

FSC Intramural 2011 Table Tennis Tourney Rules

The rules for FSC Intramural Table Tennis are considered the simple basic rules of table tennis/ping pong. If both participants agree to play different rules or more specified rules that is allowed. Both participants must agree to all rules before start of play.

ELIGIBILITY REQUIREMENTS: Intramurals are open to current FSC students, faculty, staff with FSC ID.

All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Intramural Coordinator for cause. Participation in the Intramural program is entirely voluntary and is a privilege not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article.

Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has accident medical insurance.
- Has paid the college activity fee.
- Received approval from the Intramural Coordinator.

Olympic athletes and professional athletes, current and former, are not eligible to participate in their respective sports. A varsity team member is defined as anyone participating in one or more scheduled contests (scrimmages do not count) after the first scheduled contest of the school year. The player's ineligibility for that Intramural sport shall be in effect until July 1st. Red-shirt athletes may participate with their coach's approval. **Intramural teams are limited to a maximum of two red-shirt or club sport athletes per team.**

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college.

Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

GAME RULES:

Tournament Process

All players will be playing in a single elimination tournament. The intramural staff will be using two- three different table tennis tables. At the captains meeting you receive your bracket and where you will be playing.

All players must show a valid FSC ID before the tournament to the intramural supervisor.

Scoring

A match is played best 2 of 3 games. For each game, the first player to reach 11 points wins that game, however a game must be won by at least a two point margin.

A point is scored after each ball is put into play (not just when the server wins the point as in volleyball).

The edges of the table are part of the legal table surface, but not the sides.

Flow of the Match

Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, the players switch side of the table. In the final game (ie 3rd game), the players switch side again after either player reaches 5 points.

Legal Service

The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.

If the serve is legal except that it touches the net, it is called a **let serve**. Let serves are not scored and are reserved.

Information/ Questions?

If there are any questions at anytime please ask the intramural coordinator for any clarifications. If you have any questions about intramurals policies or misc. intramural question please see the intramural managers packet, the packet can be found on the intramural website.