

Table Tennis Rules

updated 01/03/06

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 Recreation Member.** 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 and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official USATT (USA Table Tennis) rules will be observed with the following Intramural Sports modifications.

EQUIPMENT

1. Appropriate gym footwear must be worn.
2. Paddles and balls will be provided by Intramural Sports.

THE GAME

1. The winner of the match is the first person to win three games. The winner of a game is the first person to score 11 points with at least a 2-point lead.
2. Service:
 - The server's ball must touch the right half of the server's side and the right half of the receiver's side of the table.
 - The server will maintain service until a total of two points has been scored. The receiver will then serve the ball for two points. This rotation shall continue until one player reaches 10 points, at which point the player who is not winning shall serve for the remainder of the game. If the score is tied at or greater than 10 points, the serve will alternate until one person reaches a 2-point lead.
1. If a served ball touches the net and lands on the receiver's side, then it is a let service. The ball shall be served again. Only one let service is allowed per point.