

East Carolina University
Intramural Sports
Table Tennis Rules

- I. **Scoring**
 - A. The choice of ends and service at the start of the game shall be decided by the best 2 out of 3 “Rock, Paper, Scissors” dual.
 - B. The winner of each match shall be the first to score 21 points, best 2 out of 3 matches, unless both players have 20 points, in which case the winner must gain a 2 point lead in order to win.

- II. **Service**
 - A. A game is started with the server making 5 consecutive services. The receiver follows with 5 serves.
 - I. Alternating service will continue thereafter unless the score becomes 20-20, in which case the service will alternate after every point.
 - B. Service shall be delivered by releasing the ball, without imparting any spin upon release, and striking it with the paddle outside the boundary of the court near the server’s end.
 - C. The ball shall be struck so that it first drops into the server’s court and then into the receiver’s court by passing directly over or around the net.
 - D. Any spin on the ball must come from the action of the racket or paddle upon impact of the ball.

- III. **Let**
 - A. The served ball shall be a let if it touches the net or its supports, and later lands in the receiver’s court.
 - B. A let shall also be determined when a serve is made before the receiver is ready, unless the receiver makes an effort to strike the ball. I
 - C. It is a let if either player, because of conditions not under his or her control, is prevented from making a serve or a return.
 - D. In situations involving a let, the server will serve again with no penalty.

- IV. **Returns**
 - A. A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and lands in the opponent’s court.

- IIV. **Points**
 - A. Either player shall lose the point:
 - A. If a player fails to make good service, unless a let is declared.
 - B. If a player fails to make a good return, unless a let is declared.
 - C. If the racket or any part of the player touches the net or its supports
 - D. while the ball is in play.
 - E. If the player moves the table in any way while the ball is in play.
 - F. If the player’s free hand touches the table while the ball is in play.