INTRAMURAL TABLE TENNIS RULES

1. The Game:
   a. All participants are subject to the Eligibility Rules, listed in the ASI Intramural Sports Participant Handbook.
   b. The Court
      i. Games will take place in the Multi-Activity Center (MAC) inside the Recreation Center
   c. The Officials
      i. Table tennis is a self-officiated intramural sport

2. Equipment/Dress Code
   a. Dress Code
      i. Closed-toed shoes must be worn at all times when inside the Recreation Center

3. Fouls and Penalties
   a. Spectators
      i. Spectators and team members not playing must stay out of the playing field at all times
      ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a “minus” behavior rating.
   b. Zero Tolerance Policy
      i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

4. Singles Rules
   a. The Game
      i. A game shall be won by the player who first scores 21 points, unless both players have scored 20 points. In this case, the winner of the game shall be the player who first wins two points more than their opponent.
      ii. A match is won best two out of three games
   b. The Racket
      i. The racket, or paddle, may be any size, shape, or weight
      ii. The blade may not be covered with sandpaper material
   c. Service
      i. The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface
      ii. Service shall commence by the server projecting the ball by hand only, without imparting spin, and nearly vertically upward
      iii. 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
iv. If, in attempting to serve, the server misses the ball altogether, it is a lost point
d. Ball-in-play
i. The ball is in play from the moment at which it is projected from the hand in service until:
   1. It has touched a player’s court side twice consecutively
   2. It has, except in service, touched each court alternately without having been struck by the racket immediately
   3. It has been struck by any player more than once consecutively
   4. It has touched any part of a player or anything that is worn or carried, except the racket or racket hand below the wrist
   5. It touches any object other than the net or supports
e. Choice of the Order of Play
i. The choice of court end or service shall be decided by a coin toss at the start of every match. The winner of the toss shall have the choice of receiving end or choice of service. The other play will then take the remaining choice.
f. The Order of Service
i. After five points, the receiver shall become the server, and the server shall become the receiver, and so on after each five points until the end of the game or the score of 20-all. From the score 20-all, the service shall change after each point until the end of the game.
ii. 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
g. A Let
i. If a served ball, in passing over the net, touches the net or its supports, but is otherwise good, a let is declared and the point is replayed
ii. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball
iii. The rally is a let if the ball becomes split or otherwise fractured in play
h. A point is scored by the opponents if:
   i. A server fails to make a good service
   ii. A player fails to make a good return when it is their turn to do so
   iii. A player, their racket, or anything they are wearing or carrying touches the net or its supports or moves the playing surface
   iv. A player’s freehand touches the playing surface while the ball is in play
   v. When returning or serving, the ball comes in contact with the opposing player or anything they are wearing or carrying before landing on their court side

5. Doubles Rules
a. The Game
i. A game shall be won by the team who first scores 21 points, unless both players have scored 20 points. In this case, the winner of the game shall be the team who first wins two points more than their opponents.
ii. A match is won best two out of three games
b. Service
   i. The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface
   ii. Service shall commence by the server projecting the ball by hand only, without imparting spin, and nearly vertically upward
iii. 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.

iv. If, in attempting to serve, the server misses the ball altogether it is a lost point.

c. Order of Play

i. The server shall first make a good service and the receiver shall then make a good return. Then the partner of the server shall then make a good return and the partner of the receiver shall then make a good return. Then the pattern will start over, and the server shall then make a good return and thereafter each player alternately in that sequence shall make a good return.

d. Choice of the Order of Play

i. The pair who has the right to serve the first five serves in any game (determined by the coin toss) shall decide which partner shall do so.

ii. In the first game of a match, the opposing pair shall then decide similarly which shall be the first receiver.

iii. In subsequent games, the serving pair shall choose their first server, and the first receiver will then be established automatically to correspond with the first server as provided below.

e. The Order of Service

i. 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 serves. The sequence is continued until the end of the game or the score of 20-all. At 20-all, 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.

ii. In each game of a match, the initial order of receiving shall be opposite to that in the preceding game.

f. Out of Order Receiving

i. If a player acts as receiver out of his turn, play shall be interrupted as soon as the mistake is discovered and shall continue with that player receiving who, according to the sequence established at the beginning of the game should be receiver at the score which has been reached. In any circumstances all points scored before the discovery shall count.

g. A Let

i. If a served ball, in passing over the net, touches the net or its supports but is otherwise good, a let is declared and the point is replayed.

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

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

h. A Point is Scored by the Opponents if:

i. A server fails to make a good service.

ii. A player fails to make a good return when it is their turn to do so.

iii. A player, their racket, or anything they are wearing or carrying touches the net or its supports or moves the playing surface.

iv. A player’s freehand touches the playing surface while the ball is in play.

v. When returning or serving, the ball comes in contact with the opposing player or anything they are wearing or carrying before landing on their court side.