



INTRAMURAL SPORTS

Table Tennis Rules

I. Participant Eligibility

1. Participation is limited to currently enrolled UTM students, faculty members, and full-time staff. All areas of eligibility are covered in the Intramural Handbook which is available through the Campus Recreation Office and online at the UTM Campus Recreation web site.
2. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
3. ALL participants **must** present their valid UTM Skyhawk I.D.

II. Guidelines for Play

1. The tournament will be of a double elimination format. A match will be played best of 3 games.
2. A game of table tennis will be played up to 11 points. The winner is the player who first scores 11 points, unless both players score 10 points (called deuce). Then a game will be won by the first player or pair to gain a two-point lead.
3. To determine who will serve first, a player will hide the ball in one of his/her hands and hold both hands under the table. The opposing player will then guess which hand the ball is in. Winner will choose to serve first or pass service to their opponent. The loser will choose which side of the table they want to begin.
4. Each player will serve two times each. Service continues to alternate between opponents until one player scores 11 points, unless both players score 10 points (called deuce). If both players reach 10 points, then service alternates after each point, until one player gains a two-point lead.
5. A point is scored after each ball is put into play.
6. Each player will have one opportunity for a legal serve.
7. A legal serve that hits the net and continues over the net will be considered a "Let" and will be replayed.
8. To score a point, you must keep the ball in play longer than your opponent.

9. A player loses a point if he/she:
 - a. Fails to make a good serve (eg. throwing the ball in the air and failing to hit the ball or failing to hit it onto his opponent's side of the table)
 - b. Allows the ball to bounce twice on their side of the table
 - c. Does not hit the ball after it has bounced on his side of the table
 - d. Does not hit the ball onto his opponent's side of the table
 - e. Hits the ball before it has bounced (i.e. volleying the ball) unless it's obviously not going to bounce on his side of the table
 - f. Hits the ball twice in succession (i.e. a double hit)
 - g. Puts his non-playing hand on the table or net or moves the table
 - h. Obstructs the ball with any part of his body or clothing (unless it's obviously not going to bounce on his side of the table)
 - i. Hits the ball out of turn when playing doubles
10. If two opponents cannot agree on a rule or play, the point will be replayed. If there are numerous disagreements the Intramural staff reserves the right to end the match and both players lose.