



UTM INTRAMURALS – OPEN TABLE TENNIS SINGLES

RULES AND REGULATIONS

All Table Tennis rules are set out by the International Table Tennis Federation with the following exceptions:

NUMBER OF PLAYERS

- Games may begin with a minimum of 1 player per team.

DEFAULTS

- For every minute that a player is late their opponent will be given 2 points towards their total game score
- If a player does not show by 10 minutes past the scheduled time, the player will lose by default.
 - The default score will be records as 3-0 (21-0, 21-0, 21-0)

LENGTH OF GAMES AND POINTS

- All matches will consist of a best of 3 sets or best score after 35 minutes.
- Sets will be played to 21 points
 - Players must win by 2 points or first to receive 25 points
- If a set cannot be completed in the time given, a combined total of 15 points must be scored in the current set in order for the set to count
 - I.E. Team 1 has 10 points & Team 2 has 8 points the set will count and Player 1 will be awarded the win (*Player 1 Points + Player 2 Points = must equal 15 points or more*)
- The league runs through a point system:
 - WIN = 3 points
 - TIE = 1 points
 - LOSS = 0 point
 - DEFAULT = -1 points

EQUIPMENT AND UNIFORMS

- All scheduled games will receive 1 table tennis ball to play as well as the net and table.
- Players are encouraged to bring their own paddles
- Limited paddles available for sign out at the RAWC Welcome Desk

ELIGIBILITY

- All participants must check-in with the Game Manager before every game in order to participate.
- For eligibility rules, please refer to the UTM Intramurals Handbook.

OFFICIALS

- Games are self-officiated. Game Manager will be able to clarify any rule issues.

START OF MATCH & PLAY

- To start the game, the players will participate in 1 round of a rock-paper-scissors game.
 - The winning player will choose whether they will serve or receive first. The losing player will decide which side of the court they want. After each set, players will switch sides and the player who won the last set will have first serve at the beginning of the next set.

SERVING

- The ball must be thrown in the air
- As the ball is falling the server shall strike it so it touches their court first and then, after passing over the net, directly touches the receiver's court
- Service is open to the whole court; however, it must go off the back of the table
- Service cannot bounce twice on the server's court
- A let (re-serve) occurs if a ball touches the net on a serve. The serving player will get a second serve. If the ball touches the net again, the opposing player will be rewarded a point

RECEIVING

- A player must allow the ball to bounce before making a play on it
- A player must play the ball by striking it so that it passes over or around the net and touches the opponent's court. The ball may touch the net on a return
- A foul occurs if a player touches the playing surface with their free hand, moves the table with their body or clothing, or touches the net at any time. The opposing player will be awarded a point

SCORING SYSTEM

- Points are scored based on the outcome of the rally.
- If the serving player hits a shot that is not returned, and lands in play, then they are awarded one point and continue to serve a total of two (2) serves in a row.
- If the receiving player hits a shot that is not returned, and lands in the play, then they are awarded one point and service continues to a total of two (2) serves in a row.

TIME OUTS

- There will be no timeouts permitted during games

FOULS & EJECTIONS

- Verbal abuse of the other players, or staff will not be tolerated.
- Participants who display unsportsmanlike behavior will be followed up with the UTM Intramurals Administration Staff.
- Fighting, verbal slurs and excessive verbal abuse will **not** be tolerated.
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension.*

TIE BREAKING RULE & PLAYOFFS

- There are no time limits during the playoff matches