

Intramural Table Tennis Rules & Regulations

These Intramural Table Tennis rules are based on the general rules of table tennis with modifications to accommodate all skill levels in intramural competition.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

Equipment

Paddles/Balls: Equipment will be provided by the Intramural Sports Staff at the game site. Participants may furnish their own paddles if they choose. All personal paddles must be approved by the Intramural Sports Staff. Balls will be provided by Intramural Sports; no other ball may be used.

Game Regulations

Players: An official team shall consist of one (1) player for singles play and two (2) players for doubles league. No substitutions are allowed for this sport. Any roster changes must take place before the first scheduled match.

Game Length: A match will consist of the best two (2) out of three (3) games OR 25-minute period (with a 5-minute warm-up). When the time limit is called, every game currently underway should be finished. If the outcome of that game results in a tie, the tie-break rule below should be used to determine a winner.

Official Game: In the event where a match must be terminated immediately, the match will be considered official if at least one game has been completed. The score will be taken as final as it stood on termination. If the match has not yet reached one game, it is considered a cancelled match and will not be counted toward the playoff qualification.

Playing Area: All table tennis matches will be played in the BSC / Building 10.

Sport Specific Rules

Scoring: A game is played to 11 points, win by 2. There is no cap score per game, but the match will be called at 25 minutes.

Service: Service should be decided by a game of rock-paper-scissors. Winner serves; loser decides which side of the net to play on.

The ball shall be placed on the palm of the free hand, which must start at a stationary position and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending,

it shall be struck so it touches either side of the court. **IT DOES NOT HAVE TO TOUCH THE SERVERS COURT BEFORE TOUCHING THE RECEIVERS COURT.** If, in attempting to serve, the server misses the ball altogether it is a lost point.

At the end of each game, the players shall switch sides. In the deciding game, the players will switch sides at 5 points.

Singles: Player can serve the ball to any side of the table. The ball must hit the legal playing surface(s).

Doubles: Players must serve the ball across the table over the net inside the opposite half (box) of the table. The ball must hit the legal playing surface(s). Players must alternate hitting the balls during the rally.

Ball in Play: The ball is in play from the moment at which it is projected from the hand in service until:

- a) It has touched one court twice consecutively,
- b) It has, except in service, touched each court alternately without having be struck by the racket intermediately.
- c) It has been struck by any player more than once consecutively.
- d) It has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.
- e) On the volley it comes in contact with the racket or racket hand below the wrist.
- f) It touches any object other than the net or supports.

Choice of the Order of Play: The choice of ends and the right to be server or receiver in every match shall be decided by rock/paper/scissors. The winner shall have the choice of either being server or receiver, and the loser has the choice of which side of the table they play on.

The Order of Service: After two (2) points, the receiver shall become the server, and the server the receiver, and so on after each two (2) points until the end of the game or the score 10-all (10-10). For the score 10-all the service shall change after each point until the end of the game. The player who served first in a game shall be the receiver first in the subsequent game and so on until the end of the match.

Definition of a Let: A let is a serve that touches the net while the ball travels across the table. When a let is declared, the point is re-played.

- a) A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.

- b) The rally is a let if the ball becomes split or otherwise fractured in play.
- c) **A point is scored by the opponents if:**
 - a. A server fails to make a good service after 1 attempt.
 - b. A player fails to make a good return when it is his/her turn to do so.
 - c. A player, his/her racket, or anything they wear or carries, touches the net or its supports or moves the playing surface.
 - d. A player's free hand touches the playing surface while the ball is in play.
 - e. Before the ball in the play passes over the end lines or sidelines not having yet touched the playing surface of his/her side of the table, it comes in contact with the player or anything he/she wears or carries. (A volley)
 - f. A player hitting the ball on the volley (without bounce on their side) or attempting to stop the ball even if its way over the table still constitutes a point to the opponent.

Tie-Breaker Rule: In the event of a tie due to the time limit, one final point will be played and the winner of that point wins the set. The server will be whomever was in line to serve next.