



## INTRAMURAL SPORTS RULES

### Table Tennis

*Last updated: 1/11/18*

## INTRAMURAL POLICIES AND PROCEDURES

### **ELIGIBILITY:**

Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

### **LOCATION:**

All games will be played at Joyce Center North Dome. RecSports entrance through Gate 3.

### **FORFEITS/RESCHEDULES:**

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Coordinator (574-631-3536) before 3:00pm on Friday for the weekend events, and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 3-0 win for your opponent. Teams that forfeit their first round game of the tournament will be removed from the tournament. Teams that default their first round contest will have the opportunity to participate in their second game in the elimination bracket.

### **SCHEDULE:**

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

### **INCLEMENT WEATHER:**

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called and teams will be emailed via IMLeagues.

### **ROSTER ADDITIONS:**

Players must be added to the roster before tournament play begins on the first day of the scheduled tournament. \*\*For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.\*\* Roster additions must be completed on the IMLeagues website to be eligible for that evening's contest. Players listed on the roster may compete at any point during the tournament, regardless of games played.

### **INSURANCE WAIVERS:**

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports.

### CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

### SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

### ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

### PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

## SPORT RULES

### A. PLAYERS:

1. Teams consist of 4 players- One team of doubles, one A singles player and one B singles player
2. The roster may have more than 4, but only 4 players will participate on game night.
3. It is assumed that A players will be the most highly skilled and B players will be the next most highly skilled.
4. Doubles players may not compete in singles on a given night, since all games will occur at the same time.
5. The nightly lineup may be determined anytime up until the game is scheduled to start.
6. Any team that does not have 4 players to start the game will forfeit the games that they do not participate in.
7. All equipment will be supplied by RecSports.

### B. GAME AND MATCH:

1. Games are played to 21 points, must win by 2 points.
2. Scoring will be as follows:
  - i. Doubles wins = 1 point.
  - ii. Singles wins = 1 point.
  - iii. Matches will be won by scores of 3-0 or 2-1
3. Matches consist of the best 2 out of 3 games.

### C. CHOICE OF ENDS AND SERVES:

1. Players can flip a coin to decide who serves first. The person losing the flip can pick the side they want.

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2. First serve is alternated from game to game.
3. Players switch sides after each game.

### D. SERVICE:

1. The must bounce the ball on their side of the table with their free hand and then hit it with the paddle.
2. The ball must bounce once on the server's side of the table and only once on your opponent's.
3. The ball must cross the end line and must not cross the edge lines on the service.
4. If the server serves two consecutive let serves, the point is awarded to the receiver
5. Each player serves 5 points and then the serve is rotated.

### E. GOOD RETURN:

1. Returning the ball with a volley (before it hits the table on your side) at any time during play is legal
2. The ball must always cross the net (no around the net shots).

### F. SCORING:

1. A player scores a point when the opponent:
  - i. Fails to make a good serve (service team is allotted one "let" per serve. A second "let" results in a point for the opposing team.
  - ii. Fails to make a good return
  - iii. Obstructs the ball
  - iv. Allows the ball to bounce twice in their court
  - v. Strikes the ball twice in one turn
  - vi. Moves the table while the ball is in play
  - vii. Touches the playing surface with the free hand

### G. SINGLES RULES:

1. Serving:
  - i. The service can be made anywhere on the table
  - ii. An unsuccessful serve results in a let
  - iii. A successful serve results in live play and the ball can be played anywhere on the table

### H. DOUBLES/TEAM RULES:

1. For doubles, the court shall be divided into 2 equal half-courts by a white center line
  - i. The center line will be considered a part of each half court
2. The serve & return order will be as follows (A,X,B,Y)
  - i. The server shall make the first service, the receiver shall then make a return, the partner of the server shall then make a return, and the partner of the receiver shall then make a return.
  - ii. This sequence will continue until a point is scored
3. Serving:
  - i. The service must start on the right side of the table and be served diagonally to the opponent's right side of the table.
  - ii. An unsuccessful serve results in a let
  - iii. A successful serve results in live play and the ball can be played anywhere on the table
  - iv. Each server receives two serves and then the opposing team receives two serves
    1. A serves to X
    2. X serves to B
    3. B serves to Y
    4. Y serves to A

