

SOUTHWESTERN INTRAMURAL & RECREATIONAL ACTIVITIES TABLE TENNIS RULES

Any rules not mentioned below will follow the USA Table Tennis Rules.

PLAY:

1. Games will be the best 2 out of 3 to 15. Must win by 2.
2. After each 2 points have been scored the receiving player shall become the serving player, unless both players score 14 points then the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
3. A “**let**” is a rally of which the result is not scored. A “Let” will be called in the following situations:
 - a. If in service the ball, in passing over the net assembly, touches it, provided the serve is otherwise good or is obstructed by the receiver.
 - b. If the service is delivered when the receiving player or pair is not ready, provided that the receiver does not attempt to strike the ball.
 - c. To correct an error in the order of serving or receiving or ends.
 - d. To warn or penalize a player.
 - e. Because the conditions of play are disturbed in a way which could affect the outcome of the rally.

POINTS: Unless the rally is a let, a player shall score a point:

1. If his/her opponent fails to make a good service
2. If is/her opponent fails to make a good return
3. If, after he has made a good service or a good return the ball touches anything other than the nest assembly before being struck by his opponent
4. If the ball passes beyond his end line without touching his court, after being struck by his/her opponent
5. If his/her opponent obstructs the ball
6. If his/her opponent strikes the ball twice successively
7. If his opponent strikes the ball with a side of the racquet blade having an illegal surface
8. If his opponent touches the playing surface.