

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 TABLE TENNIS RULES

INJURIES ARE A POSSIBILITY IN ANY SPORT. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAMES WILL BE PLAYED ACCORDING TO THE LAWS OF THE INTERNATIONAL TABLE TENNIS FEDERATION WITH THE FOLLOWING CLARIFICATIONS AND EXCEPTIONS:

STARTING THE GAME

1. **START TIME:** Players are to be at the court and signed in before the official game time. If any player is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that players arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card in order to be checked in and ruled eligible to participate prior to the beginning of each game.
3. **SCORING:** Players will keep their own score and report it to the Intramural Supervisor after each game. An Intramural Sports Supervisor will be available to rule on any protest; however, if a decision is not reached, the point will be replayed.
4. **GAME EQUIPMENT:** Players may use their own table tennis paddles, but Towson University Intramural Sports will provide paddles and balls.
5. **COIN TOSS:** A pre-game coin toss will determine first serve and side.

PLAYING THE GAME

6. **STARTING A GAME:** The game shall begin with the service from the right side of the table.
7. **SCORING:** Points are scored on each serve. If a player fails to make a good service or return, the opponent receives a point.
8. **THE SERVER:** The server changes after five (5) points are scored, unless the score is tied at 20. At this time, service changes after every point until a player is ahead by two (2) points (see #9).
9. **WINNING A GAME:** All games are played to twenty-one (21). To win, a player must be ahead by at least two (2) points upon reaching twenty-one (21). If not, play will continue until either player is ahead by two (2) points.
10. **WINNING A MATCH:** The first player to win two (2) games wins the match.