**Table Tennis Tournament Rules**

**ASSUMPTION OF RISK STATEMENT**

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

**CODE OF CONDUCT**

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

**RULE 1: ELIGIBILITY**

1. **PARTICIPATION**: Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students, faculty/staff members with Recreational Sports Memberships, and significant others of eligible participants.
2. **CHECKING IN TO AN EVENT:**
	1. Participants who appear on the IMLeagues.com roster by noon of the day of their event may check into intramural activities with any form of a government picture ID.
	2. Participants who wish to check in to an event but do not appear on the IMLeagues.com roster must present their Southern Miss ID or REC Card.
3. **NUMBER OF TEAMS**: Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men’s A team and a men’s fraternity team).
4. **AFTER CHECK IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

**RULE 2: TEAM COMPOSITION**

1. **TEAMS:** Depending on the type of league/tournament each team will consist of the number of players listed below:
	1. Doubles – 2 players
	2. Singles – 1 player
	3. Teams must have the correct amount of players to play the game

**RULE 3: DEFAULTS, FORFEITS AND PROTESTS**

1. **FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the event, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a ‘C’ for sportsmanship and will be required to pay $15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from all intramural activity until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.
2. **DEFAULTS**: If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by e-mailing intramurals@usm.edu or calling 601-266-5405 by 3:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a ‘B’ for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
3. **PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official’s time out.

**RULE 4: PLAYING AREA AND EQUIPMENT**

1. **PLAYING AREA:** All matches will be played in the Payne Center gymnasium, unless otherwise noted. Regulation size courts will be set up for matches.
2. **TABLE TENNIS BALLS/PADDLES:** The table tennis balls and paddles will be available for check-out at Equipment Issue.
3. **SHOES:** Athletic, closed-toe shoes are required.
4. **ATTIRE:** Players must wear athletic attire.
5. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in intramural sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.

**RULE 5: LENGTH OF THE GAME AND TIMING**

1. **MATCH:** The first player to win 2 of 3 games will be declared the winner of the match.
2. **GAME:** A game is won when one player/team accumulates 21 points (win by 2 with cap of 30 points).
3. **RALLY SCORING:** A point will be scored on every service.

**RULE 6: PLAYING THE GAME**

1. **BEGINNING THE GAME:** To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
2. **RALLY SCORING:** A point shall be awarded on every service.
3. **SERVING:** The service must touch the server’s court first, then pass directly over the net, and touch the opponent’s court. The server will have service for 5 total points.
4. **RE-SERVE:** If the ball hits the net, passes over and lands into the opponent’s court, there will be a re-serve.
5. **SWITCHING SERVES:** The players will switch every five serves until a winner is decided. Exception: when each player has 20 points, the serve will alternate until a player wins by 2 points.

**RULE 7: SPORTSMANSHIP**

1. **RATING**: Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials’ ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
2. **(4.0) – Excellent Sportsmanship:** Players cooperate fully with the Intramural Sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

**B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the Intramural Sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.

**C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a “C” rating.

**D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

**F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.