



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

TABLE TENNIS RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. **Tournaments:** A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 11:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Club Table Tennis players may participate in the Elite Division or a combined division involving the elite registrants.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit "win," the team receiving the forfeit "win" for the contest must have the minimum number of required players to start a game.

NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having "participated" in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the Intramural Staff. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. In tournament play should a team's actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the tournament. The declared winner must not have a SRS rating of less than seven.

Level 1: Sportsmanship Infraction (1 point deduction)	?Any verbal warning that addresses conduct
Level 2: Sportsmanship Penalty (3 point deduction)	? Alcohol use by spectators ? Spectator interference
Level 3: Sportsmanship Ejection (7 point deduction)	? Alcohol use by player ? Physical contact with an official ? Fighting ? Intentionally injuring or attempting to injure an opponent ? Threatening/Verbal abuse of an official ? Use of an ineligible player ? Use of a suspended player ? Forfeiting a game

II. SPORT RULES

A. THE GAME

1. Twenty-one points constitutes a game, unless the score is tied 20-20, in which case one player must win by a two-point margin. A match shall be best two-out-of-three games.
2. Play begins with one player serving and one receiving.
3. 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 goes over the net and hits the receiver's court.
4. The receiver must return the ball over the net so that it hits the server's court. Only on the serve does the ball go from paddle to court, then over the net.

5. Play continues until one player fails to make a legal return. The opponent then scores one point.
6. The serve 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.
7. When no official is present, players must keep score of the game. The best way to keep an accurate score is for the server to call out the score before he/she serves each time, always calling his/her own score first.

B. RULES

The more important rules for table tennis are:

1. In serving, the server's paddle must strike the ball behind the end line and between the side lines (extended).
2. If a player intentionally touches the playing surface of the table with any part of his/her body, the point is won by his/her opponent. The same is true if a player should move the table by bumping against it.
3. In serving, the ball must be held in the palm of the hand, visible to the opponent and with no spin being imparted to it by the hand.
4. If the ball hits the net on the serve and goes over, it is a LET and the server serves again. However, if the second serve is a LET, the player loses the point.
5. If a player misses the ball completely when he/she is serving, it is a point for his/her opponent.
6. A paddle can contact the ball legally only if the paddle is held in the player's hand.
7. If a ball is broken during actual play, a new ball is put into play and the point during which it broke is replayed.
8. The only way a ball can be legally hit is with the paddle or the hand holding the paddle.

C. DOUBLES PLAY

The most important rules governing doubles play concern rotation of the serve and hitting alternate shots.

1. The Serve
 - a. In doubles play a line 3/4 inch wide divides the table lengthwise; it is 30 inches from each side line.
 - b. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which one of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.
 - c. In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
 - d. Example of serving order:
A-1 serves to B-1, B-1 serves to A-2, A-2 serves to B-2, B-2 serves to A-1.
2. Hitting Order
 - a. The server must make a good serve and the receiver must make a good return.
 - b. The partner of the server must make the next good return, and the partner of the receiver must make the next good return.
 - c. The returns must be over the net but may be placed anywhere on the opponents' court. d.
This sequence of hitting continues in the same manner until one player fails to make a good return.