

Table Tennis Rules

NIRSA rules will govern play except for the following changes made by the Ferris State University Intramural Sports Department. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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Rule 1: Facility & Equipment

Article 1. Facility – University Recreation Center- 401 South Street, Big Rapids, Michigan, 49307

- a) Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports 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 Ferris State DPS or a member of the Big Rapids Police Department.
- b) **Pets:** Due to health and safety concerns, pets are not allowed in the University Recreation Center. This includes both formal intramural competitions/events and informal recreational activities.

Article 2: Equipment

- a) The Intramural Department will provide all equipment used for the game.
 - a. Tables.
 - b. Paddles and ping-pong balls will be provided. Players can bring their own paddle if they wish.

Rule 2: Eligibility & Game

Article 1: Player Eligibility

- a) **NO ID NO PLAY. NO EXCEPTIONS.**
- b) All currently enrolled Ferris State University students, faculty and staff are eligible to participate in the Intramural Sports program. Each participant is responsible for verification of his or hers eligibility.
- c) A player can only play for one team per sport. If a player is caught doing so, the team will be required to forfeit the game that player played in. It will be up to the IM Sports Staff whether the participant will be suspended from any further IM activities.

Article 3: Game

- a) The game will be played to a total score of 11 points.
- b) In order to win the game, you must win by a two point margin.
- c) The winner of the match must win 3 out of 5 games.
- d) A point is scored after each ball is put into play.
- e) Each player will score two points in a row and then switch serves.
- f) If the score is 10-10, each player will only serve one point.
- g) Players must switch sides after each game.
- h) **Legal Serve:** The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side. If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and reserved.
- i) A volley will determine who serves first. The winner of the volley will have the choice to serve or have their opponent serve.



Table Tennis Rules

Rule 3: Captain Responsibilities & Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) **GAMETIME IS FORFEIT TIME.** If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 0 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) **If your team forfeits, a \$35.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.**
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$35.00 fee and their current team will be removed for the rest of the season.
- e) **If the Captain is unable to make it into the Student Recreation Center to pay the forfeit fee in time, he/she is allowed to contact the Intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the captain the next morning after to remind them about the fee. However, this is ultimately the Captain's responsibility!**
- f) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **1:30 on the day of the game (1:30 on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
- b) The appeal must be made before the next legal snap of play. The following may be appealed/protested:
 - 1) Misinterpretation of a playing rule
 - 2) Failure of an umpire to apply the correct rule to a given violation
 - 3) Failure of an umpire to impose correct penalty for a given violation

ONLY THE CAPTAIN IS ALLOWED TO APPEAL THE PLAY/PROTEST THE GAME.

Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)

