

-Texas A&M University-  
Department of Recreational Sports INTRAMURAL SPORTS

## TABLE TENNIS

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Play is governed by the United States Table Tennis Association with Intramural exceptions.

### 1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.

- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
  - p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
  - q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
  - r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
  - s. Pants – Participants are encouraged to wear athletic style shorts or pants.
  - t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.
- All participants must meet eligibility standards as outlined in the Texas A&M Rec Sports Handbook.

## 2. **TABLE TENNIS EQUIPMENT**

All necessary equipment will be provided. However, individuals may use their own rackets if so desired. Personal rackets must meet the standards set by the USTTA, including the following:

- a. The racket may be of any size, shape or weight, but the blade shall be flat and rigid and shall be made of wood.
- b. The side of the blade used for striking the ball shall be covered with either ordinary pimples rubber with pimples outward having a total thickness including adhesive of not more than 2mm, or sandwich rubber with pimples inwards or outwards having a total thickness including adhesive of not more than 4mm.

## 3. **THE GAME**

- a. A match shall consist of a best of three (3) sets.
- b. A set shall be won by the player first scoring twenty-one (21) points unless both players score twenty (20) points, in which case the game shall be won by the player first scoring subsequently two (2) points more than the opposing player.

## 4. **DEFINITION OF TERMS**

- a. Rally: The period during which the ball is in play.
- b. Let: A rally, the result of which is not scored.
- c. Point: A rally, the result of which is scored.
- d. Volley: The ball is "volleyed", if the player strikes it in play when it has not touched his court since last being struck by his opponent.

- e. Obstruction: A player obstructs the ball, or anything he/she wears or carries, touches it in play when it has not passed over the player's court or imaginary extension of the player's end line, not having touched his/her court since last being struck by his/her opponent.

## 5. **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, without imparting spin, vertically upwards so that it visibly leaves the palm.
- c. As the ball is falling from the highest point of its trajectory the server shall strike it so that it touches first his/her own court and then, passing directly over or around the net assembly, touches the receiver's court.
- d. If, in attempting to serve, a player fails to strike the ball before it goes out of play, the player shall lose a point.
- e. When the ball is struck in service, it shall be behind the end line of the server's court or an imaginary extension thereof, but not farther back than the part of the server's body other than his/her arm, head or leg which is farthest from the net.
- f. Each time 5 points have been scored, the receiving player shall become the serving player and so on until the end of the game or until each player has scored 20 points.
- g. If both players have scored 20 points, the sequence of serving and receiving shall be the same, but each player shall serve for only one point in turn until the end of the game.
- h. The player who served first in a game shall receive first immediately in the subsequent game of the match
- i. In the last possible game of the match the players shall change ends when first either player or pairs scores 10 points.

## 6. **ORDER OF PLAY**

- a. The server shall first make a good service, the receiver shall then make a good return and thereafter server and receiver shall each make a good return.

## 7. **A LET**

The ball is in play from the last moment at which it is stationary before being projected in service until:

- a. It touches anything other than the playing surface, the net assembly, the racket held in the hand or the racket hand below the wrist.
- b. The rally is otherwise decided as a let or a point.

A rally is a let when:

- a. If in service, the ball in passing over or around the net assembly, touches it, provided the service is otherwise good or is volleyed or obstructed by the receiver.
- b. If the conditions of play are disturbed in a way in which it is likely to affect the outcome of the rally.
- c. If the service is delivered when the receiving player is not ready provided that neither the receiver nor his/her partner attempts to strike the ball.

8. **SCORING**

Unless the rally is a let, a player shall lose a point when: a.

The player fails to make a good service.

b. The player fails to make a good return.

c. The ball is struck twice successively.

d. The ball touches the player's court twice successively.

e. The player or anything the player wears or carries, touches the net or its supports while the ball is in play.

f. The player's free hand touches the playing surface while the ball is in play.

g. The player is serving, and the player stamps his foot.

9. **OUT OF ORDER SERVING, RECEIVING, ENDS**

a. If the players have not changed ends when they should have done so, play shall be interrupted as soon as the error is discovered and shall resume with the players at the correct ends. The score will remain at that which has been reached.

b. If a player serves or receives out of turn, play shall be interrupted as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached according to the sequence established at the beginning of the match and in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.

c. In any circumstances, all points scored before the discovery of an error are kept.