

## Table Tennis Rules

### General

The *Intramurals Participant Handbook* will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at [und.edu/intramurals](http://und.edu/intramurals). Key Handbook items include:

- **Alcohol, Tobacco, and Illegal Drugs** – Handbook pg. 6
- **Registration & Payment** – Handbook pg. 7
- **Captain Responsibilities** – Handbook pg. 9
- **Team Name Requirements** – Handbook pg. 10
- **Playoff Requirements** – Handbook pg. 12
  - Depending on the amount of teams registered, playoff brackets may be split into a top and bottom tier, and include larger numbers of teams.
- **Default/Forfeit Instructions and Consequences** – Handbook pg. 14
- **Participant Eligibility/ID Requirements** – Handbook pg. 15
- **Adding Players to Roster/Participation Limits** – Handbook pg. 18
- **Appropriate Attire** – Handbook pg. 19
- **Team/Participant Conduct** – Handbook pg. 21

### Schedules

Schedules for league play are posted online through [wellnessregistration.und.edu](http://wellnessregistration.und.edu).

### Facility

All games will be played at the Student Wellness Center using their tables.

### Questions

Please feel free to contact Intramurals with any questions or concerns.

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### **Time Regulations and Length of Game**

- A game shall be won by the first player who first wins 21 points in a best 2 out of 3.

### **Initiating Play/Serving**

- In every match, the choice of ends and determination of server and receiver shall be decided by means of chance. The players will rally five or more times and the winner of the chance will pick end or service. After each game the players shall alternate being first server.
- Each player shall serve for five points. After each five points the server shall become the receiver, and the receiver the server, for the next five points. The players shall alternate every five point set unless the score becomes 20 all.
- At the score 20 all, the order of serve will continue to alternate as above but each server shall serve for only one point and the serve shall alternate after each point until the end of the game.
- A serve shall be delivered by the server projecting the ball up into the air by hand only, without the hand imparting spin. In doing this the serving hands must be open, flat, and the ball resting on the palm of the hand.
- The server must hit the ball in his/her side of the court, directly over the net into the receiver's court.

### **The Game**

- A point is scored when:
  - Server fails to make a good serve.
  - Receiver fails to return a good serve.
  - If the player, or his paddle, or anything that they wear touches the net or supports, or free hand moves the playing area.
  - If at any time, a player volleys the ball (a volley is hitting the ball before it has bounced.)
- The ball is in play from the moment at which it is projected or dropped from the hand in serving until:
  - It touches one court twice consecutively.
  - It has touched a player or anything they wear, except the paddle and hand below the wrist.
  - It has been struck by a player more than once consecutively.

### **Doubles Rules**

- The service shall be delivered as previously provided, and so that it touches first the server's right half court or the center line on the server's side of the net, and then, passing over or around the net, touches the receiver's right half court or the center line and goes off the table.
- Each server shall serve for five points. At the end of each term of service, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver.
  - This sequence of the receiver and server exchange shall continue until the end of the game.
  - With a score of 20 all, each server gets only one serve.
- The server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter each player shall alternate in that sequence.
  - Failure to make a good return at any time will end play for the point, the team failing to make a good return will lose the point.

### **Tie Games and Overtime**

- If both players have scored 20 points, then the winner of the game shall be the one who first reaches 21 points and ahead by two points.

### **Reporting Scores**

- After the match is completed both teams' captains must report the score to the Coordinator of Campus Recreation so that it may be recorded
- Scores will be posted online at [wellnessregistration.und.edu](http://wellnessregistration.und.edu)

**Table Tennis is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.**