**RIT Intramural Table Tennis Rules**

**Play**

**Start of Game**

A coin toss will decide who will serve first. The winner of the coin toss has the option to choose to serve first or may choose which side they will play. The loser of the coin toss will have the remaining option.

**Timing**

**A match is the best four out of seven games (Time Limit = 1/2 hour). No time-outs will be permitted.**

**Scoring**

• A game is won by the side first scoring 11 points, and winning by 2.

• Rally scoring will be used.

• A player scores a point when their opponent:

- fails to make a good serve

- fails to make a good return

- obstructs the ball

- strikes the ball twice successively

- touches the playing surface with their free hand

• If a ball from another table interrupts the game, the game shall be stopped and the point replayed.

**Definitions**

• Rally – the period during which the ball is in play

• Point – a rally of which the result is scored

• Let – a rally of which the result is not score

• Obstruction – if the player or anything he/she wears or carries touches the ball in play when it is above or travelling towards the playing surface and has not passed beyond his end line, not having touched his court since last being struck by his opponent

• Server – the player due to strike the ball first in a rally

• Receiver – the player due to strike the ball second in a rally

• End Line – shall be regarded as extending indefinitely in both directions Serve

• The server and receiver shall stand in diagonally opposite service courts. Both players must be within the playing boundaries.

• The server will serve twice and then it is the opponent’s turn to serve twice. This rotation of serving shall continue unless the score is 10-10, then the service rotation will only be one serve each.

• The ball must be tossed and then hit; it may not bounce before the server makes contact with the ball.

• The ball must bounce once on the server’s side and then cross the net and land on the receiver’s side.

• A let shall occur when the ball touches the net on the serve. No point will be awarded and the player shall serve again.

**Return**

• The ball is in play from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until the rally is decided as a let or a point.

• Upon return, the ball shall be struck so that it crosses over the net and lands on the opponent’s side of the court. The ball is still live if it makes contact with the net before touching the opponent’s side.

**Sportsmanship**

You are responsible for your own actions. You are expected to be familiar with the rules of play and intramural policies and procedures contained in the intramural handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

**Unsportsmanlike Conduct**

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest.

**No player or team shall:**

• use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game

• participate in a game for which he or she is ineligible

• argue or talk back to the intramural staff

• mistreat the facility, equipment, or supplies of The Ohio State University and/or the Recreational Sports Department Unsportsmanlike Conduct Penalties

• Verbal warning resulting in incident report – conduct warning

• Ejection of participant with/out warning – ejection/forfeit

**Disciplinary Action**

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.