

## TABLE TENNIS Rules & Regulations

## The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game as well as the site supervisor.

Current USA Table Tennis rules shall apply, with the following clarifications and modifications in effect:

### GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the Student Recreation & Wellness Center.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- This is a self-officiated event; any disputes can be brought to the attention of the Site Supervisor. If there is still no resolve, the serve shall be replayed.
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

### EQUIPMENT:

- Paddles and table tennis balls can be checked out from the SRWC Equipment Desk.

### GAME FORMAT:

- A coin toss or paddle spin, called by the Visiting Captain, at the beginning of the match will determine the choice of service or side. The winning Captain will have the following options:
  - Service in either the first or second match, OR
  - Side of table in either the first or second match
    - Teams will change sides of the table between the first and second match.
  - The opponent is allowed the alternate choice.
  - If a third match is needed, another coin toss will determine service.
- Rally point scoring will be used, meaning a point is scored every rally, regardless of who served.
- Games will be played until one player reaches 21 points, with a 2-point advantage.
- Players will alternate serving for two points, and then receiving for two points.
  - Players may not serve for their own game point – i.e.: the score is 20-15, the person with 15 must continue serving until they also reach 20 points.
  - If the score reaches 20-20, the service changes after each point until one player gains a 2-point advantage and, therefore, wins.

### THE GAME:

- The serve is an open serve to any part of the opponent's table, and must be served from hand to paddle to server's table:
  - Served balls must first contact the server's side of the table, before crossing over the net and contacting the opponent's side of the table.

- Another serve will be awarded each time a served ball hits the net and falls over to the opponent's side.
- The ball may be contacted by the receiving player before it bounces, or after one bounce – but not after it has bounced two times on their side.
- The ball may not intentionally be contacted by a player twice successively.
- A ball contacting the side edge of the table is considered “live” and may be played.
- A player or his/her paddle may not contact the net, its supports, or the playing surface while the ball is in play.

**AWARDS:**

- Winning participant in each division (M/W/CR) will receive Intramural Champion T-shirts.

*Updated 8/15/18*