Play is governed by the following rules:

GENERAL INFORMATION
1. All Intramural Sports participants are required to carry his/her UNLV issued RebelCard at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs before you play.
2. Intramural Sports does not take responsibility for injuries that are related to Intramural Sports activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
3. Team captains/participants are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized and/or asked to leave the event.
4. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

EQUIPMENT
1. Players must provide their own paddle. However, if you do not have a paddle they will be available for check out from the IM Staff. In order to check out a paddle you must provide your Rebel Card to the staff member.
2. Both teams must agree on the ball used. Balls will be provided by the IM Staff if necessary. Only 3-star balls may be used during the tournament.
3. Protective eyewear is encouraged but not required.
4. Players must be fully clothed at all times.

DELAY TIME & FORFEITS:
1. During seeding play, all players will be required to challenge and play at least 2 games – there is no maximum. To be eligible for tournament play, a player must win at least one game.
2. During tournament play, a schedule will be developed and posted the day tournament play begins. Any participant not present at their designated game location within 5 minutes of their scheduled start time will forfeit their match with no refund.

GAME PLAY:
1. All matches will be a one game match played to 30 points.
2. After deciding the serve, each player will serve five points each.
3. If a player serves a net ball (called a ‘let serve’), the point is replayed. (On the second “let serve” this will result in a fault and the non-server will be awarded a point.)
4. The server in singles can serve anywhere: short, long, straight, or cross-court. Only in doubles do you have to serve diagonally from your right court to the opponent’s right court. In doubles each partner takes a turn serving before turning the ball back over to their opponents.
5. If you move the table, or touch it with your free hand, during the rally, you lose the point.
6. If a you or your clothing touches the net or post during the rally, you lose the point.
7. If you hit the ball twice in succession, you lose the point.
8. If your shot hits a wall, the ceiling, or misses the opponent’s side of the table, you lose the point.
9. If your opponent distracts you by talking or yelling while the ball is in play, play a let.
10. At 29-29, the score is called “Deuce”. A player must then win by 2 points.
Alternate serves until one player has a 2-point lead or one player has reached 35. All scores must be reported to the scoring/check in table for match to be considered valid.