TABLE TENNIS RULES
INTRAMURAL SPORTS

Each player must meet one of the following conditions to sign-in:
1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

All matches will be governed by the United States Table Tennis Association rules except where intramural rules allow for variation:

1. Equipment and Schedule
   1.1 Players will be responsible to acquire paddles and balls. Paddles may be of any size, shape, or weight as long as the blade is not covered with sandpaper material.
      1.1.1 Paddles and balls may be checked out at the Campus Rec Access desk in the Wildcat Center at no charge.
   1.2 Participants must arrange their own time, place and date of play. The schedule dates are considered “Play by” dates which means the match must be completed by that time.
      1.2.1 Matches can be played in the Wildcat Center or the SIL office.
   1.3 It is the responsibility of the winning player/team to report the outcome of the game to the Competitive Sports Office via email.
      1.3.1 If after two days of trying to email AND call an opponent you do not hear a response, you may submit the match as a forfeit.

2. Teams for Doubles
   2.1 Teams will consist of two players.
      2.1.1 If a team only shows up with one player, the game will be forfeited at the start time of the match.

3. Matches and Scoring
   3.1 All matches will play a best two out of three games.
   3.2 A game shall be won by the player/team who first wins 21 points unless both players/teams have score 20 points. The winner of the game shall then be the player/team who first wins two points more than their opponent.
   3.3 A point is scored by the opponents if:

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3.3.1 A server fails to make a good service.
3.3.2 A player fails to make a good return when it is their turn to do so.
3.3.3 A player, their paddle, or anything they wear or carries, touches the net or its supports or moves the playing surface.
3.3.4 A player’s freehand touches the playing surface while the ball is in play.
3.3.5 Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on their side of the table, it comes in contact with the player or anything they wear or carry.
3.3.6 At any time either player volleys. A volley consists of hitting the ball before it has bounced

4. Service
4.1 Service order is determined by a coin toss.
4.2 The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface.
4.3 Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward.
4.4 As the ball is descending, it shall be struck so that it touches first the server’s court and then passes directly over or around the net and touches the receiver’s court.
   4.4.1 In Doubles, the service shall be delivered so that it touches the server’s right half-court or the center line on their side of the net and then touches the receiver’s right half-court or the center line on their side of the net.
4.5 If, in attempting to serve, the server misses the ball altogether it is a lost point.
4.6 After five points the receiver shall become the server, and the server the receiver, and so on after each five points until the end of the game or the score 20-all.
   4.6.1 From the score 20-all the service shall change after each point until the end of the game.
   4.6.2 In Doubles, the first five services shall be delivered by the selected partner of the pair who have the right to do so and shall be received by the appropriate partner of the opposing pair. The second five serves shall be delivered by the receiver of the first five services. The sequence is continued until the end of the game or the score of 20-all, when the sequence of service and receiving shall be uninterrupted, but each player shall serve only one service in turn until the end of the game.
4.7 The player/team who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

5. Ball in Play
5.1 The ball is in play from the moment at which it is projected from the hand in service until:
   5.1.1 It has touched one court twice consecutively

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5.1.2 It has, except in service, touched each court alternately without having been struck by the paddle intermediately
5.1.3 It has been struck by any player more than once consecutively
5.1.4 It has touched any player or anything that is worn or carried except the paddle or paddle hand below the wrist.
5.1.5 On the volley it comes in contact with the paddle or paddle hand below the wrist.
5.1.6 It touches any object other than the net or supports.

6. A Let
6.1 A let occurs:
   6.1.1 If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.
   6.1.2 A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.
   6.1.3 The rally is a let if the ball becomes split or otherwise fractured in play.