Intramural Table Tennis Rules

ALL Participants must have a valid VCU Photo ID card when checking in!!! No VCU ID... No Play... NO EXCEPTIONS!!!

The Intramural Program staff will work hard to ensure that all participants have the safest experience, but guaranteeing absolute safety is not possible. Be aware that participation in intramural sports activities, including use of intramural facilities and equipment, is completely voluntary. There are risks and hazards, minor and serious, associated with participation in intramural sports activities. Participants voluntarily assume all responsibility and risk of loss, damage, illness, and/or injury to person or property associated with participation in intramural sport activities.

Virginia Commonwealth University and the Commonwealth of Virginia are not liable for any injuries, damages or other losses which individuals may incur while using recreational sports facilities or participating in the Intramural Program provided by the Office of Recreational Sports. Virginia Commonwealth University does not provide medical, health, or other insurance for participants. Medical expenses incurred such as ambulance, doctor bills and x-rays will be the responsibility of the participant. Purchasing adequate health/medical insurance prior to participation is strongly recommended.

Virginia Commonwealth University is committed to holding intramural sports and events in a safe environment free from bullying. Offensive language including profanity, derogatory remarks around a person’s race, ethnicity, culture, age, gender, sexual orientation, gender identity, ability, national origin, veteran status, social economic class, religion, professional status, or other intimidating actions directed at officials, event staff, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the competition site and from the league altogether.

The Virginia Commonwealth University Intramural Table Tennis program follows the current Table Tennis Rule Book. The rules listed below do not represent the entire rulebook; rather they have been compiled as a guide. Some rules have been modified for the Intramural program.

I. Player Eligibility

a. All undergraduate & graduate students who have paid the recreation fee and are currently enrolled in any department or college of the University and current faculty and staff members shall be eligible to enjoy all intramural privileges and shall retain that status until they withdraw, graduate, take a leave of absence, or fail to comply with the eligibility rules or other guidelines.

b. Only players who present their current VCU photo ID card to the Intramural Site Supervisor will be eligible to participate in intramural activities. There will be no exceptions to this rule.

c. For a full list of all eligibility requirements please refer to the Intramural Sports Handbook.

II. Team Composition

III. Playing Court and Equipment

a. All intramural Table Tennis games will be played on Court 2. Intramural participants will be expected to keep all used courts in pristine condition. Before leaving intramural facilities participants will be required to throw away all garbage and collect all items such as clothing, personal equipment, etc. If any garbage or other items are left behind, both team’s sportsmanship ratings will be reduced by one half point.

b. All equipment will be provided by the Office of Campus Recreation. There will be colored pinnies available to teams if necessary.

c. **NO JEWELERY MAY BE WORN DURING GAMES.** Captains are responsible for ensuring that all team members remove jewelry before play. This includes, but is not limited to, earrings,
necklaces, bracelets, rings, watches, facial rings, etc. Medical and religious jewelry may be worn but must be completely covered and taped to the body.

d. Participants must wear basketball or tennis shoes and gym clothes. Shoes that mark the floor will not be permitted.

e. Participants are encouraged to carry in shoes to be worn during play. Snow, mud, and salt carried in on shoes can cause unnecessary floor damage. Players wearing any kind of shoe that causes marking problems on the floor including salt scratches, slush, water, etc. will be asked to leave the facility and clean or change their shoes.

f. All players must have a visible number on their shirts. If they do not, pinnies will be provided by the Office of Campus Recreation for use during the game.

g. Players may wear a knit hat or stocking cap. No baseball style hats or hats with rigid edges will be allowed. Rubber or cloth hair elastics may be worn to tie back hair. Hard or metal hair clasps may not be worn.

h. Under no circumstances will a player wearing a cast or a splint be permitted to play. Braces with exposed metal must be covered.

i. The Intramural Supervisor will have the final say on the legality of all equipment.

IV. Game Times

a. It is recommended that teams arrive 15-20 minutes prior to the start of the game in order to allow time to sign in and to confer with the officials if need be. If a team is not able to field a team at the time the game is scheduled to begin the game will be recorded as a forfeit. Game Time is Forfeit Time.

