

SPRING 2025 TABLE TENNIS RULES

Updated 11/1/2024

Recent changes will appear in italicized and highlighted text

Situations not specifically covered or implied by these rules shall be governed by the Intramural Sports Program.

Rule 1: Facility

1. All games will take place at the Recreation and Wellness Center Courts C & D.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural level.

Rule 3: Equipment

1. Any exposed jewelry (earrings, nose rings, necklaces, etc.) will not be permitted.
2. Players may not wear pads/braces above the waist, casts/splints at any time, baseball caps or bandanas with knots.
3. Additional paddles and balls will be provided by Sport Programs Supervisor on-site however players are highly encouraged to bring their own paddles.

Rule 4: Game Timing and Format

1. A game shall be won by the person who wins 15 points. The winner of the game will be the person who first wins two points more than their opponent. In the event that the game remains tied, pass 15 points, the cap will be 18 points.
2. A match is the best two out of three games.

Rule 5: Game Play

1. Good Service

- a. The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface.
 - b. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward. As the ball is descending, it shall be struck so that it touches first the server's court and then passes directly over or around the net and touches the receiver's court.
 - c. If, in attempting to serve, the server misses the ball altogether it is a lost point.
 - d. In Singles, the serviced ball can land anywhere on the opponent's side.
2. Order of Play
- a. The server shall first make a good service, the receiver shall then make a good return. Each player alternately in that sequence shall make a good return.
 - b. Each side of the table alternates serving two points at a time. EXCEPTION: After tied 10-10 ("deuce"), service alternates at every point.

Rule 6: Scoring

1. A server fails to make a good service.
2. A player fails to make a good return when it is his/her turn to do so.
3. A player, his paddle, or anything he wears or carries, touches the net or its supports or moves the playing surface.
4. A player's freehand touches the playing surface while the ball is in play.
5. Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on their side of the table.

Rule 7: Let Serve

1. If the ball served, in passing over the net, touches it or its supports and is otherwise good, a let is declared and the point is re-played.
2. A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.
3. The rally is a let if the ball becomes split or otherwise fractured in play.

Rule 8: Volleys

1. In regular tennis you may "volley" the ball (hitting the ball before it bounces on your side of the net). But in table tennis, this results in a point for your opponent.

Rule 9: Forfeit Scoring

1. Should a team win by forfeit, the reported score for the game will be 5-0.

Rule 10: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is

another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:

- a. Participants are openly arguing calls with officials on multiple incidents.
- b. Fighting.
- c. Mocking the skill level of an opponent.
- d. Trash Talk.
- e. Not having control of spectators for your team.
- f. Etc.