

## **Recreational Services Intramural Table Tennis Rules**

1. All games will be played to 21 points, win by 2.
2. All matches will be played best 2 out of 3.
3. The server puts the ball into play by tossing it into the air and hitting it off his/her side and over the net, landing on the receiver's side.
  - a. The server must strike the ball behind the end line and between the side lines.
  - b. If the ball hits the net on the serve and goes over, a let is called and the serve is replayed.
    - i. Two consecutive lets results in a loss of point.
  - c. If the server misses the ball on a serve they lose the point.
  - d. Serves may land in either service box.
4. Play continues until one player fails to make a legal return.
5. The serve changes from one player to the other every time five points are scored, except when the score is 20-20 the serve changes after each point.
6. The server must indicate the score prior to each serve, calling his/her own score first.
7. If a player intentionally touches the playing surface or moves the table, they forfeit the point.
8. A paddle may only contact the ball if it is in the player's hand.