



## INTRAMURAL SPORTS **Table Tennis Rules**

### **1. Players & Equipment**

- 1.1. TEAMS: Depending on the type of league/tournament each team will consist of the number of players listed below:
  - 1.1.1. Doubles – 2 players
  - 1.1.2. Singles – 1 player
- 1.2. Teams can be comprised of any ratio of males/females. Teams must have the correct number of players to play the game.
- 1.3. Players may NOT wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.4. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.
- 1.5. Table Tennis balls and paddles will be provided by the intramural program. Participants are free to use their own as well.
- 1.6. All players must wear closed toe shoes.

### **2. Game Factors & Timing**

- 2.1. Shall consist of the best 2 out of 3 games.
- 2.2. Shall be won by the first player to score 21 points and win by a 2-point advantage.

### **3. Rules of Play**

- 3.1. BEGINNING THE GAME: To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has a choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
- 3.2. RALLY SCORING: A point shall be awarded on every service.
- 3.3. SERVING: The service must touch the server's court first, then pass directly over the net, and touch the opponent's court. The server will have service for 5 total points.
- 3.4. RE-SERVE: If the ball hits the net, passes over and lands into the opponent's court, there will be a re-serve.
- 3.5. SWITCHING SERVES: The players will switch every five serves until a winner is decided. Exception: when each player has 20 points, the serve will alternate until a player wins by 2 points.

### **4. Doubles Modification**

- 4.1. SERVING: The pair who has the right to serve shall decide which partner will serve first. The opposing pair shall then decide who will receive first.
- 4.2. ORDER OF HITS: The server must make a good service and the receiver a good return. Then, the partner of the server shall make a good return and the partner of the receiver shall make a return. The order will continue to switch until a point is decided. No player shall hit two consecutive shots in doubles play.

4.3. SWITCHING SIDES: After each game, the pairs shall change ends. The pair serving first in the previous game shall become the first receivers in the next game and vice versa.