



Intramural Sports Table Tennis

FOREWORD

The Intramural Sports Table Tennis league/s is organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

GENERAL RULES

- Check the Intramural Rules & Regulations carefully for all other eligibility rules that apply.
- **The Playing Area** – The playing surface does not include the sides of the tabletop. The center line shall be regarded as part of each half court for purposes of doubles play.
- **The Match** – A game shall be won by the player or pair first scoring 21 points unless both players or pairs score 20 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points. A match shall consist of the best of 3 games.
- Team rosters are allowed a maximum of 1 player.

SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

- Each player must have a signed “Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs” on file with the ACCESS office.
- **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
- **Any and all injuries should be reported immediately to an Intramural Sports Staff member on-site at the event.**
- All jewelry should be removed prior to play.
- A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Staff, is unsafe or confusing (i.e. braces, sweatshirts, etc). Intramural Sports Staff will check for illegal or unsafe equipment before every game.
- Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player’s readiness to participate. One must bring their own athletic tape to prepare to play.
- In the case that a participant sustains an injury that causes bleeding:
 - The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
 - If blood stains any part of the participant’s clothing, he or she may not return to the game until blood is no longer visible on the clothing.

EQUIPMENT

- Ping Pong Paddles and balls are available for checkout at Malley Center Front Desk. Players may also use their own paddles and balls, if both players agree on the ball.

STARTING THE MATCH

- The winner of a coin toss between opponents shall have choice of serving, receiving, or choice of ends for the first game.
- The loser of the toss shall have the remaining choice.
- The players or pairs will alternate serve and side each game.
- After each match, report the scores to the intramural supervisor.

THE SERVICE

- Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- As the ball is falling the server shall strike it so it touches first his/her court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half of the server and receiver.
- From the start of the service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his/her doubles partner.
- In order for the serve to be legal, it cannot bounce twice on the receiver's court.
- A let shall be called during the service if the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner. There is no limit on how many lets may occur successively.
- The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

THE ORDER OF PLAY

- **Singles:** In singles, the server shall first make a good service, the receiver shall then make a good return, and thereafter server and receiver alternately shall make a good return.
- **Switching Serve** – After each 5 points have been scored the receiving player or pair shall become the serving player or pair unless both players or pairs score 20 points, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

SCORING POINTS

Unless the rally is a let, a player shall score a point:

- If the opponent fails to make a good service.
- If the opponent fails to make a good return.
- If, after the player has made a good service or a good return, the ball touches anything other than the net assembly before being struck by the opponent.
- If the ball passes beyond the end line without touching the court, after being struck by the opponent.
- If the opponent or anything the opponent wears or carries moves the playing surface or net assembly.
- If the opponent's free hand touches the playing surface.
- If a doubles opponent strikes the ball out of sequence.

ADDITIONAL RULES

- A player obstructs the ball if he/she or anything he/she wears or carries, touches it in play when it is above or traveling towards the playing surface and has not passed beyond his/her opponent.
- A player must allow the ball to bounce before making a play on it.
- If any disagreement occurs in regard to a point, a game, or any other play situation, it shall be mutually agreed by all players in the game that the point or situation be played over immediately.
- The Intramural Sports Staff shall rule on any item not specifically covered in these rules.

CONDUCT

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being "under the influence" will be asked to leave the facility immediately. The Malley Center and Bellomy Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times. **If you have any problems with a call, team captains must bring it up with the officials and/or IM supervisor immediately after the call.**

Disciplinary action includes but is not limited to:

- Immediate player ejection (must leave the facility within two minutes or game is forfeited)
- Ejected player must meet with the Director of Recreation and/or Intramural Sports Coordinator student staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program.
 - For example, if a player is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (player may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

Appealing disciplinary action includes:

- A written request for reinstatement and a meeting with Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.