UIW Intramural Table Tennis Rules

Eligibility

* All participants must be UIW students, faculty, or staff

Equipment

* All necessary equipment will be provided. However, individuals may use their own paddle if desired.

Format

* A match will consist of best of 3 sets
* A set will be won by the player that is first to score 21 points and said player must win by at least 2 points.

Service

* The ball shall be placed on the palm of the free hand which must be stationary and above the level of the table.
* Service shall begin with the server tossing the ball without spin in an upward manner that allows the ball to visibly leave the hand.
* The server shall strike the ball causing the ball to bounce once on their own side of the table followed by the ball bouncing on the opponent’s side of the table without touching the net.
* Each time 5 points have been scored, the receiving player shall become the serving player and so on until the end of the game or each player has scored 20 points.
* If both players have scored 20 points, the players shall alternate serves until the end of the game.

A Let

* The ball is in play from the last moment at which it is stationary before being tossed in service until:
	+ It touches anything other than the playing surface, the net assembly, the racket held in the hand or the racket hand below the wrist.
	+ The rally is otherwise decided as a let or a point.
* A rally is a let when:
	+ If in service, the ball in passing over or around the net assembly, touches it, provided the service is otherwise good or is volleyed or obstructed by the receiver.
	+ If the conditions of play are disturbed in a way in which it is likely to affect the outcome of the rally.
	+ If the service is delivered when the receiving player is not ready provided that the receiver does not attempt to strike the ball.

A Point

* Unless the rally is a let, a player shall lose a point when:
	+ The player fails to make a good service.
	+ The player fails to make a good return.
	+ The ball is struck twice successively.
	+ The ball touches the player’s court twice successively.
	+ The player or anything the player wears or carries, touches the net or its supports while the ball is in play.
	+ The player is serving, and the player stamps his/her foot.

Out of Order Serving, Receiving, Ends

* If the players have not changed ends when they should have done so, play shall be interrupted as soon as the error is discovered and shall resume with the players at the correct ends. The score will remain at that which has been reached.
* If a player serves or receives out of turn, play shall be interrupted as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached according to the sequence established at the beginning of the match.
* In any circumstances, all points scored before the discovery of an error are kept.