

# Intramural Table Tennis Rules

The following set of rules addresses gameplay for intramural table tennis. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

**Pre-Game:** All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

### **No ID, No Play!**

**Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

**Format:** Games are played best of five sets, using rally scoring.

Each set will be played to 11 points with the serve being alternated every 2 points

**Scoring:** Each rally will result in one point, unless a let is called.

**Service:** The must initiate the serve by tossing the ball and striking it with the paddle.

The serve begins with the toss, so it counts even if missed or mishit. The serve must contact any part of the server's side and any part of the receiver's side of the table.

A serve that touches the net and then goes in is a let and will be re-served. There is no limit on let serves.

**Service Fault:**

The following are service faults:

- Serve lands outside of the table
- Serve bounces too many or too few times
- Server swings and misses the ball on the serve
- Server uses their hand to put artificial spin on the ball

**Losing a Point:**

The following results in a point for the opponent:

- Player does not return the ball before it bounces twice
- Player volleys the ball before it contacts the table
- Player's return hits the table before going over the net
- Receiver returns the serve before letting it bounce
- Player carries or catches the ball on their paddle
- Player touches the table or net with non-paddle hand
- Player touches it twice before the ball goes over the net

**Sportsmanship:**

Sportsmanship and integrity are vital in intramural table tennis. Players will be calling their own lines, so it is imperative that they do so with honesty and integrity. The site supervisor has the right to eject players or alter scores if s/he sees unsporting behavior from participants.

