Rules of the Game

1. Players & Substitutes
   a. A team consists of 2 players.
   b. There must be 2 players to start a game.
      i. If ejections or injuries cause one team to drop below 2 players, it will result in a forfeit.
   c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
   d. For CoRec games, the following gender restrictions apply:
      i. 2 players → gender max 1
   e. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
   f. Substitutes can only be made between games.

2. The Game
   a. Play may be stopped at the discretion of the intramural staff at any time.
   b. All matches consist of the best 2 out of 3 games using rally scoring.
   c. The first and second sets are played to 21 points (win by 2), capped at 23
   d. The third set is played to 11 points (win by 2), capped at 13
   e. The choice of ends and service at the start of a match shall be decided by a coin toss.

3. Grace Period
   a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
      i. If a team (or teams) doesn’t have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
      ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start the first game up by half the points needed to win that game. Therefore, if one team is present at the beginning of the scheduled game time, they have the option to start the first game at 11-0 when their opposing team arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.

4. Service
   a. Service changes from player to player after every two serves/points.
   b. The service shall be delivered by releasing the ball, without imparting any spin upon release, and striking it with the paddle outside the boundary of the court near the server’s end.
   c. Finger spin and rubbing the ball against the paddle face are illegal. Any spin imparted to the ball must come from the action of the impact of the paddle with the ball.
   d. The ball shall be struck so that it first drops into the server’s court then passing directly over or around the net.
   e. A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and lands in the opponent’s court.

5. Let Ball
   a. A let is a rally from which no point is scored. It occurs when:
      i. The ball touches the net or its supports in service, provided the service is otherwise good or has been volleyed by the receiver.
      ii. A service is delivered when the receiver is not ready, provided no attempt has been made to return the ball.
      iii. A player fails to make a good service or return through an accident beyond his/her control, such as a movement by a spectator or sudden noise.
      iv. The ball is broken in play.
      v. A rally is interrupted to correct a mistake in playing order or ends.

6. Either Player Loses a Point or Side Out:
   a. If they fail to make a good service, unless a let is declared.
i. If a good service or a good return is made by the opponent and they fail to make a good return.
ii. If a paddle, or any part of the player or clothing, touches the net or its supports while the ball is in play.
iii. If the player moves the table in any way while playing the ball.
iv. If a player’s free hand touches the table while the ball is in play.
v. If, at any point, they volley the ball.

1. A volley consists of hitting the ball before it has bounced.

***Games will follow USATT rules unless specifically addressed in this rules sheet. These rules can be found at the following website: https://www.teamusa.org/usa-table-tennis/rules.***