

*Any rule not specifically covered will be governed in accordance with the ITTF Official Table Tennis Rules.  
Modifications have been made to suit Ohio State Recreational Sports programs.*

### **Rule 1: Eligibility**

A participant may be an Ohio State University student taking a minimum of four (4) credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four (4) or more credit hours automatically pay the recreational sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- A participant may be an Ohio State University student taking less than four (4) credit hours.
- A participant may be the spouse of a student or a faculty or staff member.
- A participant may be a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- A participant may be an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups.)
- A participant may be a member-sponsored adult.

In order to participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

### **Rule 2: Levels of Play**

#### *Open*

Singles, tournament format. This league combines both the competitive and recreational individuals and is offered for both males and females.

### **Rule 3: Equipment**

- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Non-marking, closed toe shoes are required.

### **Rule 4: Participant Responsibilities**

- Ensure that you meet all eligibility requirements.
- Knowledge of tournament time, location, and ID policy.
- Ensure that you sign a "release of claims" form located on the back of the scorecard before participating in your first game.
- Ensure that you have a valid Ohio State issued identification card prior to check in.
- Display good sportsmanship at **all** times.
- Cooperate with the Intramural Supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

### **Rule 5: Players**

- Table Tennis is a singles tournament and therefore only requires one person to play.
  - You must check in using a valid Ohio State University issued ID.

### **Rule 6: Forfeits**

*Game time is forfeit time!*

### **Rule 7: Protests**

#### *Rules Protest*

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. Consult the Intramural Supervisor on site should you and your opponent disagree on the interpretation of a rule.
2. The decision made by the Intramural Supervisor shall be final.

### *Eligibility Protest*

Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point "under protest."

## **Rule 8: Play**

### *Start of Game*

A coin toss will decide who will serve first. The winner of the coin toss has the option to choose to serve first or may choose which side they will play. The loser of the coin toss will have the remaining option.

### *Timing*

A match is the best two out of three games or three out of five depending on the number of participants (time limit is one (1) hour). No time-outs will be permitted.

### *Scoring*

- A game is won by the side first scoring 11 points, win by two (2).
- Rally scoring will be used.
- A player scores a point when their opponent:
  - Fails to make a good serve
  - Fails to make a good return
  - Obstructs the ball
  - Strikes the ball twice successively
  - Touches the playing surface with their free hand
- If a ball from another table interrupts the game, the game shall be stopped and the point replayed.

### *Definitions*

- Rally – the period during which the ball is in play.
- Point – a rally of which the result is scored.
- Let – a rally of which the result is not scored.
- Obstruction – if the player or anything he/she wears or carries touches the ball in play when it is above or travelling towards the playing surface and has not passed beyond his end line, not having touched his court since last being struck by his opponent.
- Server – the player due to strike the ball first in a rally.
- Receiver – the player due to strike the ball second in a rally.
- End Line – shall be regarded as extending indefinitely in both directions.

### *Serve*

- The server and receiver shall stand in diagonally opposite service courts. Both players must be within the playing boundaries.

- The server will serve twice and then it is the opponent's turn to serve twice. This rotation of serving shall continue unless the score is 10-10, then the service rotation will only be one serve each.
- The ball must be tossed and then hit; it may not bounce before the server makes contact with the ball.
- The ball must bounce once on the server's side and then cross the net and land on the receiver's side.
- A let shall occur when the ball touches the net on the serve. No point will be awarded and the player shall serve again.

#### *Return*

- The ball is in play from the last moment at which it is stationary on the palm of the free hand before being intentionally projected in service until the rally is decided as a let or a point.
- Upon return, the ball shall be struck so that it crosses over the net and lands on the opponent's side of the court. The ball is still live if it makes contact with the net before touching the opponent's side.

### **Rule 9: Sportsmanship**

You are responsible for your own actions. You are expected to be familiar with the rules of play and intramural policies and procedures contained in the Intramural Handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

#### *Unsportsmanlike Conduct*

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural Staff.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports Employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

#### *Unsportsmanlike Conduct Penalties*

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection/Forfeit

#### *Disciplinary Action*

Any player receiving two (2) conduct warnings in one game or ejected from a game is required to meet with the Coordinator of Intramural Sports. The player will be suspended from **all** intramural play until the meeting occurs and for a minimum of one week from the meeting date.

***For any questions or clarifications, please contact the Intramural Sports office at RPAC  
614-292-2732***