Table Tennis Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center.

Questions
Please feel free to contact the Intramural Staff with any questions or concerns.

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<th>Position</th>
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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Identification Cards
All participants will be asked to present a valid UND ID, Wellness Center membership card, or State/Federal ID prior to playing in any Intramurals contest. Individuals failing present a valid ID will not be allowed to participate.

Adding Players to Roster
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.
All players MUST be added to their team through wellnessregistration.und.edu before they can participate.

**General**
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- **Players may only play for one coed and one single sex team.** Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

**Grace Period**
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 6 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct
Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
The following guidelines will apply to the scheduling of postseason tournaments for league sports:
- A team must not have one forfeit or two defaults on their record and have a cumulative average of “3” or above
  sportsmanship rating to be eligible for the postseason tournament.
- The number of teams registered in each division will determine how many teams make the playoffs. The
  guidelines are:
  - 4-7 teams registered = 4 teams make playoffs
  - 8-14 teams registered = 8 teams make playoffs
  - 15-18 teams registered = 12 teams make playoffs
  - 19-26 teams registered = 16 teams make playoffs
  - 27-35 teams registered = 24 teams make playoffs
  - >36 teams registered = 32 teams make playoffs
- Tiebreakers will be:
  - Overall record
  - Sportsmanship rating
  - Head-to-head
  - Score differential
- During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the
  team being suspended for the first game of the next season, regardless of their new team or involvement in the
  forfeited game.

**Time Regulations and Length of Game**
- A game shall be won by the first player who first wins 21 points in a best 2 out of 3.

**Initiating Play/Serving**
- In every match, the choice of ends and determination of server and receiver shall be decided by means of
  chance. The players will rally five or more times and the winner of the chance will pick end or service. After
  each game the players shall alternate being first server.
- Each player shall serve for five points. After each five points the server shall become the receiver, and the
  receiver the server, for the next five points. The players shall alternate every five point set unless the score
  becomes 20 all.
- At the score 20 all, the order of serve will continue to alternate as above but each server shall serve for only one
  point and the serve shall alternate after each point until the end of the game.
- A serve shall be delivered by the server projecting the ball up into the air by hand only, without the hand
  imparting spin. In doing this the serving hands must be open, flat, and the ball resting on the palm of the hand.
- The server must hit the ball in his/her side of the court, directly over the net into the receiver’s court.

**The Game**
- A point is scored when:
  - Server fails to make a good serve.
  - Receiver fails to return a good serve.
  - If the player, or his paddle, or anything that he/she wears touches the net or supports, or free hand moves
    the playing area.
  - If at any time, a player volleys the ball (a volley is hitting the ball before it has bounced.)
  - The ball is in play from the moment at which it is projected or dropped from the hand in serving until:
    - It touches one court twice consecutively.
    - It has touched a player or anything s/he wears, except his paddle and hand below the wrist.
    - It has been struck by a player more than once consecutively.

**Doubles Rules**
- The service shall be delivered as previously provided, and so that it touches first the server’s right half court or
  the center line on the server’s side of the net, and then, passing over or around the net, touches the receiver’s
  right half court or the center line and goes off the table.
• Each server shall serve for five points. At the end of each term of service, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver.
  o This sequence of the receiver and server exchange shall continue until the end of the game.
  o With a score of 20 all, each server gets only one serve.
• The server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter each player shall alternate in that sequence.
  o Failure to make a good return at any time will end play for the point, the team failing to make a good return will lose the point.

**Tie Games and Overtime**
• If both players have scored 20 points, then the winner of the game shall be the one who first reaches 21 points and ahead by two points.

**Reporting Scores**
• After the match is completed both teams’ captains must report to the Intramural Program Manager and report the score so that it may be recorded
• Scores will be posted online at wellnessregistration.und.edu

**Table Tennis is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.**