INTRAMURAL SPORTS TABLE TENNIS RULES

The current available *USATT rules* will govern play with intramural modifications.

Each player must present their *valid UMass UCard* to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the *Intramural Participants Guide*.

Team captains are responsible for the conduct and eligibility of their teammates, spectators and adherence to the rules governing play.

I. **THE GAME**
   A. Matches are best two-out-of-three games. Each game is to 11 points.
   
   B. 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.
   
   C. On the serve, the ball shall be placed in the palm of the flat hand about level with the playing surface. The ball should be tossed upwards, with no spin, and struck as it is descending.
   
   D. 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.
   
   E. Each player serves two consecutive points then receives two consecutive points.
   
   F. Players shall switch sides after each game. In the third game, the players shall switch ends when someone reaches the score of five.
   
   G. 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.
   
   H. If the score reaches 10-10, the service changes after each point until one player gains a two-point advantage.
   
   I. A shot is no good when it hits the side edge of the table below the white line.

II. **SCORING**
   A. A point is awarded in the following circumstances:
      1. If the opponent fails to make a good service unless in the case of a let.
      2. If the opponent fails to make a good return.
      3. If, after the player has made a good service or a good return, the ball touches anything other than the net assembly before being struck by the opponent.
      4. If the ball passes beyond the end line without touching the court, after being struck by the opponent.
      5. If the opponent or anything the opponent wears or carries moves the playing surface or net assembly.
      6. If the opponent’s free hand touches the playing surface.

II. **EQUIPMENT**
   A. The balls will be provided by UMass Intramural Sports.
   
   B. Paddles will be available.
   
   C. No sandpaper covered paddles are allowed.
III. SPORTSMANSHIP

A. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.

B. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.

C. A detailed outline of the Intramural Sports Sportmanship Policy can be found here.

Rev 5/18