



UNIVERSITY RECREATION & WELLNESS

INTRAMURAL SPORTS

Table Tennis

Rules not covered below (such as: racquet specifications, volleying a return, and balls fractured in play) shall be in accordance with the Laws of the International Table Tennis Federation as interpreted by the United States Table Tennis Association

Eligibility

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play. Players may play on only one same-gender team and one coed team.
3. Teams may have no more than two (2) Volleyball Club Members on their roster. Any team with two club players MUST PLAY IN THE "A" DIVISIONS. A team with one (1) club player may play in A or B.

Single Rules

1. Opponents will conduct a coin flip, the winner may choose either end of the table or the right to serve or receive first. If they choose an end, the other player has the choice of serving or receiving first. Each match shall consist of the best two out of three games with the winning player reaching 21 points first or being ahead by two after the score reaches 20 all in each game.
2. The server changes from one player to the other every time five points are scored, except when the score becomes tied 20-20. At this time, the serve changes and continues to change after each point until one player scores two consecutive points, thus winning the game.
3. The serve must be made from behind the end line. The server puts the ball into play by tossing it into the air from the palm of one hand and striking it with the paddle (held in the other hand) so that it hits his/her own court. The ball must go over the net and hit the receiver's court. The receiver must return the ball over the net so that it hits the server's court. Play continues until one player fails to make a legal return. The opponent then scores a point

Double Rules

1. Each match shall consist of the best two out of three games with the winning pair reaching 21 points first or being ahead by two after the score reaches 20 all in each game.
2. The pair winning a coin flip may choose either end of the table or the right to serve or receive first. If they choose an end, the other pair has the choice of serving or receiving first.
3. The pair having the right to serve the first five serves in any game shall decide which partner shall do so. The opposing pair shall then decide which shall be the first receiver.
4. Each server shall serve for five points as in singles. At the end of each five points, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence shall continue until the end of the game or the score of 20 all. At 20 all, the sequence of serving and receiving shall continue uninterrupted except that each player shall serve only one point in turn and the serve will alternate after each point in turn and the serve will alternate after each point until a pair is ahead by two points.

5. 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, the server shall then make a good return and thereafter each player alternately in that sequence shall make a good return.