



2025 Gulf Coast ASCE Student Symposium

Starkvegas Ping-Pong Competition

March 7, 2025

8:00 am - 4:00 pm

Overview:

In this competition, teams will compete in a ping-pong tournament. Teams will compete for points with 1 point awarded to the winning team of a game. Games can be played in singles or doubles format, as long as the two competing teams agree on the format or are overruled by the judge. Any registered undergraduate student attendee representing their university's ASCE Student Chapter can play one or more games during this competition.

Team Eligibility:

Teams should state their Notice of Intent to participate in this competition at the symposium registration desk on March 6, 2025 and provide the name and email address of the team captain. Earlier Notice of Intent notifications are encouraged and should be emailed to asce25symposium@lists.msstate.edu.

Competition Structure:

Teams will compete for the most points overall, with each point signifying one win. A team may play any other team for a point, but once two teams have competed they may not play again. Winning points will be recorded for each team as well as which teams have already played against each other.

Location:

The ping-pong spirit competition will take place at Lake Tiak-O'Khata at the outdoor ping-pong table. Paddles and balls will be provided. The ping-pong table will be open during the entire day at Lake Tiak-O'Khata.

Scoring Points:

A game is played to 11 points, and must be won by two points. Each side of the table alternates serving two points at a time. Exception: after tied 10-10, service alternates at every point. Points can be scored on serves.

Serving:

Hold the ball in your open palm, behind your end of the table. Toss at least 6" straight up, and strike it on the way down. It must hit your side of the table and then the other side. Once the ball leaves the server's hand it is in play, and so counts as the receivers' point if the ball is missed or mis-hit. There is no restriction on where the ball lands on your opponent's side of the table.

“Lets”:

During a rally, the ball is allowed to touch the top of the net and then lands as a legitimate hit. However, not when serving. If a served ball hits the net on the way over and otherwise legally bounces in play, it's a “let” serve and is done over. There is no limit on how many times this can happen.

Volleys:

You cannot hit the ball before it bounces on your side of the table. This is considered a volley and results in a point for your opponent. When your opponent hits a ball that sails over your end of the table without touching it and then hits you or your paddle, that is still your point.

Bouncing Back:

If you hit the ball in a rally or on a serve and it bounces back over the net after hitting your opponent's side of the table (due to extreme spin), without your opponent touching it, that is your point.

Touching the Ball:

If the ball touches your paddle hand and otherwise results in a legal hit, there is no rule violation and the play continues as normal. Your paddle hand includes all fingers and hand area below the wrist. You may not touch the ball with your non-paddle hand for any reason. It will result in a point for your opponent. You may touch the ball or the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body. If the table moves at all from you touching it during a rally, that is your opponent's point.

“Edge” Balls:

An otherwise legal serve or hit may contact the top edge of the horizontal table top surface and be counted as valid, even if it bounces sideways. The vertical sides of the table are not part of the legal playing surface.

Honors System:

If no judge is present during a match and the players disagree on a certain call, the “honor system” applies and the players should find a way to agree, or play the point over. If no agreement can be met, opponents will play rock-paper-scissors to determine who gets the point. If a judge is present, all disputes are resolved via the judge's decision.

Placing:

The teams with the top three highest point totals will receive an award. The placing of teams with equal point totals will be determined by the judge via coin flip and/or roll of dice.

Requests for Information (RFI):

Submit any RFI's via email to asce25symposium@lists.msstate.edu.