Ping Pong Rules
Buena Vista University – 1/29/15

Ping Pong Rules
Campus Recreation Policies:

1. NO ALCOHOL permitted in the area by participants or spectators.
2. Any individual suspected of drinking alcoholic beverages before the game will not be admitted.
3. Any individual responsible for breakage due to misuse must pay for the broken equipment. Failure to comply will eliminate the individual from further competition.
4. Supervisors have the authority to control the game as they see fit at all times. Games will be ended at any point if contestants cannot control their teams and spectators. Captains: Make sure you understand these policies!
5. The referee and supervisor shall have the power to make the decision on any points not specifically covered in the rules.
6. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!
7. Jewelry: No Jewelry! No Exceptions!
8. IF YOU HAVE ANY QUESTIONS, CONTACT THE CAMPUS RECREATION DEPARTMENT AT 712-749-1454.

ID:
Each player must have his/her valid BVU student picture ID. The BVU picture ID is the only one that will be accepted. NO ID = NO PLAY!!

Conduct:
Teams will be held responsible for the personal conduct of all related parties and individuals before, during and after the game. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.

Sportmanship:
There shall be no unsportsmanlike conduct at any time. (Unsportsmanlike to be defined by judgment of referee).

1. No player, coach or team follower shall:
   a. use abusive language, threaten or abuse any other player, official or supervisor, before, during or after the game.
   b. participate in a game for which he / she is ineligible.
   c. argue or talk back to the officials. Only the captain may address (courteously) the officials concerning the interpretation of a rule.
   d. mistreat the facility, equipment or supplies of BVU.
2. The referee may eject from the game any player who persists in derogatory remarks to officials or opponents.
3. The decision of the referee is final, and there will be no protest whatsoever. The captain may request a question concerning a specific rule, but may in no way challenge a judgment decision.
FORFEITS
You are expected to play according to your schedule. The playing clock starts at the designated game time and continues for 10 minutes. If you fail to show up within the 10 minute time frame, you will lose the game by forfeit.

ACTIVITY AREA
The Underground

LENGTH OF GAME
Best 2 out of 3 matches win the game. Each match is scored to 21 points with a winning margin of 2.

GENERAL RULES
1. The choice of playing position at the table and order of service are determined by the toss of a coin. If the winner of the toss prefers to have first choice of playing positions, the opponent then has the choice of whether to serve first or receive first, and vice versa.
2. The change of service takes place after 5 points have been scored. A point is normally awarded when the play of a service is concluded. The receiver then becomes the server and the server becomes receiver, and so on, after each 5 points until the end of the game or the score is 20-all. Whenever the score becomes 20-all, the receiver becomes the server and the server the receiver, and so on after each point until the end of the game.
3. If the start of a new game, the player who served first in the previous game becomes receiver and the receiver becomes server and so on, alternating after each game.
4. The players exchange ends after each game, and if play consists of more than two games, in the deciding game of the match the players change ends when one player reaches a score of 10 points.
5. A game is won by the player who first scores 21 points with a 2-point margin.
6. A match consists of the best 2 of 3 games.

SERVICE
1. A good service is delivered by projecting the ball from the free hand, which must start from above the playing surface. The ball must be resting in the palm of the free hand. The ball is tossed into the air.
2. As it starts to descend, the ball is struck so that it touches the server’s court first and then, passing directly over or around the net, touches the receiver’s court. At the instant of contact of the racquet on the ball in service, both handle and ball must be behind the endline of the server’s court.
3. A good return of a served ball must be struck by the receiver on the first bounce so that it passes directly over or around the net and touches directly on top of the opponent’s court.

POINTS
A point is awarded to the opponent in the following circumstances:
1. Failure to make a good service, unless a let is declared.
2. Failure to make a good return of a good service or a good return made by the opponent, unless a let is declared.
3. If the player, the racquet, or anything that the player wears or carries touches the net or its supports while the ball is in play.
4. If the player, the racquet, or any wearing apparel moves the playing surface while the ball is in play or touches the net or its supports.
5. If the player’s free hand touches the playing surface while the ball is in play.
6. If, after being struck by the opponent, the ball comes in contact with the player or anything the player wears or carries before it has passed over the endlines or sidelines, not yet having touched the playing surface on the player’s side of the table.
7. If at any time the player volleys the ball - that is before the ball hits the table top - except as provided in number 1 under “Let” (below).

**LET**
A let ball, which is then replayed, is called in the following cases:
1. If the served ball, in passing over the net, touches it or its supports, provided that the service would otherwise have been good or volleyed by the receiver.
2. If a service is delivered when the receiver is not ready, provided always that the receiver may not be deemed unready if an attempt to strike the ball is made.
3. If either player is prevented by an accident not under his/her control from serving a good service or making a good return.
4. If either player give up a point, as provided in number 3 to 7 under “points”, owing to an accident not within her/his control.

**SCORING**
A point is scored by the side that makes the last successful return prior to the end of a rally. An unsuccessful return occurs whenever the ball is missed, is hit off the table, sent into the net, or hit onto the player’s own half of the court on the return. Failure to make a good serve also scores a point for the opponent unless it is a let.

**IN PLAY**
The ball is in play from the moment it is projected from the hand in service until one of the following has occurred:
1. It has touched one court twice consecutively.
2. It has, except in service, touched each court alternately without having been struck by the racquet immediately.
3. It has been struck by either player more than once consecutively.
4. It has touched either player or anything that the player wears or carries.
5. It has touched any object other than the net and supports.