Eligibility

1. Current UO students, faculty and staff, and spouses
2. Summer students may participate even if they are not enrolled in summer credits as long as they were enrolled in Spring 2017 and are enrolled in Fall 2017.
3. Every player must be ON the roster by deadline
4. Players must bring valid UO ID to start the tournament
5. NO ID = NO PLAY
6. Club Table Tennis are allowed to participate but not eligible to win the shirt, unless there are no other qualified individuals.

Equipment

1. Each player is responsible for bring their own paddle and balls.
2. Paddles may be checked out as available from the SRC Equipment Issue Desk.
3. Ping Pong balls may be purchased from the SRC Welcome Desk.

Singles Rules

1. All table tennis tournaments shall be governed by the rules adopted by the United States Table TENNIS association. The following rules are cited for your information and clarification.

The Game

1. A game shall be won by the player who first wins 21 points unless both players have scored 20 points. The winner of the game will then be the player who first wins two points more than their opponent.

Match

1. A match is the best two out of three games.

Racket

1. May be of any size, shape, or weight. The blade may not be covered with sandpaper material.

Service

1. The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server's court and then passes directly over or around the net and touches the receiver's court. If, in attempting to serve, the server misses the ball altogether, it is a lost point.

Ball in Play

The ball is in play from the moment at which it is projected from the hand in service until:

1. It has touched one court twice consecutively
2. It has, except in service, touched each court alternately without having been struck by the racket intermediately

3. It has been struck by any player more than once consecutively

4. It has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.

5. On the volley, it comes in contact with the racket or racket hand below the wrist.

6. It touches any object other than the net or supports.

Choice of the Order of Play

1. The choice of ends and the right to be server or receiver in every match shall be decided by coin toss. The winner of the toss shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.

The Order of Service

1. After five points the receiver shall become the server, and the server the receiver, and so on after each five points until the end of the game or the score 20-all. From the score 20-all the service shall change after each point until the end of the game. The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

A Let

1. If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.

2. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.

3. The rally is a let if the ball becomes split or otherwise fractured in play.

A Point is Scored by the Opponent if:

1. A server fails to make a good service.

2. A player fails to make a good return when it is their turn to do so.

3. A player, their racket, or anything they wear or carry, touches the net or its supports or moves the playing surface. A player's free hand touches the playing surface while the ball is in play.

4. Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on their side of the table, it comes in contact with the player or anything they wear or carry.

5. At any time either player volleys.

Sportsmanship

1. The University of Oregon Intramural Sports department requires participants to demonstrate good sportsmanship. Anyone in violation of sportsmanship issues may be asked to forfeit the tournament by request of the Intramural Sports Supervisor on duty.
NO ALCOHOLIC BEVERAGES permitted on university property.
Anyone believed to be under the influence of alcohol or drugs may be asked to forfeit the tournament and be removed from the facility.

Updated 6/21/2017 AD