

TABLE TENNIS RULES

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. Each player must be an FIU student or current FIU Faculty/Staff with a Wellness and Recreation Center membership. All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
3. Teams are responsible for keeping their players under control. Misconduct of players, coaches, managers, or spectators can result in penalty, ejection or forfeiture of the game.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.

RULE 1. COURT AND EQUIPMENT

ART. 1... All matches will be played in the Wellness and Recreation Center at Florida International University at Modesto A. Maidique Campus (MMC) in the North Gym.

ART. 2... Players may use their own equipment if they would like, in case of not having equipment, it will be provided by a supervisor prior to the game.

RULE 2. GAME

ART. 1... A game is won by the player first scoring 11 points unless both players score 10 points. If both players are tied at 10 points, the game is won by the first player subsequently gaining a lead of two points. The game will be capped at a maximum of 15 points.

ART. 2... A match shall consist of the best of 3 out of 5 games.

ART. 3... In playoffs, Championship Match will be played to the best of 5 out of 7 games. Participants are allowed to use a ball agreed upon by both players, otherwise one will be provided for them.

ART. 4... The winner of a coin toss 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.

ART. 5... The players will alternate serve and side each game.

ART. 6... A player must allow the ball to bounce before making a play on it.

ART. 7... 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. ORDER TO PLAY

ART. 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.

ART. 2... If the first serve is not good a player has one more chance to make a good serve.

RULE 5. SERVICE

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

ART. 2... The server shall then project the ball near vertically upwards, without imparting spin, and then falls without touching anything before being struck.

ART. 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, directly touches the receiver's court.

ART. 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.

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

ART. 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 let's may occur successively.

RULE 6. SCORING POINTS

ART. 1... Unless the rally is a let, a player will score a point if the opponent fails to make a good service.

ART. 2... A player will score a point if the opponent fails to make a good return.

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

ART. 4... A player will score a point if the ball passes beyond the end line without touching the court, after being struck by the opponent.

ART. 5... A player will score a point if the opponent or anything the opponent wears or carries moves the playing surface.

ART. 6... A player will score a point if the opponent or anything the opponent wears or carries touches the net.

ART. 7... A player will score a point if the opponent's free hand touches the playing surface.