Each player must meet one of the following conditions to sign-in:
1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time.

Any rule not mentioned in the following will be governed by the United States Table Tennis Association.

1. THE EQUIPMENT
   1.1 Paddles and balls will be provided. Participants will be allowed to bring their own paddles.
   1.2 In order to participate, each participant must present a valid Gator-1 ID card. No exceptions.

2. THE GAME
   2.1 Matches are best-of-three.
   2.2 Each set is first to 11, win by 2.

3. DEFINITION OF TERMS
   3.1 Rally: The period during which the ball is in play.
   3.2 Let: A rally, the result of which is not scored.
   3.3 Point: A rally, the result of which is scored.
   3.4 Volley: The ball is “volleyed,” if the player strikes it in play when it has not touched his/her court since last being struck by his/her opponent.
   3.5 Obstruction: A player obstructs the ball when he/she, or anything he/she wears, touches it in play when it has not passed over his/her court or imaginary extension of his/her end line, not having touched his/her court since last being struck by his/her opponent.

4. WHEN THE BALL IS IN PLAY
   4.1 The ball is in play from the last moment at which it is stationary before being projected in service until:
      4.1.1 It touches anything other than the playing surface, the net assembly, the racket held in the hand or the racket hand below the wrist.
      4.1.2 The rally is otherwise decided as a let or a point.

5. SERVICE
   5.1 The ball shall be placed on the palm of the free hand which must be stationary and above the level of the playing surface.
   5.2 Service shall begin by the server projecting the ball by hand, without imparting spin, vertically upwards so that it visibly leaves the palm.
   5.3 As the ball is falling from the highest point of its trajectory the server shall strike it so that it touches first his/her own court and then, passing directly over or around the net assembly, touches the receiver’s court.
   5.4 If, in attempting to service, a player fails to strike the ball before it goes out of play, it is a point for his/her opponent.
   5.5 If both players have scored 10 points, the sequence of serving and receiving shall be the same, but each player shall serve for only one point in turn until the end of the game.
   5.6 The player who served first in a game shall receive first immediately in the subsequent game of the match.
   5.7 After 2 points have been scored the receiving player shall become the serving layer and so on until the end of the game or until each player has scored 10 points.
   5.8 In the last possible game of the match the players shall change ends when first either player scores 5 points.
6. A LET
   6.1 A rally is a let when:
       6.1.1 If in service, the ball is passing over or around the net assembly, touches it, provided
           the service is otherwise good or is volleyed or obstructed by the receiver.
       6.1.2 If the conditions of play are disturbed in a way in which it is likely to affect the
           outcome of the rally (i.e. ball from another table disrupts play)
       6.1.3 If the service is delivered when the receiving player is not ready and does not
           attempt to strike the ball.

7. A POINT
   7.1 Unless the rally is a let, a player shall lose a point when:
       7.1.1 He/she fails to make a good service.
       7.1.2 He/she fails to make a good return.
       7.1.3 The ball touches his/her court twice successively.
       7.1.4 The ball is struck twice successively.
       7.1.5 He/she or anything he/she wears touches the net or its supports while the ball is in
           play.
       7.1.6 His/her free hand touches the playing surface while the ball is in play.

8. OUT OF ORDER SERVING, RECEIVING AND ENDS
   8.1 If the players have not changed ends when they should have done so, play shall be interrupted
       as soon as the error is discovered and shall resume with the players at the correct ends. The score
       will remain at that which has been reached.
   8.2 If a player serves or receives out of turn, play shall be interrupted as soon as the error is
       discovered and shall resume with those players serving and receiving who should be server and
       receiver respectively at the score that has been reached according to the sequence established at
       the beginning of the match. In any circumstances, all points scored before the discovery of an error
       are kept.