Intramural Table Tennis Rules

Any rule not specifically covered will be governed in accordance with the ITTF Official Table Tennis Rules. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
• an Ohio State student taking less than four credit hours
• the spouse of a student or a faculty or staff member
• a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
• an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
• a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.
Rule 2: Levels of Play

Open
Singles, tournament format. This league combines both the competitive and recreational individuals and is offered for both males and females.

Rule 3: Equipment
- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas, and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer's original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Non-marking, closed toe shoes are required.

Rule 4: Participant Responsibilities
- Ensure that you meet all eligibility requirements.
- Responsible for knowledge concerning tournament time, location, and ID policy.
- Ensure that you sign a Release of Claims form located on the back of the scorecard before participating in your first game.
- Ensure that you have a valid Ohio State issued identification card prior to check in.
- Display good sportsmanship at all times.
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players
- Table tennis is a singles tournament and therefore only requires one person to play.
- You must check in using a valid Ohio State issued ID – OR – a government issued photo ID.

Rule 6: Forfeits
A participant will forfeit the entire match if they arrive 10 minutes or more past the scheduled event time.
Rule 7: Protests

Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. Consult the intramural supervisor on site should you and your opponent disagrees on the interpretation of a rule.
2. The decision made by the intramural supervisor shall be final.

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A protest form should be obtained from the intramural supervisor and completed. The contest will continue from this point under protest.

Rule 8: 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 two out of three games or three out of five depending on the number of participants (Time Limit = 1 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.

Rule 9: 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
• intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports employee
• mistreat the facility, equipment, or supplies of The Ohio State University and/or the Recreational Sports Department

Unsportsmanlike Conduct Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or intramural supervisors.
• 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.

For any questions or clarifications, please contact the Intramural Sports Office at (614) 292-2732.