

# DePaul University

## Intramural Table Tennis Rules

### I. TOURNAMENT RULES

1. The winner will be the individual that wins a best of five series (3 out of 5 games).
2. Any discrepancy that cannot be resolved should result in a re-do.
3. In order to win a match, a game sheet must be COMPLETELY filled out, signed by both opponents, and returned to the intramural office. Just turn the sheet into the front desk and ask them to place them in John Washo's mail box. It is the responsibility of the winner to get this completed. Any game not reported will be recorded as a double forfeit. All games need to be played at the Ray Meyer Fitness and Recreation Center. Racquets and balls are available for check out with your ID.
4. If you are having difficulty reaching your opponent by email or phone, please let the Intramural Office know. If it is apparent that repeated efforts have been made, a decision will be made regarding that weeks match.
5. The winner of each division will advance to a single elimination tournament starting October 23. In the event of a division tie, the winner will be determined first by the highest game differential (number of games won minus the number of games lost). The second tie breaker will be the highest point differential (number of points scored minus number of points given up). If it is still tied after that, you will play a best of three match to see who advances.
6. The winner of the tournament will win the coveted Intramural Champion Shirt.

### II. GAME RULES

1. A coin toss or paddle spin determines who is to serve. The winner may elect to play at either end of the table, or to serve or receive. The loser is allowed the alternate choice.
2. On the serve, the ball shall be placed in the palm of the flat hand about the level of the playing surface. The ball should be tossed upwards, with no spin, and struck as it is descending.
3. A serve that touches the net and proceeds over into the opposing team's side is considered a let. The server will then receive another attempt to serve. There is no limitation to the number of lets permitted per service.
4. Each player serves 5 consecutive points, then it will rotate to the opposing player.
5. Players or pairs shall switch sides after each game. In the fifth game, the players or pairs shall switch ends when someone reaches the score of 5.
6. The player or pair who served first in game one shall receive the first serve in the second game. The rotation continues at the start of each subsequent game.
7. Matches are best 3-out-of-5 games. Matches may be shortened to 2-out-of-3 by mutual agreement of both players/teams or by decree of the supervisor. Each game is to 21 points.
8. If the score reaches 20-20, the service changes after each point until one player gains a two-point advantage, to a maximum of 27.
9. A shot is no good when it hits the side edge of the table below the white line.
10. No sandpaper covered paddles are allowed.
11. A player or his racket may not touch the net, its supports, or the playing surface while the ball is in play. The player shall lose the point.