

Bellarmino University Intramural Sports

TABLE TENNIS RULES

ELIGIBILITY RULES

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

THE GAME

1. There will be a "5 Minute Grace Period". Participants are asked to show up on time!!
2. U.S. Table Tennis Association rules will govern play in the tournament.
3. All matches played shall consist of the best two (2) out of three (3) games. A game shall be won by the player to first score twenty-one (21) points. A player must win by a two-point advantage. The matches will be self officiated.

DOUBLES RULES

1. The team winning a coin flip may choose either end of the table or the right to serve first. If they choose an end of the table, the other pair has the choice of serving or receiving.
2. The pair having the right to serve shall decide which partner shall do so. The opposing pair shall then decide who will receive first.
3. Each server shall serve for five points as in singles. At the end of each five points, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence shall continue until the end of the game or the score of 20-20. At 20 all, the sequence of serving and receiving shall continue uninterrupted except that each player shall serve only one point in turn and the serve will alternate after each point in turn and the serve will alternate after each point until a pair is ahead by two points.
4. The server shall first make a good service, the receiver shall then make a good return, and the partner of the server shall then make a good return. The partner of the receiver shall then

make a good return, the server shall then make a good return, and thereafter each player alternately in that sequence shall make a good return.

5. After each game, the pairs shall change ends. The pair serving first in the previous game shall become the first receivers in the next game and vice versa. Rule #3 shall then be in effect.

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