



Recreational Sports

Old Dominion University
Recreational Sports - Intramurals
Table Tennis Rules

1. ELIGIBILITY

- a. Each student must sign a RELEASE AND ASSUMPTION OF RISK form (which releases the university and university employees and officers of liability in case of bodily injury).
- b. All Full-time Students (undergraduate and graduate enrolled continuously in at least 3 credit hours), faculty and staff.
- c. Any person having been classified as a PROFESSIONAL athlete in a particular sport will not be eligible to participate in that sport or a related sport. They may, however, participate in other non-related activities.
- d. Current members of ODU varsity roster for intercollegiate athletic teams are not eligible to participate in that same sport or a related sport for that academic school year. Individuals who are trying out for an intercollegiate team but who are not on a permanent roster will be permitted to participate until they are placed on a permanent roster. If they are placed on a permanent roster they will then become ineligible for that sport. Red shirted athletes will not be eligible to play that same or related sport.
- e. A former varsity athlete from any institution shall be ineligible to compete in that sport for the academic school year. Such individuals are limited to one per team roster.
- f. Current sport club members listed on a sport club roster with our office, are limited to two (2) per team roster and are ineligible for individual/dual activities in his/her related sport.
- g. Once a player has played in a game for a specific team, he/she will not be permitted to play on any other teams within that division/league for the duration of that season and/or tournament. A player can only play for (1) single sex team and (1) co-rec team. **Penalty:** Any games in which the illegal player participated in will result in a **FORFEIT**.

2. GENERAL REGULATIONS

- a. All teams must submit a roster prior to the entry deadline date as indicated in the Intramural-Recreational Sports Calendar of Events.
- b. Each team/organization must have a representative in attendance at the mandatory info meeting on the date indicated in the Intramural-Recreational Sports Calendar of Events.
- c. All team members must have a valid ODU or EVMS ID card at every intramural event in order to participate. There are **NO EXCEPTIONS!**

3. CAPTAINS

- a. Each captain will be responsible for the behavior and discipline of his/her team and sideline.
- b. Team captains are eligible to file protests to the Intramural Sports office regarding player eligibility, but not on matters that concern the judgment of the officials. All protests must be made within 24hrs from the time of the incident.
- c. The captain will act as a spokesperson for his/her team in discussion with game officials or in matters concerning the team or individual players unless signified to the game officials that someone else will be the spokesperson. In such a case, the captain



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will relinquish the rights as spokesman in favor of the person appointed for this stated period.

- d. It will be the responsibility of each captain to keep the players in the designated team area. If a team receives multiple warnings for unsportslike behavior, that team will forfeit the game. Unsportsmanlike behavior between players and between coaches and players is also grounds for forfeiture.

4. TEAM

- a. Singles
- b. Doubles
- c. Mix Doubles

5. TIME FACTORS

- a. Once the Intramural Staff states that the game is ready to begin, and the stated game time is the current time or that time has passed, both teams must be prepared to participate in the scheduled game. If they are not able the offending team will receive a forfeit.
- b. A match shall consist of the best of the best 3 out of 5 or Twenty (20) minutes, which ever comes first.

6. INJURED PLAYER & BLOOD RULE

- a. Injured player and Blood Rule. An injured or apparently injured player, who is discovered by an official while the ball is dead, shall be removed from the playing area until the bleeding is stopped and cleaned with the appropriate medical treatment. A player that suffers a head, spinal, neck injury, or an injury that is considered to be considered severe must have a doctor's approval (in writing) to the Assistant Director of Intramurals before they are permitted to participate in another game.

7. GAME RULES

a. The Service

- i. Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- ii. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- iii. As the ball is falling the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.
- iv. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or his doubles partner and by anything they wear or carry.
- v. As soon as the ball has been projected, the server's free arm **and hand** shall be removed from the space between the ball and the net. Note: The space between the ball and the net is defined by the ball, the net and its indefinite upward extension.



