

**Western Carolina University
Campus Recreation & Wellness
Intramural Sports**

Table Tennis Rules

- I. Games are played to 15 points by rally scoring (the winner must win by 2).
- II. Matches will be played in a best-of-5 format (a player will need to win 3 games to advance in the tournament). Switch sides of the table after each game.
- III. Each person serves two and then you switch. Opponent of serve must be ready for serve.
- IV. Servers must release the ball out of hand when serving. (You can't spin it out of your hand or hide it).
 - 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.
- V. If the ball misses the table, it is out (unless opponent plays it).
- VI. You must wait for the ball to hit the table for the return. You cannot hit it in the air.
- VII. Doubles Modifications:
 - Players must alternate hits and serving
 - All other rules apply
- VIII. Conduct- The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.
- IV. Ejections-Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Assistant Director of Intramural Sports to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
 1. Use of Tobacco and/or Alcohol During Event
 2. Unsporting conduct
 3. Improper language

Revised (7/10)