The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions!
   B. Single or double elimination based on number of entries
   C. Please arrive early to check in
   D. Played at the Cat’s Den

II. Game Format and Play
   A. Best two of three to 15 points, third set to 11 points
   B. Only the serving side scores points, when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an "out" in singles, and a "handout" in doubles. Switch sides of the table after each game.
   C. Each person serves two and then you switch. Opponent of serve must be ready for serve.
   D. Servers must release the ball out of hand when serving. (You can’t spin it out of your hand or hide it).
   E. If a served ball hits the net and bounces over it is a ‘let’ and service is replayed, if the served ball hits net and does not bounce over the server loses the point. After two (2) ‘lets’ the server loses the point.
   F. If the ball misses the table, it is out (unless opponent plays it).
   G. You must wait for the ball to hit the table for the return. You cannot hit it in the air.
   H. You will be responsible for challenging your opponents to matches
   I. You may only challenge/accept one challenge per week. Challenges should be made by calling or e-mailing other players. Please respond to challenges as soon as possible to allow for more matches to be played.
   J. To determine starting positions on the ladder, players will be put in random order.
   K. You may challenge 3 spots up/down
   L. Players must accept the challenge within 3-4 days. If a player fails to respond to a challenge or declines a challenge, they will lose by default. Any player under challenge cannot accept a second challenge until the first challenge is played.
   M. You may decline up to 2 challenges
   N. Two teams can play each other up to 2 times
O. If the worse seeded opponent wins then they will take the better seeded opponent’s place and the better seeded opponent will move down 1 spot, if the better seeded opponent wins then both opponents will remain in their current rankings.

P. It is each participant’s responsibility to check the ladders online to see where they fall. Participants can challenge either of the players ranked one to three places above them by contacting that player. Intramural Sports does not schedule matches.

III. Conduct

A. The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Revised (12/13)