

Table Tennis Rules

Tournament Structure

- Tournament Play
 - Preliminary matches followed by single elimination tournaments.
 - One day event.
- Divisions- Beginner, Intermediate, Advanced
 - Men's Singles
 - Men's Doubles
 - Women's Singles
 - Women's Doubles
 - Coed Doubles
 - Faculty/ Staff
- All matches will be played at the Sarkeys Fitness Center

Table Tennis Information

All participants must provide a valid OUID (with picture) prior to each contest.

- No OUID = no play.

Registration will be taken at imleagues.com.

The Game

Singles

- 1) Rally scoring will be used.
- 2) Each match is best of three games.
- 3) The first person to 11 points, while winning by 2, wins the game.
- 4) The server changes from one player to the other every time 5 points are scored, except when the score becomes tied at 10. At the time, the serve changes and continues to change after each point until one player scores two consecutive points, thus winning the game.
- 5) The serve must be made from behind the end line. The server puts the ball into play by tossing it into the air from the palm of one hand and striking it with the paddle that is held in the other hand. The ball must hit his/her own court prior to going over the net on the serve. The ball must go over the net and hit the receiver's court. Play continues until a player fails to make a legal return.

Doubles

- 1) Rally scoring will be used.
- 2) Each match is best of three games.
- 3) The first team to 11 points, while winning by 2, wins the game.
- 4) The serving and receiving order is determined prior to the match.
- 5) Each server shall serve for five points, as in singles. At the end of each five points, the person who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence shall continue until the end of the game or if the score ties at 20. If tied at 20, the sequence of serving and receiving shall continue, uninterrupted, except that each player shall serve only one point.
- 6) All shots are alternating, so that no team can have a player hit consecutive shots.

Additional Rules

- 1) There are no time outs during the course of a game.
- 2) Any dispute during the game must be resolved between the two teams within 30 seconds. Failure to resolve issues will result in an automatic forfeit by both teams (OU Intramural Sport Staff judgment).
- 3) Teams are responsible for keeping score.
- 4) Any participant ejected from a game (including pre and post game) is automatically removed from the tournament.

For rules not specifically mentioned above refer to ITTF Official Rules.