will be responsible for setting up their matches/ challenges through IMleagues.com and reporting their scores back. Only teams with a minimum of 3 matches completed will be eligible for tournament, however all players are encouraged to play as many games as possible.