Table Tennis Rules
(Updated 8/14)

Recent Rules changes will appear in hi-lighted and italicized font.

Rule 1: Facility
1) All matches will be played in the Field House. There are drop-in tables available at the back of the Field House Main Deck. Alcohol and tobacco are not permitted inside the facility.

Rule 2: Player Eligibility
1) All Intramural Sports eligibility rules apply. Please check your Intramural Sports Rules and Regulations carefully.

Rule 3: Game Setup
1) Table Tennis uses a “play-by” tournament format, meaning players will be paired with an opponent for first round matches. Players will have 1 week to play their matches before advancing to the next round of the tournament. The bracket will be updated the day following the deadline for each round. It is the responsibility of each player/team advancing in the tournament to set up the date and time for the next round to be played. Contact information for your next opponent will be provided to facilitate communication for future matches. The results of each match are to be emailed, by the winner, to clinton-angus@uiowa.edu upon completion. Make sure that the winner’s name, loser’s name, and the scores are all listed in the email. The results must be submitted no later than 11:59 PM on the day of the deadline. All match results will be posted on IMLeagues.com.
   a. **Note**: If the match cannot be played within 1 week, both players must contact the Intramural Sports Office and notify the Intramural Staff when the match will be played. Note that the extension of a deadline is only permitted with approval from an Intramural Sports Administrator and does NOT extend the following round’s deadline.
2) A game shall be won by the player/pair first scoring 11 points unless both players/pairs score 10 points. If both player/pairs are tied at 10 points, the game is won by the first player/pair subsequently gaining a lead of 2 points.
3) The game will be capped at a maximum of 15 points. A match shall consist of the best-of-5 games.
4) The Championship Match will be played to the best-of-7. Participants must use a ball agreed upon by both players.
5) The winner of a coin toss or rock, paper, scissors match between opponents shall have choice of serving, receiving, or choice of ends for the first game. The loser of the toss shall have the remaining choice.
6) The players or pairs will alternate serve and side each game.
7) A player must allow the ball to bounce before making a play on it.
8) If any disagreement occurs in regard to a point, a game, or any other play situation, it shall be mutually agreed by all players in the game that the point or situation be played over immediately.
Rule 4: The Order of Play

1) **Singles**: In singles, the server shall first make a good service, the receiver shall then make a good return, and thereafter server and receiver alternately shall make a good return.

2) **Doubles**: The server shall first make a good service, the receiver shall make a good return, the partner of the server shall then make a good return, and the partner of the receiver shall then make a good return, and so on.

Rule 5: The Service

1) Service shall start with the ball resting freely on the open palm of the server’s stationary free hand.

2) The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.

3) As the ball is falling the server shall strike it so it touches first his/her court and then, after passing over or around the net assembly, touches directly the receiver’s court; in Doubles, the ball shall be served cross court from the right side of the service court to the right side of the receiver’s court. In Singles, service is open.

4) From the start of the service and until it is struck, the ball shall be above the level of the playing surface and behind the server’s end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his/her doubles partner.

5) In order for the serve to be legal, it cannot bounce twice on the server’s court.

6) A let shall be called during the service if the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner. There is no limit on how many lets may occur successively.

Rule 6: The Return

1) The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent’s court, either directly or after touching the net assembly.

Rule 7: Scoring Points

1) Unless the rally is a let, a player/team shall score a point if the opponent fails to make a good service.

2) A player/team shall score a point if the opponent fails to make a good return.

3) A player/team shall score a point if, after the player has made a good service or a good return, the ball touches anything other than the net assembly before being struck by the opponent.

4) A player/team shall score a point if the ball passes beyond the end line without touching the court, after being struck by the opponent.

5) A player/team shall score a point if the opponent or anything the opponent wears or carries moves the playing surface.

6) A player/team shall score a point if the opponent or anything the opponent wears or carries touches the net assembly.

7) A player/team shall score a point if the opponent’s free hand touches the playing surface.

8) A player/team shall score a point if a doubles opponent strikes the ball out of sequence.