



UTSA INTRAMURAL SPORTS

TABLE TENNIS RULES

TEAM CAPTAINS:

- **Captain's meeting will be held March 31st, 2012 at 5pm in the Texas Room located upstairs in the Recreation Center.**
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Tournament schedules will also be available via the web at www.utsa.edu/recreation.
- Team captains are responsible for their team's behavior before, during and after their game.

PLAYERS:

- Players must be students currently enrolled in at least one class at UTSA. Players that do not meet this requirement will not be allowed to play and their team will be penalized.
- Teams are either singles (1 player) or doubles (2 player) depending on the type of tournament.

ELIGIBILITY:

- The game equipment is available to check out from the service desk. However, players may use their own equipment if the players agree and it is the correct equipment.
- All participants must wear the proper athletic attire to participate; No jeans, sandals, etc.

FORMAT:

- Tournament style
- Eligibility for advancing in bracket play: Minimum "B" Sportsmanship rating and above .500 record with no forfeits
- Any team that receives C, D or F average WILL NOT advance to the next round of the playoffs.

FORFEITS:

- There will be a 5 minute grace period that begins at game time if both teams are not ready to play. The team that is present and ready to play will receive a point per minute up until 5 minutes. If the other team has not become ready to play at 5 minutes that will be given a forfeit and a C sportsmanship rating.

GENERAL:

- The United States Table Tennis Association will govern all play except some modifications for Intramurals.
- A player's free hand **may not** touch the table in an attempt to support themselves. The paddle hand is allowed to touch but may not be used for support.

THE GAME:

- **Best two out of three games.** The first two games will be played to 21 and must be won by two points, with a cap at 23. The third game will be the first to 11. Players must change ends after every game.
- **POINTS:** A point is scored on each serve for either person.

STARTING THE GAME:

- The match will begin with a "PING" for the serve, with the winner deciding to serve or receive first.

THE SERVE:

- The serve must bounce once on the server's side, as well as once on the receiver's side in order for it to be considered a legal service.
- Players cannot volley the serve.

- Players cannot lose the game on your own serve (3 max LETs).
- A serve that touches the net and goes over onto the table is considered a LET or re-serve.
- A serve that is hit into the net or hits the net and goes out of play counts as a point for your opponent.
- Players alternate service every 5 points (examples are 2-3, 4-1, 8-12, 18-17 etc.) If the score is 20-20, then players will alternate service every 2 points.

BALL OUT:

- The ball is out of play when it hits the side of the table. The edge of the table is considered in play.
- A player **may** use his/her free hand to stop a ball that is going out of play. If it hits or is stopped by the paddle, a point will be awarded to your opponent.

DISCIPLINE

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
 - **Ejected Player consequences:**
 - Team will be automatically deducted two (2) sportsmanship letter grades.
 - Ejected player must leave playing area (out of sight and sound).
 - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
 - Must contact Andrew Chadick, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
 - It is the responsibility of the ejected player to schedule the reinstatement meeting.
 - Ejected player is ineligible until meeting has taken place.
 - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
 - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
 - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
 - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
 - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
 - **Illegal Player Consequences**
 - Team in violation will receive a loss, and opposing team will receive an automatic win.
 - Team in violation will also receive an automatic C sportsmanship rating.
 - Second offense will result in the team being eliminated from the league.
 - Both teams will be notified of illegal player violation.
 - Illegal player is not permitted to play any Intramural sports or activities.
 - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.

Faculty/Staff:

- Must have a Campus Recreation membership in order to participate in Intramural Sports.
- Faculty/Staff must also present their UTSA ID at each game.
- Teams found in violation will be deducted one sportsmanship letter grade for violation