

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL TABLE TENNIS

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. All games will be played according to USATT Rules and Regulations if not specifically addressed in the following rules.
3. A coin toss or paddle spin determines who is to serve. The winner may elect to play at either end of the table, or to serve or receive. The loser is allowed the alternate choice.
4. The player who serves to begin the first game shall receive to begin the second game. If a third game becomes necessary, an additional coin toss with same guidelines will take place.
5. On the serve, the ball shall be placed in the palm of the flat hand about the level of the playing surface. The ball should be tossed upwards, with no spin, and struck as it is descending.
6. A serve that touches the net and proceeds over into the opposing team's side is considered a let. The server will then receive another attempt to serve. There is no limitation to the number of lets permitted per service.
7. Each player serves 5 consecutive points then receives 5 consecutive points.
8. Players shall switch sides after each game. In the third game, the players shall switch ends every ten serves.
9. Matches are best 2-out-of-3 games. Each game is to 21 points.
10. If the score reaches 20-20, the service changes after each point until one player gains a two-point advantage.
11. A shot is no good when it hits the side edge of the table below the white line.
12. No sandpaper covered paddles are allowed.
13. A player or his racket may not touch the net, its supports, or the playing surface while the ball is in play. The player shall lose the point.
14. Tournament shall be single elimination unless notified otherwise.
15. All games shall be played at the tournament location at game time listed on bracket. If a contestant has a conflict they may contact their opponent to try to set up an alternative game time. Games that conflict with a participant's class may be rescheduled by the intramural department if verification can be provided.
16. Paddles and balls are available for check-out from the intramural supervisor on site.

