



INTRAMURAL 1v1 PING PONG TOURNAMENT RULES

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE I PRESEASON PROCEDURE

SEC. 1 **Registration**

All registration and roster additions will be done through Google Forms found on sport advertisements.

SEC. 2 **Mandatory participant requirements**

Each participant will be responsible for submitting the Intramural Sports Waiver Form and the Handbook/Rules Assessment in order to be eligible to participate in any tournament.

RULE II PLAYING PROCEDURES

SEC. 1 **Number of players**

Teams shall consist of one (1) player on each side of the ping pong table.

SEC. 2 **Membership**

Currently enrolled SDSU Students, Faculty or Staff are allowed to participate.

ALL PARTICIPANTS MUST PRESENT A PHYSICAL PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

Acceptable forms of identification include:

SDSU IDs or government issued IDs such as a driver's license or passport will be accepted.

SEC. 3 **Equipment**

All Players **MUST** wear closed-toe shoes (no sandals, flip-flops, etc.) In addition, all jewelry, hats, protective casts, etc., that are deemed dangerous to participants will not be allowed. The Intramural Sports staff on site has final say on what is deemed illegal equipment. Game officials will provide all equipment.

SEC. 4 **Starting time**

All players must be ready to start at game time. Game time is forfeit time.

RULE III THE GAME

SEC. 1 Games are played to 11 points

A game is played to 11 points. A game must be won by two points. A match is generally the best of three (first to two sets). **Time-outs:** No time-outs will be granted unless for injury at the discretion of the official.

SEC. 2 Alternate serves every two points

Each side of the table alternates serving two points at a time. EXCEPTION: After tied 10-10 (“deuce”), service alternates at every point. Can you lose on a serve in ping pong? Yes! There is no separate rule for serving on Game Point.

SEC. 3 Toss the ball straight up when serving

How do you serve the ball in ping pong? Hold the ball in your open palm, behind your end of the table. Toss at least 6” straight up, and strike it on the way down. It must hit your side of the table and then the other side. NOTE: Once the ball leaves the server’s hand it is in play, and so counts as the receiver’s point if the ball is missed or miss-hit.

SEC. 4 The serve can land anywhere in singles

There is no restriction on where the ball lands on your side or your opponent’s side of the table. It can bounce two or more times on your opponent’s side (if so, that’s your point), bounce over the side, or even hit the edge.

SEC. 5 A serve that touches the net on the way over is a “Let”

Can the ball hit the net in ping pong? Yes, during a RALLY, if it touches the top of the net and then otherwise lands as a legitimate hit. BUT not when serving. If a served ball hits the net on the way over and otherwise legally bounces in play, it’s a “let” serve and is done over. There is no limit on how many times this can happen.

SEC. 6 Volleys are not allowed

Can you hit the ball before it bounces in ping pong? No. In regular tennis you may “volley” the ball (hitting the ball before it bounces on your side of the net). But in table tennis, this results in a point for your opponent. NOTE: When your opponent hits a ball that sails over your end of the table without touching it and then hits you or your paddle, that is still your point.

SEC. 7 If your hit bounces back over the net by itself it is your point

If you hit the ball in a rally or on a serve and it bounces back over the net after hitting your opponent’s side of the table (due to extreme spin), without your opponent touching it, that is your point.

SEC. 8 **Touching the ball with your paddle hand is allowed**

What happens if the ball hits your finger or hand during a ping pong rally? If the ball touches your PADDLE hand and otherwise results in a legal hit, there is no rule violation and play shall continue as normal. Your paddle hand includes all fingers and hand area below the wrist. But what if the ball touches a player's body anywhere else during a ping pong rally? You may not touch the ball with your non-paddle hand for any reason. It will result in a point for your opponent. BUT if your opponent's hit sails over your side of the table without touching it, and hits any part of you or your paddle, that is still your point.

SEC. 9 **You may not touch the table with your non-paddle hand**

You may touch the ball or the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body. NOTE: If the table moves at all from your touching it during a rally, that is your opponent's point.

SEC. 10 **An "edge" ball bouncing off the horizontal table top surface is good**

An otherwise legal serve or hit may contact the top edge of the horizontal table top surface and be counted as valid, even if it bounces sidewise. The vertical sides of the table are NOT part of the legal playing surface.

RULE V **UNSPORTSMANLIKE CONDUCT**

SEC. 1 **Player Conduct**

Actions that are potentially dangerous to participants, spectators, game Officials or Supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.

No player(s) may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game Official or Supervisor may result in an ejection. Any player ejected from a contest may not participate in his/her team's next two full games or events.

SEC. 2 **Aggressive Acts**

Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

SEC. 3 **Sportsmanship Ratings**

In order for a team to advance into the next round, it must receive a sportsmanship rating of three (3) or above. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating the opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponents.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

SEC.4

Sideline/Fans

All spectators must remain in the stands and are not permitted on the field/courts. The actions of a team's spectators may carry negative consequences for that team, including but not limited to: poor sportsmanship rating, forfeiture of game or removal from the tournament altogether.

RULE VI

BLOOD RULE

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the

next dead ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

RULE VII INSURANCE

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE SDSU-IV INTRAMURAL SPORTS HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.