Rules

General Rules:

1. Matches are played in the Fitness Center.
2. Players will sign in 5 minutes before the scheduled game time.
3. Any player not ready to play 5 minutes after the scheduled time will forfeit the match.
   a. Two forfeits will result in disqualification from the tournament.
4. Official’s decisions are final.
5. Player attire:
   a. Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring. Players may not wear towels that hang from the waist.
   b. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
   c. Pads or Braces: No pads or braces may be worn above the waist.
   d. Shoes: All players must wear shoes. Tennis/running shoes and soft-soled shoes are permitted.
6. Participants wearing illegal equipment will be asked to remove these items. Failure to do so will result in team disqualification from the tournament.
7. Ping Pong paddles and ping pong balls will be provided for each game.
   a. Participants may use their own paddles.
8. Please refer to Intramural Handbook for additional policies.

Game Format:

1. Each match will be best of 3 sets with each set being a game to 11 using rally scoring.
2. Each set will work on the following basis:
   a. Serve is decided based on an initial volley rally (Ball must go over the net 3 times)
   b. Service change will occur every 2 serves
   c. In the case that the score is tied 10-10, then the game must be won by 2 points with alternating serves (each person only gets one serve, at a time, rather than two)
3. After the first game, participants will switch sides of the table and the serve will go to the player who received in the first game.
**Serving:**

A legal serve must include the following:

1. The server must throw the ball from one hand, and strike it with the paddle held in the other hand (So, no spin can be added by the hand tossing the ball.
2. After striking the server's paddle, the ball must strike the server's side before going over the net.
3. Once going over the net, the ball must contact the returner's side of the table before the returner may return it.
4. The server's paddle must contact the ball behind the endline and between the sidelines extended.

**A Let:**

When the serve hits the net and then continues over onto the returner's side of the table:

1. The point is replayed, but if on the replayed serve, another service let occurs the server loses the point.
2. The point will be replayed if the ball breaks during the point.

**Loss of Point:**

1. He or she misses the ball completely on a serve.
2. He or she intentionally contacts the surface of the table.
3. He or she hits the ball with anything other than the paddle or the hand holding the paddle.

**Conduct:**

1. All concerns must be made when the ball is not in play.
2. The official has the right to eject anyone from the game for any reason the referee deems appropriate; including (but not limited to) consistent arguing, obscene language, etc.