A. ELIGIBILITY
Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
All games will be played at the Rolfs Sports Recreation Center.

C. FORFEITS/RESCHEDULES:
If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 3-0 win for your opponent.

D. SCHEDULE:
All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector’s signature.**

G. INSURANCE WAIVERS:
All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

H. CHECK-IN:
It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

J. ALCOHOL, TOBACCO & DRUGS:
Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. PLAYERS
1. Teams consist of 4 players - One team of doubles, one A singles player and one B singles player
2. The roster may have more than 4, but only 4 players will participate on game night.
3. It is assumed that A players will be the most highly skilled and B players will be the next most highly skilled.
4. Doubles players may not compete in singles on a given night, since all games will occur at the same time.
5. The nightly lineup may be determined anytime up until the game is scheduled to start.
6. Any team that does not have 4 players to start the game will forfeit the games that they do not participate in.

B. GAME AND MATCH
1. Games are played to 21 points, must win by 2 points.
2. Scoring will be as follows:
   i. Doubles wins = 1 point.
   ii. Singles wins = 1 point.
   iii. Matches will be won by scores of 3-0 or 2-1
3. Matches consist of the best 2 out of 3 games.

C. CHOICE OF ENDS AND SERVES
1. Players can flip a coin to decide who serves first. The person losing the flip can pick the side they want.
2. First serve is alternated from game to game.
3. Players switch sides after each game.

D. SERVICE
1. The must bounce the ball on their side of the table with their free hand and then hit it with the paddle.
2. The ball must bounce once on the server's side of the table and only once on your opponent's.
3. The ball must cross the end line and must not cross the edge lines on the service.
4. If the server serves two consecutive let serves, the point is awarded to the receiver
5. Each player serves 5 points and then the serve is rotated.

E. GOOD RETURN
1. Returning the ball with a volley (before it hits the table on your side) at any time during play is legal
2. The ball must always cross the net (no around the net shots).

F. SCORING
1. A player scores a point when the opponent:
   i. Fails to make a good serve
   ii. Fails to make a good return
   iii. Obstructs the ball
   iv. Allows the ball to bounce twice in their court
   v. Strikes the ball twice in one turn
   vi. Moves the table while the ball is in play
   vii. Touches the playing surface with the free hand