Ball State University Intramural Ping Pong Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:

- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burrus or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late. A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits twice in league play will not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:

- An eligibility concern
A misinterpretation of a published procedure or rule.
  o A protest **CAN NEVER** be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
  • Call a time out and request a protest.
  • A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
  • If a protest is deemed invalid or the official’s rule interpretation is correct, the protesting team will be charged one (1) time out.
  • If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
  • The intramural sports supervisor will document all necessary information about the protest and game conditions.
  • The game will continue when all paperwork is completed.

Captains

Players are responsible for all information contained in the Intramural Ping Pong Rules.

Equipment

  • Recreation Services equipment will provide balls and paddles for all players. They can be picked up in the equipment room with a valid ID.

Playing the Game

  • **Start of Game**
    o The game shall begin in any of these various methods:
      ▪ Rally through the “P-I-N-G” technique, winner of that rally will get 1st serve.
      ▪ Place paddle on the edge of the table, on the center line, with the handle hanging off the table. Each player shoots the ball to hit the opposing players paddle. First player to hit the paddle and opponent fails to hit the paddle will get first serve.
      ▪ Rock paper scissors for first serve
      ▪ Flip a coin for first serve
    o Remember, it is ping-pong etiquette to warm up with practice rallies prior to determining first serve, be sure you and your opponent are warmed up.
  • **Scoring**
    o Games will be played to 21 points using rally scoring, players must win by two (2).
    o A match will be won by the best two (2) out of three (3) games.
    o After the first game, participants will switch sides of the table and the serve will go to the player who received in the first game. Rotation will continue to 3rd game if needed
  • **Serves**
    o Servers will alternate every five (5) points.
A serve may be struck from left to right, left to left, right to left, or right to right (a serve does not have to go diagonally or alternate each point).

- Serves that hit the net, go over the net AND STRIKE THE OPPONENTS SIDE will be a LET serve and will be replayed.
  - A let must be called by the opponent or server at the moment it occurs.
- A legal serve must strike the servers paddle, severs side of the table, completely clear the net, and strike the opponents side. (IN THAT ORDER)

- **Rallies**
  - All rallies are considered dead, and a point is awarded when:
    - A serve has not legally cleared the net or did not strike the opponents side.
    - A ball is struck by a players paddle and does not hit the opponents side of the table
      - If the ball is played by the opponent, outside the vertical plane of the table, the point is awarded to the opponent
      - If the ball is played inside the vertical plane of the table, WITH INTENT TO RETURN, and is not successfully returned, then the point is awarded to the player who struck it first.
    - If a ball strikes one side of the table twice without clearing the net

**Sportsmanship Policies**

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural sports employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ping Pong</td>
<td>1\textsuperscript{st} Verbal Warning</td>
<td>2\textsuperscript{nd} Verbal Warning</td>
<td>3\textsuperscript{rd} Verbal Warning on Team</td>
</tr>
</tbody>
</table>

- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during intramural sports contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.

*These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.*