



Table Tennis Singles Rules

Fall 2010



Basic Policies

Format: A one-day, single elimination tournament format will be used.

Rescheduling: All requests to reschedule must be completed prior to 2:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 2:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (4; 3, 2; 1; 0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the

player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (940-8888) for updated game information.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at:
www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear athletic shoes to prevent injury.

Paddles/Balls: Equipment will be provided by the Intramural Sports staff at the game site. Participants may furnish their own paddles if they choose.

Game Regulations

Players: An official team shall consist of one (1) player for singles play. No Substitutions are allowed for this sport. Any roster changes must take place before the first scheduled match.

Game Length: A match will consist of the best of three (3) games OR a 25 minute period (with a 5 minute warm-up). When the time limit is called, every game currently underway should be finished. If the outcome of that game results in a tie, the tie-break rule below should be used to determine a winner.

Tie Break: If a match is tied at four games each, a tie break will be played first to five (5) points. The winning player must win by two (2) points. Once a team has scored seven (7) points they will no longer have to win by two (2) and the first to eight (8) is the winner. Service will alternate every two (2) serves and changing sides will happen every four (4) points.

Officials: There will be no officials for table tennis. Table tennis matches will be self-officiated. Rules of the USTTA should be followed. It is suggested that any disagreement be determined by a replay of point.

Playing Area: All table tennis matches will be played in the HRC Lobby.

Sport Specific Rules

Scoring: A game shall be won by the player who first scores 21 points and wins by at least two (2).

Service: The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server's court and then passes directly over or around the net and touches the receiver's court. If, in attempting to serve, the server misses the ball altogether it is a lost point.

Ball in Play: The ball is in play from the moment at which it is projected from the hand in service until:

- a) it has touched one court twice consecutively,
- b) it has, except in service, touched each court alternately without having been struck by the racket intermediately;
- c) it has been struck by any player more than once consecutively;
- d) it has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.
- e) on the volley it comes in contact with the racket or racket hand below the wrist.
- f) it touches any object other than the net or supports.

The Order of Service: After five (5) points the receiver shall become the server, and the server the receiver, and so on after each five (5) points until the end of the game or the score 20-all. From the score 20-all the service shall change after each point until the end of the game. The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

Definition of a Let:

- a) If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.
- b) A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.
- c) The rally is a let if the ball becomes split or otherwise fractured in play.

A point is scored by the opponents if:

- a) A server fails to make a good service.
- b) A player fails to make a good return when it is his (her) turn to do so.
- c) A player, his racket, or anything he wears or carries, touches the net or its supports or moves the playing surface.
- d) A player's freehand touches the playing surface while the ball is in play.
- e) Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on his side of the table, it comes in contact with the player or anything he wears or carries.
- f) At anytime either player volleys the ball.