GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.

4. **Unsportsmanlike Conduct** will result in a disqualification regardless of the score. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD:

1. Matches are played on the track in the Cabot Center.

2. A match is played best of three (3) games to twenty-one (21) points. Games must be won by two (2) points.

3. Players will volley for first serve in the first game. For each sequential game, the loser of the previous game will serve first.

4. Players alternate serves every five (5) points until the score gets to 20-20. If the score reaches 20-20, then serve is alternated after every point until one player wins by two (2) points.

5. **Service** - A legal serve must include the following:
   - The server must throw the ball from one hand, and strike it with the paddle held in the other hand (So, no spin can be added by the hand tossing the ball.
   - After striking the server's paddle, the ball must strike the server's side before going over the net.
   - Once going over the net, the ball must contact the returner's side of the table before the returner may return it.
   - The server's paddle must contact the ball behind the endline and between the sidelines extended.

6. A let occurs when the serve hits the net and then continues over the onto the returner's side of the table.
   - The point is replayed, but if on the replayed serve, another service let occurs the server loses the point.
   - The point will be replayed if the ball breaks during the point.

7. A player loses the point if any of the following occurs:
   - He or she misses the ball completely on a serve.
   - He or she intentionally contacts the surface of the table.
   - He or she hits the ball with anything other than the paddle or the hand holding the paddle.