

Current United States Table Tennis Association (<http://www.usatt.org>) rules will apply with the following UREC modifications:

**RULE ONE: THE GAME, COURT, PLAYERS**

**Section One: General Provisions**

- A. Eligibility
  - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation’s Intramural Sports Participant’s Handbook.
  - b. Participants must be listed on their respective team’s rosters prior to participating, sign risk and liability waiver, and must show their LSU Tiger Card prior to entering a contest.
  - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and the possibility of the team being removed from the league.
- B. Players
  - a. The game shall be played between two individuals as posted on the IMLeagues website.
  - b. Team representatives (players, substitutes, coaches, trainers, and 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. All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.
- C. Sportsmanship Rating
  - a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season. During playoffs, a sportsmanship score of at least three (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, Sport Programs staff evaluate and issue sportsmanship points to teams. The breakdown of points is as follows:

**4 (Exceptional)**

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

**3 (Normal)**

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

**2 (Some Static)**

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

**1 (Difficult/Harassment)**

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player’s team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

**0 (Unacceptable)**

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s).

Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

**Section Two: Playing Surface**

- A. Measurements
  - a. All games will be played on a regulation-sized table tennis table.
- B. Playing Area
  - a. All games will be played at the LSU University Recreation table tennis tables.

**Section Three: Equipment**

- A. The Ball and Paddles
  - a. The Intramural Sports staff will provide a paddle and table tennis ball for all players, although players may bring their own paddles or check one out at the main equipment desk.
  - b. Players can bring their own ball.
    - i. If the two players cannot agree on the ball size, the ball provided by the Intramural Sports staff will be the ball used in the game.
- B. Players
  - a. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player’s performance.
  - b. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

**RULE TWO: START OF PLAY AND GENERAL RULES**

**Section One: Beginning the Game**

- A. Choice of ends and first service is decided by a coin toss. The winning side can decide to serve first or receive first. The losing side has choice of ends and vice-versa.

**Section Two: Rules for the Match**

- A. The first server serves 5 times (not including lets). After 5 good services, the opposing side will then serve 5 times, and so on. If the score reaches 20-all, then each side serves only once before the service passes.
- B. The first side to score 21 points wins the game – unless tied at 20-all, in which case one side must get a 2 point lead to win – capped at 25.
- C. The side serving first in the first game then receives first in the next game. Sides change ends after each game. In the last possible game, sides change after 11 points.
- D. The match will be the best of 3 games (first side to win 2).
- E. In a doubles match, the pair serving first shall choose which of them will serve first. In the first game of the match, the receiving pair will decide who will receive first. In subsequent game of the match, the first server, haven been chosen, the first receiver shall be the player who served to him/her in the preceding game.

**RULE THREE: SERVING**

**Section One: Serving**

- A. The ball lies in the palm of the server's free hand. The hand to be still and above table level, and must be flat and open, with the fingers together.
- B. The hand must throw the ball up without spinning it. The ball must go vertically up.
- C. The player must hit the ball on the first attempt after the ball descends. On impact, the paddle must be behind the line on the end of the table.

**Section Two: Good Services**

- A. The ball bounces on the server's side of the net outside the sidelines, as long as it still touches the playing surface on each side of the net.

**Section Three: Bad Services**

- A. The ball bounces twice before crossing the net
- B. The ball does not bounce at all before crossing the net
- C. The ball does not bounce at all on the opponent's side after crossing the net
- D. Server serves illegally.

**Section Four: Lets (Serving over again)**

- A. A service touches the net or its support – as long as the service is otherwise good or has been volleyed by the receiver.
- B. A serve made when the receiver was not ready – as long as the receiver does not try to return the ball.
- C. A player does not make a good serve or return due to an accident beyond his/her control.
- D. The ball is broken in play.

**RULE FOUR: RETURNS**

**Section One: Good Returns**

- A. The ball is hit after it bounces on his/her side of the net and crosses the net to bounce on the opponent's side.
- B. Returns are good that go around or under net projections.
- C. Returns are good that touch the net and go into the opponent's court.
- D. Returns are good that bounce off the receiver's hand below wrist, rather than off the paddle itself.
- E. If the ball has much spin that it rebounds backward, the player may reach across the net to play it. The player must guard against touching the net in playing this shot.

**Section Two: Bad Returns**

- A. The ball has not bounced on the player's side when he/she hits it.
- B. The ball bounces more than once before the player hits it.
- C. The ball bounces on the player's side after he/she hits it.
- D. The ball does not go over the net after being hit.
- E. The ball goes over the net but does not touch the table on the opponent's side.

**RULE FIVE: PENALTIES**

**Section One: Illegal Acts**

- A. Hitting the ball more than once to serve or return it.
- B. Hitting the ball with the paddle's edge.
- C. Hitting the ball with the paddle's hand after dropping the paddle.
- D. Hitting the ball with the paddle after letting go of it.
- E. Touching the playing surface with the free hand during play.
- F. Moving the playing surface during play.
- G. Touching the net or its support with paddle, body, or clothing, apart from the paddle hand below the wrist.

**RULE SIX: PROTESTS****Section One: Protests**

- A. Types
  - a. Misinterpretation of a rule. The protest must be made before the next live ball or before the officials leave the playing field.
  - b. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
  - c. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
  - a. Protests based on decisions involving accuracy of an official's judgment will not be considered.
  - b. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.



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University Recreation

# Table Tennis Rules

Intramural Sports

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