

Campus Recreation

University of South Carolina Student Life

Intramural Table Tennis League Rules

***Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures**

Section 1: General Information

General IM Procedures

- Teams are expected to begin the game at the agreed scheduled time.
- If teams have questions or clarifications regarding score results, defaults, forfeits, or other important information related to the match, they must contact the Sport Programs Office within two business days.
- All participants must display a valid Carolina Card before each game in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!

Defaults

- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
- A default in self-scheduled sports will occur if:
 - i. a team attempts to schedule a time, but the other team does not respond
 - a. Must show the Sport Programs Office the attempts.
 - ii. Both teams will be assessed a default if:
 - a. Neither team can agree on a day and time for their matchup.
 - b. Neither team reports their score to the Sport Programs Office.
- If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a **forfeit fee of \$25** being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
- The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A **forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
- A forfeit in self-scheduled sports will occur if:
 - i. A team does not show up for their agreed upon match time.
 - a. Must show the Sport Programs Office the confirmed time.

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- If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A **second forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

Sportsmanship

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants’ Manual.
- Sportsmanship issues should be reported to the Sport Programs Office within two business days of the match being held.

Playoffs

- All teams are eligible for post season play provided that they
 - i. Win at least one game in the season.
 - ii. Do not forfeit more than once
 - iii. Do not default more than twice
 - iv. Complete the season with the required sportsmanship rating (3.0).

Miscellaneous

- To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto **sc.dserec.com/online/dashboard**
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. Protests must be settled on-site by participants
 - a. If a consensus according to the rules of the game cannot be reached by participants, they must elect to play the other lie, or completely replay the hole.
 - ii. Player eligibility protests can be made before or after the game to the Sport Programs Office.

Section 2: Rules & Sport Specific Information

The game will be played according to the current International Table Tennis Federation’s rules if not explicitly stated in this document.

Location

- Matches may be played at the STWFC or any agreed upon location.

The Game (Match)

- Please use your first and last name as the team’s name.
- The match will consist of a best two out of three games. The games will be to 21. All games are win by two points.
- To determine who serves first: volley for serve.
- The game will be self-officiated.
- If there is a question on a call, play the point over.

Reporting Final Score

- At the end of each match please report the score to the Sport Programs office at sportprograms@mailbox.sc.edu before the deadline (typically before the next week of games start).

Season Schedule

- Each team will play a 4-week regular season schedule.

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- It is each team's responsibility in order to get their match played in a timely fashion.
- The league itself is self-scheduling. If a team is having trouble contacting their opponent to find a time to play, they should contact the Sport Programs Office at sportprograms@mailbox.sc.edu and let our staff know.
- All game results must be reported to the Sport Programs Office at sportprograms@mailbox.sc.edu to be considered official.

Playoff Schedule

- Depending on the number of teams in playoffs, you may have (no more than two) multiple scheduled matchups within a week.