



# Campus Recreation: Intramural Table Tennis Rules

## Rule 1: Tournament Rules

### I. Scheduling Matches

- a. Opponents will be allowed to schedule their own matches
- b. All games **MUST** be played at the Ray Meyer Fitness and Recreation Center.
- c. Racquets and balls are available for check out with your ID.
- d. Players may bring their own paddles
  - i. No sandpaper covered paddles are allowed
- e. If you are having difficulty reaching your opponent by email or phone, please let the Intramural Office know. If it is apparent that repeated efforts have been made, a decision will be made regarding that week's match.

### II. Reporting Results

- a. In order to win a match, results must be emailed to Leanne Surmin ([lsurmin@depaul.edu](mailto:lsurmin@depaul.edu)) or put in IM Leagues and approved by both parties
- b. Any game not reported will be recorded as a double forfeit.

### III. Any discrepancy that cannot be resolved should result in a re-do

### IV. The winner will be the individual that wins a best of five series (3 out of 5 games).

### V. The winner of the tournament will win the coveted Intramural Champion Shirt.

## Rule 2: Game Rules

### I. Beginning Play

- a. A coin toss or paddle spin determines who is to serve.
- b. The winner may elect to play at either end of the table, or to serve or receive.
- c. The loser is allowed the alternate choice.

### II. Serves

- a. On the serve, the ball shall be placed in the palm of the flat hand about the level of the playing surface.
- b. The ball should be tossed upwards, with no spin, and struck as it is descending.
- c. Let
  - i. A serve that touches the net and proceeds over into the opposing team's side is considered a let.
  - ii. The server will then receive another attempt to serve.
  - iii. There is no limitation to the number of lets permitted per service.
- d. Each player serves 5 consecutive points, then it will rotate to the opposing player.
- e. If the score reaches 20-20, the service changes after each point

### III. Players or pairs shall switch sides after each game. In the fifth game, the players or pairs shall switch ends when someone reaches the score of 5.

### IV. The player or pair who served first in game one shall receive the first serve in the second game. The rotation continues at the start of each subsequent game.

### V. Losing the Point

- a. If a player fails to legally return the ball to their opponent's side, they shall lose the point.

- b. A shot is no good when it hits the side edge of the table below the white line.
- c. A player or his racket may not touch the net, its supports, or the playing surface while the ball is in play. The player shall lose the point.

#### VI. Winning

- a. Matches are best 3-out-of-5 games.
- b. Matches may be shortened to 2-out-of-3 by mutual agreement of both players/teams or by decree of the supervisor.
- c. Each game is to 21 points. A player must win by a two-point advantage, to a maximum of 27 points.