

TRUMAN STATE UNIVERSITY INTRAMURAL RECREATIONAL SPORTS

TABLE TENNIS RULES

Rules: (may also be found at <http://www.usatt.org/major/rules.shtml>)

(Rules special to Intramural play are in italics.)

1. Matches will be best three out of five games.
2. A game is won when a player reaches 11 and is ahead of his opponent by two points.
3. **Service:** The ball must rest on the open palm of the server's free hand, behind the end line and above the level of the playing surface. The server will toss the ball up for a distance of at least six inches and strike it so the ball touches the server's side once and touches the receiving side once. *When serving, the server cannot be more than an arm's length away from the end of the table.*
4. **Doubles service:** The server's ball must touch the right half of the server's side and the right half of the receiver's side of the table.
5. **Service rotation:** The server will maintain service until a total of four points have been scored. The receiver will then serve the ball for four points. If both players have 15 points, the serve will alternate until one person has won by two points.
6. **Let service:** If a served ball touches the net and lands on the receiver side, then it is a let service. The ball may be served again. *Only one let service is allowed per point.*