TABLE TENNIS SINGLES RULES

1. Eligibility

Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Table Tennis Singles. The following persons are eligible to purchase memberships:

a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.

b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

2. Scoring:

The winner of a game shall be the player who first scores 11 points, unless both players have 11 points, in which case the winner must gain a two point lead in order to win. The choice of ends and service at the start of a match shall be decided by a coin toss. A match shall consist of the best 3 out of 5 games.

3. The Change of Ends and Service:

Service changes from player to player after every two serves/points. Exception: serve changes after one serve/point once the game is tied at 10-10.

4. The Service:

The service shall be delivered by releasing the ball, without imparting any spin upon release, and striking it with the paddle outside the boundary of the court near the server’s end. Finger spins and rubbing the ball against the racket face are illegal. Any spin imparted to the ball must come from action of the impact of the paddle with the ball. The ball shall be struck so that it first drops into the server’s court then passing directly over or around the net.

5. A Good Return:
A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and lands in the opponent’s court.

6. Let Ball:

A let is a rally from which no point is scored. It occurs when: a) the ball touches the net or its supports in service, provided the service is otherwise good or has been volleyed by the receiver; b) a service is delivered when the receiver is not ready, provided no attempt has been made to return the ball; c) a player fails to make a good service or return through an accident beyond his/her control, such as a movement by a spectator or a sudden noise; d) the ball is broken in play; or e) a rally is interrupted to correct a mistake in playing order or ends.

7. Either Player shall lose a point or side out:

A. If he/she fails to make a good service, unless a let is declared.
B. If a good service or a good return is made by the opponent and he/she fails to make a good return.
C. If racket, or any part of player or clothing, touches the net or its supports while the ball is in play.
D. If the player moves the table in any way while playing the ball.
E. If a player’s free hand touches the table while the ball is in play.
F. If, at any time, he/she volleys the ball; a volley consists of hitting the ball before it has bounced.

8. General:

Players shall be responsible for arrangements regarding time and location of play prior to the deadline(s) indicated. Tables for play may be available at the Game Room located in Squires Student Center or in McComas Hall.

** Games will follow USATT rules unless specifically addressed in this rules sheet. These rules can be found at the following website:

http://www.teamusa.org/USA-Table-Tennis/The-Game/Rules.aspx **
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.**

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you are at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches then you do not qualify for the tournament.**

   See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>October 13</td>
</tr>
<tr>
<td>2</td>
<td>October 27</td>
</tr>
<tr>
<td>3</td>
<td>November 8</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: [http://recsports.vt.edu/intramurals/sports/result-submission](http://recsports.vt.edu/intramurals/sports/result-submission).

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on November 9th. **The tournament will start November 10th for those who have played the required number of matches.**

10. If you have any other questions, comments, or concerns, please e-mail **imsports@vt.edu**.