Intramural Sports
Table Tennis Rules

GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. Each player must be an NIU student or current NIU Recreation Member (faculty/staff). All expired memberships must be updated before the individual may play in any game.
2. Participants must have their NIU OneCard at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

The Game

1. All games shall be played on the date and hour scheduled.
2. If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute grace period. However, the five (5) minute grace period will be deducted off the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, then a forfeit will be called.
3. Games are played to 21 points—you must win by 2 points.
4. A match consists of the best two out of three games.
5. This will be a tournament, bracket style.
6. Players play Paper, Rock, Scissors to see who serves first

The Court

1. The matches will be held at the Student Recreation Center in between Courts 3 and 4. NIU OneCard will be required for entrance into the facility.

Game Equipment

1. The Intramural department will provide paddles and balls for tournament play.
   a. Any stolen or damaged equipment will result in a charged amount to your Bursar account
Serving

1. The server must bounce the ball on their side of the table with their free hand and then hit it with the paddle.
2. The ball must bounce once on the server's side of the table and only once on your opponent's. If it bounces twice on your opponent's side, he's awarded the point.
3. The ball must cross the end line and must not cross the edge lines on the service.
4. Serves spun by holding the ball against the paddle and releasing with the hand are completely legal.
5. Serves with your hand & body leaning way into the table way past inside the endline (close to the net) are also legal.
6. The serve must be delivered from alternating sides of the center line (like tennis).
7. The serve must always be delivered diagonally from the right court to the right handed opponent's forehand.
8. The serve must always be delivered diagonally from the left court to the right handed opponent's backhand.
9. When the score reaches 20, the player who trails serves until deuce is reached or the game is lost.
10. If the server serves two consecutive let serves, the point is awarded to the receiver (like tennis).
11. Each player serves 5 points and then the serve is rotated.

Returns

1. Returning the ball with a volley (before it hits the table on your side) at any time during play is a good shot (like tennis).
2. The ball must always cross the net (no around the net shots).
3. At any time, it is legal to hold on to the table with your non racquet hand for better balance.
4. When smashing, it is legal place your non racquet hand on the table for more power.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.

6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors, officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

4 - Good - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - Average – Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a “3” rating.

2 - Poor – Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a “2” rating.
1 - **Extremely Poor** – Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a “1”