

**FLORIDA GATEWAY COLLEGE
PING-PONG RULES**

COMPOSITION

- One-on-One
- Substitute(s) will be permitted in the event of documented injury (TBD by Student Activities Office)

SCHEDULING

- Players are given 48 hours from notification or the time of completion of their previous match, to complete their next match
- Matches are scheduled by the participating players at a time best suited for each player, but within the allotted time line
- Matches must be completed during the same time they begin (TBD by SAO)

CLOCK MANAGEMENT

- Each match is played in the best-of-three format
- Each match is allotted 45 minutes for completion
- At the conclusion of the allotted time, if each participant has won one game a piece, whoever is ahead in score of the game in progress will be declared the winner

DEFENSE

- “Spiking” is not permitted and will result in a point for the opponent
- Spiking is defined as breaking the plane of the net with any part of the player’s body or equipment
- Ball must land in play before a return is placed and will result in a replay of point
- Ball is not permitted to be touched if a return is thought to be out-of-play and will result in a replay of point

EQUIPMENT

- Each player must be equipped with appropriate athletic equipment
- Paddles and balls are provided by the Florida Gateway College Student Activities Association (SAO)
- If any damage occurs to the equipment provided by FGC and the SAO, the offender will be subject to a replacement cost with no questions asked!
- Player(s) are permitted to use their own paddle and/or balls

OFFENSE

- “Spiking” is not permitted and will result in a point for the opponent
- Spiking is defined as breaking the plane of the net with any part of the player’s body or equipment
- A legal serve consists of a ball hitting a player’s own side before hitting the opponent’s side.
- An illegal serve will result in a replay of point

POSSESSION

- Beginning serve is to be determined by “volley”
- Scoring is determined by the rally system (no serve required to win a point)
- Serve will alternate after five serves/points
- A game will end at 21
- A player must win by two points
- A ”skunk” is a score of 11-0 and constitutes an automatic win for the higher scoring player

PENALTIES

- “Spiking” is not permitted and will result in a point for the opponent
- Players are permitted a 15 minute grace period on the start of the scheduled match.
- Failure to report for competition or reporting after the grace period results in forfeiture

SPORTSMANSHIP

- Inappropriate language, inappropriate gestures, taunting, intentional or repeated violation of rules, flagrant disregard for appropriate standards of conduct, violation of the FGC Student Code of Conduct will not be tolerated!
- Any violation of one or a series of the above mentioned rules will result in appropriate penalty and possible ejection from the game (TBD by SAO)
- An ejection from a game may result in subjection to the FGC Judicial Affairs Board
- Multiple ejections of one player during the season will result in expulsion from competition

LEAGUE RULES

- Teams will play in a single elimination bracket
- Match play may be “unsupervised” and will operate on the honors system
- It is the responsibility of each participant (winner & loser) to report the results of the previous match to the SAO within a 24 hour period.
- Bracket pairings and results will be posted in various places, including the Student Activities Lounge and Recreation Room