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- vi. It is the responsibility of the player to serve so that the umpire or the assistant umpire can see that he complies with the requirements for a good service.
- vii. If the umpire is doubtful of the legality of a service he may, on the first occasion in a match, declare a let and warn the server.
- viii. Any subsequent service of doubtful legality of that player or his doubles partner will result in a point to the receiver.
- ix. Whenever there is a clear failure to comply with the requirements for a good service, no warning shall be given and the receiver shall score a point.
- x. Exceptionally, the umpire may relax the requirements for a good service where he is satisfied that compliance is prevented by physical disability.

Note See also 2.9.1.5 for serving to a player in a wheelchair.

b. The Return

- i. The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

c. The Order of Play

- i. In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.
- ii. In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.
- iii. When two players who are in wheelchairs due to a physical disability are a pair playing doubles, the server shall first make a service, the receiver shall then make a return but thereafter either player of the disabled pair may make returns. However, no part of a player's wheelchair shall protrude beyond the imaginary extension of the centre line of the table. If it does, the umpire shall award the point to the opposing pair.

d. A Let

- i. The rally shall be a let
- ii. if in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner;
- iii. if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball;
- iv. if failure to make a service or a return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
- v. if play is interrupted by the umpire or assistant umpire.
- vi. if the receiver is in wheelchair due to a physical disability and the ball
- vii. leaves the receiver's half after touching it in the direction on the net;
- viii. comes to rest on the receiver's half;
- ix. In singles leaves the receiver's half after touching it by either of its sidelines.
- x. Play may be interrupted
- xi. to correct an error in the order of serving, receiving or ends;
- xii. to introduce the expedite system;



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- xiii. to warn or penalize a player or adviser;
- xiv. Because the conditions of play are disturbed in a way which could affect the outcome of the rally.

e. A Point

- i. Unless the rally is a let, a player shall score a point
- ii. if his opponent fails to make a correct service
- iii. if his opponent fails to make a correct return;
- iv. if, after he has made a service or a return, the ball touches anything other than the net assembly before being struck by his opponent;
- v. if the ball passes over his court or beyond his end line without touching his court, after being struck by his opponent;
- vi. if his opponent obstructs the ball;
- vii. if his opponent strikes the ball twice successively;
- viii. if his opponent strikes the ball with a side of the racket blade whose surface does not comply with the requirements of 2.4.3, 2.4.4 and 2.4.5;
- ix. if his opponent, or anything his opponent wears or carries, moves the playing surface;
- x. if his opponent, or anything his opponent wears or carries, touches the net assembly;
- xi. if his opponent's free hand touches the playing surface; if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;
- xii. As provided under the expedite system (2.15.2).

f. A Game

- i. A game shall be won by the player or pair first scoring 11 points unless both players and pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

g. A Match

- i. A match shall consist of the best of the best 3 out of 5.

h. The Order of Serving, receiving, and ends

- i. The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
- ii. When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
- iii. After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- iv. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent



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games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

- v. In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
 - vi. The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores **5** points.
 - vii. The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores **5** points.
- i. Out of Order of Serving, Receiving or Ends**
- i. If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
 - ii. If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
 - iii. In any circumstances, all points scored before the discovery of an error shall be reckoned.
- j. The Expedite System**
- i. Except where both players and pairs have scored at least **9 points**, the expedite system shall come into operation if a game is unfinished after **10 minutes'** play or at any earlier time at the request of both players and pairs.
 - ii. If the ball is in play when the time limit is reached, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted.
 - iii. If the ball is not in play when the time limit is reached, play shall resume with service by the player who received in the immediately preceding rally.
 - iv. Thereafter, each player shall serve for 1 point in turn until the end of the game and if the receiving player or pair makes 13 returns the receiver shall score a point.
 - v. Once introduced, the expedite system shall remain in operation until the end of the match.
 - vi. **The assistant umpire or a separate official may be appointed as stroke counter. The stroke counter shall call out loud the return strokes of the receiver as soon as the receiver strikes the ball.**