Intramural Table Tennis Rules

PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

I. Players & Substitutions: Teams are comprised of 1-4 players per team. A team may not begin or continue a game without the requisite number of players for singles (1) and doubles (2).

II. Equipment: Table tennis paddles, balls, and tables will be provided by Competitive Sports.

III. Length & Game Time: Games will be played in a best of three series. All games will be played to 15, win by 2 points. The series must adhere to the maximum time limit of 45 minutes. Once the time limit has expired, the team with the higher point total will be awarded the winner, or if the Competitive Sports Supervisor, using reasonable judgment, dictates that the game has the ability time-wise to be played, will result in the match resuming.

IV. Rules

a. Table tennis is a 1-on-1 or two-on-two team sport in which 1-2 members of each team lines up on each side of the table. Players will play up to 15 for a single set, win by 2. There are no substitutions in a set. Alternates may only be used outside of a set.

b. Serves/Faults: Players must play 1 game of rock-paper scissors to determine who will serve first. Serves will be in sets of 2 in alternating fashion. Serves in singles must clear the net and can land anywhere on the opponents table area. In doubles, it must land the adjacent (diagonal opposite) square to be deemed legal. When at game point 14+, serves alternate every serve. After a game, players alternate sides and the player that did not win the initial serve will begin with a serve set.

c. Faults: A fault is a serve that hits the net or does touch the oppositions table. All shots on the net, whether they clear or not, will be marked a fault. A player is allowed 1 fault serve, and awarded another try. After a 2nd fault, the opposing player receives 1 point.

d. Scoring: The ball must make contact with the oppositions table to be scored on a serve/hit. Edge or corner shots are legal.

INJURED PLAYER POLICY

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the
ELIGIBILITY REQUIREMENTS

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals@usu.edu.

- **Students**: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- **Faculty and Staff**: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for $35.61 at the Registrar’s Office.
- **Spouses of Students/Faculty/Staff**: You can purchase a spouse pass at the Registrar’s Office that will give you access to participate for $40.
- **Intercollegiate/Club Sport Athletes**: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

Adding Players

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu or calling 435-797-8388.

The sportsmanship rating system is based on the following criteria, **but not limited to**:

**4.0 = Excellent Conduct and Sportsmanship (A)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any
3.0 = Good Conduct and Sportsmanship (B)
• Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
• Teams receiving one unsportsmanlike conduct penalty will receive no higher than a "B" rating.
• A team defaults the contest

2.0 = Average Conduct and Sportsmanship (C)
• Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
• Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
• Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
• Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)
• Team continually dissents the officials and/or opposing team from the court/sidelines.
• Team manager exhibits little or no control over team/spectators or himself/herself.
• Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)
• Team is completely uncooperative; manager has no control over team/spectators/self.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any Campus Recreation facility/equipment.
• Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "1.0" rating must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.