



## TABLE TENNIS RULES

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*All players must show their Blugold ID Card before every game to participate.*

### A. THE GAME

- a. Teams will consist of one (1) player
- b. Players will switch sides after every game.
- c. Players rotate every five (5) serves.

### B. CLOCK

- a. Each match will be 2 out of 3 games.
- b. There will be a two-minute interval between games if necessary.

### C. SCORING

- a. The first two games will be to fifteen (15) points. A team must win by two (2) points; cap is twenty (20). The third game (if necessary) will be to eleven (11). A team must win by two (2) points; cap is fifteen (15)

### D. MERCY RULE

- a. Game time is forfeit time. Teams should be ready to play at the scheduled game time.

### E. PLAYER CONDUCT

- a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the court of play will result in suspension.
- b. Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.
- c. A team must maintain a minimum sportsmanship of 4 to remain in the tournament.

### F. POSSESSION

- a. A coin toss or rock, paper, scissors will determine the first serve. The loser of the coin toss chooses which end of the table to play on.
- b. A service will start with the ball resting freely on the open palm of the server's free hand and tossed vertically upwards. The ball must not be spun and travel at least 8 inches high. As it is falling downward, it must be struck so that it touches the server's side of the court first.

### G. DEFINITION OF PLAYING TERMS

- a. Let: A let is defined as any interference from another game or if the ball hits the net on a serve. Replay point if a let occurs.