

INTRAMURAL TABLE TENNIS PLAYING RULES

General Information

- 1) **The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the Table Tennis Event webpage.**
- 2) **Participants must have a valid photo ID with them at all times.**
- 3) All players must be currently enrolled UT students or Faculty/Staff RecSports members.
- 4) Intramural Table Tennis is governed by USATT playing rules and any modifications outlined in this document.

Equipment

- 1) Paddles will be made available to players for checkout at the time of their match.
- 2) Players may provide their own paddles for competitive play.

Game

- 1) A game shall be won by the player first scoring 21 points unless both players score 20 points, when the game shall be won by the first player subsequently gaining a lead of 2 points.

Match

- 1) A match is the best two out of three games.

Service

- 1) The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface.
- 2) 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 that it touches first the server's court and then passes directly over the net and touches the receiver's court.
- 3) If, in attempting to serve, the server misses the ball altogether, it is a lost point.

Ball in Play

- 1) 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 been 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

- 1) The choice of ends and the right to be server or receiver in every match shall be decided by coin toss or rock/paper/scissors. The winner shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.

Order of Service

- 1) 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.
- 2) From the score 20-all, the service shall change after each point until the end of the game.
- 3) The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

3) The rally is a let if the ball becomes split or otherwise fractured in play.

A Point

- 1) Unless the rally is a let, a player shall score a point if:
 - a) The opponent fails to make a correct service
 - b) The opponent fails to make a correct return
 - c) After s/he has made a service or a return, the ball touches anything other than the net assembly before being struck by the opponent
 - d) The ball passes over his/her court or beyond his/her end line without touching his/her court, after being struck by the opponent
 - e) The opponent obstructs the ball
 - f) The opponent intentionally strikes the ball twice successively
 - g) The opponent, or anything the opponent wears or carries, moves the playing surface
 - h) The opponent, or anything the opponent wears or carries, touches the net assembly
 - i) The opponent's free hand touches the playing surface
 - j) The opponent touches the table with either hand before striking the ball