



Table Tennis Rules & Regulations

Modifications have been made to suit Arkansas Tech University Intramural & Recreational Sports programs.

Rule 1: Eligibility

All participants must provide a current validated Arkansas Tech University ID before participating and must be affiliated with the University as a student and/or faculty/staff. To be considered a “student,” one must be currently enrolled for at least half of full-time requirements, 6 credit hours for undergraduate and 3 credit hours for graduate, in the fall/spring in the semester the sport is offered. Individuals who enroll and then officially drop their courses are no longer considered eligible. Please visit our website at www.atu.edu/intramural or call 479.356.2010 for eligibility clarification.

Rule 2: Format of Play

- SINGLES: 4 week league play on Wednesday nights.
- DOUBLES: 4 week league play on Wednesday nights.

Rule 3: Weather Cancellations

All decisions on game cancellations due to weather related issues will be made by 3pm on the day of the scheduled game by the intramural sport staff. Notification will be sent via email through IMLeagues and our Facebook page.

Rule 4: Team Captain Responsibilities

Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.

- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure teammates have a valid Arkansas Tech University ID or photo ID at before game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Cooperating 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/Rosters

- Team members must present their ATU ID or photo ID when checking in with the supervisor for every game played.
- Players may play on a Male or Female team and Co-Rec team at the same time if offered
- If doubles:
 - MALE: A team roster must consist of a minimum of two (2) male players for the male division.
 - FEMALE: A team roster must consist of a minimum of two (2) female players for the female division.
 - CO-REC: A team roster must consist of a minimum of one (1) male and one (1) female player.

Rule 6: Defaults/Forfeits

- Forfeit/Default time has been established as game time, teams should report to the supervisor before their scheduled game.
- If a default occurs when a team checks in with scorekeeper and only has less than the minimum number of players to play. The losing team will receive 2pt average for sportsmanship and a score of zero (0).
- If a forfeit occurs when no members of the team checks in with the scorekeeper. The losing team will receive 0pt average for sportsmanship and a score of zero (0).

Rule 7: Playing Rules

- Players must check in with Supervisor before their scheduled game. In doubles, both players must check in at the same time to participate.
- A match will consist of the best 2 out of 3 games within a 15 minute time limit.
- Players will volley for serve at the beginning of the contest to see who serves first.
- The games will be played to 21 with rally scoring and must win by two.
- Players are to report their scores to the supervisor for the night before they leave.
- Each player will serve in sequence of five (5).
- A legal serve is a ball that hits the server's side of the table first and then hits the opponent's side of the table second.
- A legal return is one that hits the opponent's side of the table first.