UVM Intramural Sports • Ping Pong

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Intramural Team Participation: Ping Pong is considered an open tournament. Participants may either be men or women.

Team Rosters/Waiver Form: Players must appear on the official online roster in order to participate in the tournament.

Game Location: Harris Millis Dorm

Tournament Details: The tournament will be played on a single night. It will be a single elimination tournament. All matches will be allotted approximately 25 minutes to be completed. A suggested 5 minute warm-up and approximately 20 minutes to complete the match.

Rules: Governed by USA Table Tennis Rules with exceptions and modifications.

1. The matches will be self-officiated. Players will call their own lines and violations. Any point that cannot be resolved will result in the point being replayed.

2. Rock-Paper-Scissors- Before the match begins, players will use rock-paper-scissors to determine the following: a) serving first, b) receiving first, or c) choosing a side to start on. The player who wins rock-paper-scissors will choose from the choices listed, while the losing player will choose from the remaining choices.

3. Matches will be played as a best 2 of 3 games. Each game will be played to 11 points, win by 2, with a cap at 15. If the game reaches 14-14 then the player who scores the next point will win the game.

4. Rally scoring will be used, meaning that a point will be scored on every serve/rally.

5. Players will change sides after each game. If the match reaches a third game then the players will change sides after one player scores 5 points.
6. Players that win the game will receive the serve to start the next game. Players will alternate serving after every 2 points have been scored.

7. The Serve:
   
   a. A serve will be considered legal if the following occurs:
      i. The ball is tossed straight up from the server's hand reaching a height of at least 6 inches and
      ii. The ball is struck by the server behind their endline, forcing the ball to strike the server's side of the court at least once before passing over the net to strike the receiver's court.
   
   b. The server will have one opportunity to serve the ball legally, unless a “let” is called.
   
   c. A “let” may be called for the following reasons:
      i. The served ball contacts the net and proceeds over the net to hit their opponent’s court
      ii. The served ball, after contacting the opponent’s court, spins back towards the net
      iii. The served ball comes to rest on the receiver’s court
      iv. The served ball, after contacting the opponent’s court, travels off the court over a sideline

8. The sides of the table are NOT considered part of the playing surface.

9. The ball is NOT required to travel directly over the net or net support system. If the ball travels outside the net support systems but still contacts the opponent’s court, the hit is legal.

10. Violations:
    
    a. A player's free hand touches the table
    b. A player moves the playing surface
    c. A player strikes the ball in the air before it contacts their side of the court