The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions!
   B. Single or double elimination based on number of entries
   C. Please arrive early to check in
   D. Played at the Cat’s Den
   E. Balls and paddles will be provided

II. Game Format and Play
   A. Scoring format will be based on number of entries in tournament
   B. Typically best two of three to 11 points all games.
   C. If the score reaches 10-10, the service changes after each point until one player gains a two-point advantage.
   D. Only the serving side scores points, when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an "out" in singles, and a "handout" in doubles. Switch sides of the table after each game.
   E. Each player serves two consecutive points then receives two consecutive points.
   F. Players shall switch sides after each game. In the third game, the players shall switch ends when someone reaches the score of five.
   G. On the serve, the ball shall be placed in the palm of the flat hand about level with the playing surface. The ball should be tossed upwards, with no spin, and struck as it is descending.
   H. If a served ball hits the net and bounces over it is a ‘let’ and service is replayed, if the served ball hits net and does not bounce over the server loses the point. After two (2) ‘lets’ the server loses the point.
   I. If the ball hits the edge below the white line or misses the table, it is out (unless opponent plays it).
   J. You must wait for the ball to hit the table for the return. You cannot hit it in the air.
   K. A player may use his/her free hand to stop a ball that is going out of play. If it hits or is stopped by the paddle a point will be awarded to your opponent

Revised (7/14)

Table Tennis Policies and Rules