

MIT INTRAMURALS

TABLE TENNIS RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

-Failure to attend captain's meeting: \$15

-Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.

-Dropping out of league (once games have been scheduled): \$75

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-Each team roster must consist of at least 5 players. A minimum of 3 players is required to start a game.

Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.

-Roster challenges may be initiated by anyone before, during, or after a match. Any team found to be playing with an ineligible player or a player not on its roster will forfeit the match and face corresponding fines at the discretion of the manager.

-Teams wishing to file this type of complaint should inform the opposing team captain immediately and the sport manager.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Equipment

-Players are expected to bring their own equipment (paddles, balls).

-Tables in the DuPont gymnasium will be made available for some games. Other games are played in houses/dorms on campus. Let the sport manager know if you have a table to play on.

-Because games can be played elsewhere on campus, IM Table Tennis has some flexibility in terms of times and locales. To reschedule a game, contact the captain of the other team directly to find an alternative date and time, and then notify the sport manager with the time and location of the rescheduled game.

Rules

[http://www.teamusa.org/~media/USA Table Tennis/Documents/Rules/USATT%20Rules.pdf](http://www.teamusa.org/~media/USA_Table_Tennis/Documents/Rules/USATT%20Rules.pdf)

-A contest will consist of two singles matches and one doubles match (played back-to-back-to-back on the same table).

-A match consists of the best of 3 out of 5 games

- A game shall be won by the player or pair first scoring 11 points, win by 2. Ex: if both teams score 10 points, the game shall be won by the first team subsequently gaining a lead of 2 points.
- A point is scored on every serve.
- When serving, if the ball touches the net, but would otherwise be a good service, it results in 'a let' (the serve is retaken)
- When serving, the ball must be struck by the service paddle, then bounce on the server's side of the court, and then bounce on the receiver's side of the court before being returned.
- The ball is 'obstructed' when a player hits the ball before it hits their side of the court and before it crosses their end line, resulting in the loss of the point.