



# Ping Pong RULES

## // GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

## // GAME DURATION

1. 1 match against 1 team, playing best of 3 games. Each game is played to 21 points, with rally scoring, which means that every point counts.
  - a. Teams will play 2 matches per night.
2. Matches during the regular season are played to a 30 minute time limit, or to when a team wins 2 games during the Match. Whichever comes first.
3. At least 2 games need to be played for the match to be official
  - a. During the regular season, Matches can end in a 1-1 tie if the time limit is surpassed. The League host will announce at 5 minutes remaining in your timeslot. Whatever game you are in at that time will be considered the last game of your match.

## **// START OF PLAY**

1. Team captains will play rock, paper, scissors. The winner can choose to serve first or the side of the table they prefer.

## **// ROSTER**

1. Team sizes for Ping Pong are between 2-4 players.
2. Team sizes may only be 2 total IF prepaying for the whole team. (As this is a multi-week league, this is to prevent forfeits due to people occasionally having to miss a match.)
3. Players will rotate in between each game.
  - a. You may not switch players mid game.
4. In a scenario where only one player on a team can make the match - a substitute is only allowed if they are playing in a current Jax Fray league. If there is a substitute who is not currently playing in a Jax Fray league, the game will be counted as a forfeit.

## **// Serving**

1. Each team will have serving rights in sets of 5. Once their 5 serves are up, serving then switches to the other team.
  - a. During doubles games, The serving player for a team will switch every 2 serves.
2. The server must hit the ball so that it first bounces on their side of the table and then clears the net and lands on the opponent's side.
3. During doubles games, on the serve, the server must serve from one side of the table to the other, and the returner must be the player on the side of the table where the serve must be hit.
4. If a serve hits the net and lands on the other side of the net it is considered a "let" and will be re-served. There are no limits to the number of "let" serves allowed.
  - a. Note that if this happens during a Rally, it is a legal hit and point for the team that hit it if it goes un-returned.

## **// General Rules & Scoring**

1. A team scores when the opposing team is unable to return their hit.
2. No volleys are allowed, the ball must strike the table before being attacked.
  - a. Important note: players are not penalized for hitting a ball that misses or is past the table.
3. Doubles partners must alternate hitting balls in a rally, no matter where the ball lands on the table.
  - a. If a player hits the ball two turns in a row, it is considered a point for the other team.
4. A “skunk” rule applies with a score of 11-0.

## **// Sportsmanship**

1. Ping Pong is a self-regulated game that relies on the Honor System. Teams and players are responsible for calling their own faults during play. If a fault occurs, you are expected to call it as such. While the league host may at times call a fault, a lack of a call by a Referee does not remove your obligation to abide by the Honor System.
4. The League Host has the authority to eject anyone before, during and immediately after any match if they feel it is warranted.
5. All decisions made by the league host are final.

## **// Equipment, Uniforms & Facility Use**

1. All equipment will be provided by Jax Fray or the facility, including game balls and Paddles. You are more than welcome to bring your own Paddles as well!

2. Players should make every effort to wear the official Jax Fray shirt.
3. Players must wear athletic, closed toed shoes.
4. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

### **// Playoffs & Standings**

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.

2. Standings are sorted based on teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:

\*Head-to-head matchups

\*Score differential

\*Points For

\*Points Against

### **// Forfeits**

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.

\***First Forfeit** – Loss of game and warning issued

\***Second Forfeit** – Loss of game and Fray reserves the right to remove team the playoffs.

\***Third Forfeit** – Loss of game and removal from the league with no refund

2. In the case of a forfeit, the final score is recorded as 2-0.

## **// Weather Cancellations**

1. One week is built into the end of each season
2. All players will be notified via email if games are canceled
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit normal scheduled game duration and more than half the game has been played, the game shall count as the full game