

CU • STUDENT REC. CENTER INTRAMURALS
TABLE TENNIS • RULES • SPRING 2015

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Website: www.colorado.edu/rec-center/intramurals

STARTING the GAME

- Game time is forfeit time.
- Both captains should check in with the IM Sports Supervisor 10 minutes prior to game.
- Each player must show valid Buff card prior to every Intramural Sports contest.
- Captains should meet prior to starting time, shake hands and review captain's responsibilities. Captains must confirm that only players on the roster are being used.

RULES

- 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.
- Games are **self-officiated**. All calls are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls .
- 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.
- 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.
- Each player serves 2 consecutive points then receives 2 consecutive points.
- Players shall switch sides after each game.
- The player 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.
- Matches are best 3-out-of-5 games. Matches may be shorten to 2-out-of-3 by mutual agreement of both players/teams. Each game is to 11 points. Matches are limited to 30 minutes. If time expires in the middle of a game, the following rules will apply:
 - The player/side winning the game when time is called will win that game (even if only by one point).
 - The player/side winning the set when time is called wins the set & match
- If the score reaches 10-10, the service changes after each point until one player gains a two-point advantage.
- A shot is no good when it hits the side edge of the table below the white line.
- No sandpaper covered paddles are allowed.
- 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.