V. Game Rules

VII. Playoff Modifications

VII. Sportsmanship

a. After every game, participating teams will be given a sportsmanship rating of 0-4.00, in accordance with the Intramural Sports Handbook.

b. Teams must have a 3.00 average (on a 5.00 scale) to be eligible to participate in the playoff tournament.

c. Any team which receives a 2.00 or less sportsmanship rating may be dismissed from play and may face further disciplinary action.

d. The Office of Recreational Sports will review any team which averages less than a 2.0 during the playoffs for future eligibility in intramural play.

e. Appeals: Teams may inquire with the Head Official at the game site to view their sportsmanship ratings following a game. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Intramural Sports Coordinator by 12:00 pm of the next business day following the game or match. ANY APPEALS SUBMITTED AFTER THIS TIME WILL NOT BE ACCEPTED.

f. For a complete understanding of all Intramural sportsmanship policies, please refer to the Intramural Sports Handbook.

VIII. Forfeits & Defaults

a. A forfeit is recorded when a team failed to show up for their scheduled contest or displayed unsportsmanlike behavior which resulted in the early dismissal of a game.

b. If a forfeit is issued to a team who did not show up for a scheduled contest the team will be subject to a $25 fine, a second forfeit will result in another $25 fine AND removal from the league.

c. A default is an un-played game that is recorded as a loss rather than a forfeit. This results when the defaulting team captain notifies the Office of Recreational Sports that they will not show up to play a contest by 3pm on the BUSINESS DAY (Monday through Friday) preceding the scheduled
game. Teams are allowed two defaults in the season before a team will no longer be scheduled to play.

2) Game Format
   A. Coin toss determines first serve and the loser chooses end. B. Single elimination (best 2 out of 3 games).
   C. First person to 21 points wins the game.
   D. Players will switch ends after every game.
   E. All games are 40 minutes in length. If the game is not complete at time's end, the player/team leading the game will be declared the winner. If the game is tied, the next point will decide the winner.
   F. In the third game, players will switch ends when one player reaches ten points.

3) The Serve
   A. The server shall start with the ball resting in the server's palm.
   B. The server shall then direct the ball upward from the hand.
   C. The ball shall be struck while it falls so that it touches first the server's side of the table before crossing over the net.
   D. There is no rule as to which side a player must serve to in singles.
   E. Each player will serve five serves. Then the serve will rotate.

4) A Good Return
   A. A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and lands in the opponent's court: provided that if the ball, during play, returns of its own impetus over or around the net, it may be played the same as a returned ball.

6) Let Ball
   A. A let is a rally from which no point is scored. It occurs when:
      i. The ball touches the net or its supports in service, provided the series is otherwise good or has been volleyed by the receiver:
      ii. a service is delivered when the receiver or his partner is not ready, provided no attempt has been made to return the ball; iii. a player fails to make a good service or return though an accident beyond his control, such as a movement by a spectator or a sudden noise; iv. the ball is broken in play;
      v. A rally is interrupted to correct a mistake in playing order or ends

7) Point/Side Out
   A. If a player fails to make a good service, unless a let is declared.
   B. If a good service or a good return is made by the opponent and the player fails to make a good return.
   C. If racket, or any part of player or clothing, touches the net or its supports while the ball is in play.
   D. If the player moves the table in any way while playing the ball.
   E. If a player's free hand touches the table while the ball is in play.
   F. If, at any time, a player volleys the ball: a volley consists of hitting the ball before it has bounced.

8) Doubles
   A. In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn that sequence shall make a return.
   B. In each game of a doubles match, the pair having the right to serve first, shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them
will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

C. Each team will serve 5 serves. Then the serve will rotate.

D. In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

E. The player or pair serving first in a game shall receive first in the next game of the match.

F. A one-eighth-inch white line shall be drawn down the center of the table parallel to the side lines. This shall be called the service line.