



MICHIGAN TECHNOLOGICAL UNIVERSITY

INTRAMURAL SPORTS



Table Tennis Official Rules 2024

The current available USATT rules will govern play with intramural modifications.

Administrative Rules and Information

- I. All players must sign in with their student IDs to participate in the event.
- II. Tournament Format
 - a. Brackets will be determined based upon signups.
 - b. Games will be played in the SDC 2nd floor hallway above the racquetball courts.
 - c. Game time
 - i. All players must be signed in and “ready to play.”
 - ii. All participants must be registered and on the appropriate team roster in IM Leagues to check-in with the Intramural Supervisor.
- III. Supervision
 - a. Players are responsible for making their own calls.
 - b. It is recommended that any disagreements should be determined by a replay of the point.
 - c. An intramural supervisor will provide oversight and aid with operations throughout the tournament.

Players and Equipment

- I. Equipment will be provided; however, players may use their own equipment.
- II. Players must wear athletic shoes.
- III. An official doubles team shall consist of two players.
- IV. Substitutions can be made up to the first scheduled match.
 - a. Once the tournament begins, no substitutions are permitted.

Game Overview

- I. Timing
 - a. A 25-minute time limit will be enforced by the intramural supervisor.
 - b. Minimal warm-up time will be given prior to the match’s official start.
 - c. Teams will not receive any time outs. Only injury timeouts are permitted and will be determined by an intramural supervisor.
 - d. Overtime
 - i. Should the time limit be called in the third game, the first player to be ahead by two (2) points will be the winner.
 - ii. The winning team must win by two (2) or be the first to reach fifteen (15) points.
 - e. Official game
 - i. If at least one (1) game has been completed and play needs to be ended for any reason, the game will be over, and its score will be considered official.
 - ii. If at least one (1) game has not been completed and play needs to be ended for any reason, the game will be considered cancelled.
 1. Cancelled tournament games will be rescheduled through the intramural office.
- II. Beginning Play
 - a. The intramural supervisor will assist teams with table assignments.
 - b. Captains’ Meeting
 - i. Prior to the start of play, each team’s captain will be required to meet with the supervisor.
 - ii. Follow the supervisor’s instructions and ask any desired rule clarifications at this meeting.

III. Scoring

a. Winning the Game

- i. Matches will be best three (3) out of five (5) games.
- ii. In all games, the first player/team to score 11 points and win by two (2) will win the match.
 1. Should a team reach 11 points and not be ahead by two (2) points, the winner will be the first team ahead by two (2) points or the first team to reach 15 points.
- iii. Rally scoring will be in effect; the winner of each served ball will receive a point.

b. Scoring Points

- i. A point is scored by the opponent if:
 1. The server fails to make a successful service (See Section 7.I).
 2. A player fails to return the ball successfully, see below, over the net when it is their turn to return.
 3. The ball bounces twice on any side before it is returned.
 4. A player contacts the ball multiple times with their paddle.
 5. The ball contacts a player's body or clothing at any time.
 6. Any freehand touches playing surface during a point.
 7. A player and/or their racket or clothing contacts the net or the net's supports.
 8. A player moves the playing surface during a point.
- ii. Returning the Ball
 1. In order to return the ball successfully, the ball must pass through the vertical plane above the net.
 2. A successful return must also land on the opponent's side of the net after crossing over the net.

IV. Serving

- a. The server may serve from along any part of the back table edge and may serve into any half on the receiver's side.
 - i. (Doubles Modification) The server must serve diagonally into the designated receiver's half of the court.
- b. The ball shall be placed in the palm of the free hand, which must be stationary and above the playing surface.
- c. Service begins by the server projecting the ball upward without imparting any spin. During the ball's downward flight, the server must contact the ball.
 - i. The ball must then first touch the server's side of the court, pass over the net, and finally touch the receiver's side of the court.
 - ii. In singles play, the server may serve into any service zone
 1. For doubles modifications, see Section 8.
 - iii. Should a server attempt to serve and miss the ball altogether, a point is awarded to the server's opponent(s).
- d. Singles Service Order
 - i. After the first two (2) points, the receiver shall become the server.
 - ii. This process repeats every two (2) points until the end of the game or a score of 10-10.
 1. Should the score be tied at 10-10, service alternates after each point.
 2. The player who served first will serve first if the score is 10-10.
 3. If a player has a game point, their opponent will serve until the game ends, or there is no longer game point.
 - iii. Beginning Play in the Second and Third Games
 1. The side receiving first in the first game begins the second game serving.
 2. If necessary, the side receiving first in the second game begins the third game serving.
- e. Lets
 - i. Should a serve contact the net and/or its supports and continue to go over the net, a let, or re-serve, is declared.
 - ii. Lets may also occur if:
 1. The receiver is not ready to return and makes no attempt to strike the ball.
 2. A rally or point becomes interfered with at any given time.

V. Doubles Modifications

a. Order of Play

- i. After the server serves to the initial receiver and the initial receiver successfully returns the ball:
 1. The server's partner must play the initial receiver's return to the initial receiver's partner.
 2. Partners must then alternate who contacts the ball until the point is completed.
- ii. Any contact out of order results in a loss of that point.

b. Choice in Order of Play

- i. The pair with the right to serve first may decide which player will serve the first two (2) points.
- ii. The pair receiving first may decide which player will receive the first point.
 1. Receivers will then alternate even though the server remains the same for the first two (2) points.
 2. At the start of the next game, however, the player who did not initially receive must receive first.

c. Service Modifications

- i. The first two (2) services shall be delivered by the initial player of the serving team and shall be received by the appropriate partner of the opposing pair.
- ii. The second two (2) serves shall be delivered by the initial receiver of the game's first serve.
- iii. The third two (2) serves shall be delivered by the initial server's partner.
 1. The sequence is continued until the end of the game or the score of 10-10.
 2. At 10-10, players and teams will alternate who serves and receives on every point until a team wins by two (2).