IM Sports – TABLE TENNIS RULES - Singles
Official Table Tennis Rules with the following IM modifications and the IM General Rules will govern play.

ID+ CARDS: PSU ID+ Cards are required.

EQUIPMENT: Racket and table tennis balls are available for participants to use during play.

COIN TOSS: The winner shall serve first; the loser chooses the table end. The loser shall serve first in the second game. A coin toss to decide who serves first in the third game if needed. Table ends are switched after each game.

GAME and MATCH: Best 2 out of 3 games. The games are played to 11 points, unless tied at 10 – when the game shall be won by the first player gaining a lead of 2 points. Cap at 20.

SERVICE:
The server puts the ball into play by tossing it into the air with an open upward facing palm of one hand and striking it with the racket in the other hand so that then it hits his/her own court first, goes over the net and hits the receiver’s court. The hand must be stationary - above the level of the playing surface - and the ball must be visible to the receiver prior to the serve. Contact must be made behind the end line. The server may not impart spin with the toss.

The server will call out the score prior to each serve, always calling out their score first. Each player will serve for 2 consecutive points, unless tied at 10, when each player will serve for only 1 point in turn.

LETS:
1. A serve that touches the net and is otherwise good is a let. A reserve will occur.
2. A let is also called when play is disturbed from an outside source or a serve is delivered when the receiver is not ready.

POINTS:
1. missing the serve completely - point to the receiver
2. failing to make a good serve or return
3. the ball is struck twice or touches the court twice
4. player or player’s clothing/equipment touches the net, supports, or the ball while the ball is in play
5. the free hand cannot touch the playing surface while ball is in play
6. bumping the table during play
7. while serving neither player can make any distracting motions or sounds

Good Return: The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent’s court, either directly or after touching the net assembly. If a ball is broken during actual play, a new ball is put into play and the point is replayed.

OUT OF ORDER SERVING, RECEIVING and ENDS (ERRORS):
• If a player serves or receives out of turn, play is interrupted as soon as the error is discovered and shall resume play at the corrected serve and corrected score.
• If the players have not changed ends when they should have, play is interrupted as soon as the error is discovered and shall resume at the correct ends. The score will NOT revert but will continue.

COMMON MISCONCEPTIONS:
• Serves DO NOT have to be made from alternating sides of the center line
• Serves ARE NOT bounced first then hit with the racket
• Serves DO NOT have to be hit diagonally

ELIGIBILITY of CLUB Table Tennis Players: Second year+ table tennis club players are restricted from the IM table tennis tournament.

QUESTIONS: Intramural Office, 101 Intramural Bldg., 8am-5pm (M-F), (814) 865-5401

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