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 jwasho@depaul.edu
   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.