

UT INTRAMURAL SPORTS PROGRAM

TABLE TENNIS RULES – FALL 2009

Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.

GENERAL INFORMATION

1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

EQUIPMENT

1. TABLE TENNIS BALLS/PADDLES: Table tennis balls and paddles are available for check-out at the Welcome Desk in the Student Aquatic Center.

THE MATCH

1. SELF-SCHEDULING: It is the responsible of both parties to contact each other to schedule a play time and place. This match must be scheduled and played prior to the deadline posted for the round.
2. MATCH: Shall consist of the best two (2) out of three (3) games.
3. GAMES: Shall be won by the player to first score twenty-one (21) points, player must win by a two (2) point advantage.
4. RALLY SCORING: A point shall be awarded on every service.

5. COIN TOSS: Winner of a coin toss has the option of selecting one of the following: serving, not serving, or choosing the side of the table. The loser of the toss shall have a choice of remaining alternatives.

SINGLES RULES

1. The service must touch the server's court first, then pass directly over the net, and touch the opponent's court. If the ball hits the net, passes over and lands into the opponent's court, there will be a re-serve.
2. The server will have service for five (5) total points. 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 two (2) points.

DOUBLES RULES

1. 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.
2. A legal service shall be delivered so it touches first the server's right half court (or the center line on his/her side of the net), then passes directly over the net, and lastly touches the receiver's right half court (or receiver's center line).
3. 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. Each server shall serve for five (5) points. At the end of each five points, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence shall continue until the end of the game. Exception: when each team has 20 points, the sequence of serving and receiving shall continue uninterrupted except that each player shall serve only one (1) point in turn and the serve will alternate after each point in turn until a pair is ahead by two (2) points.
5. 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.