**Equipment & Players**

1. All players must show their CWU I.D. card to play, prior to each game.
2. Equipment, including table, paddles, and balls, will be provided by the Intramural office. Players may use their own equipment after inspection by the On-site supervisor.
3. The game time provided on the Intramural web site is the start of the game.

**The Game**

1. A regulation game consists of eleven points, except when:
   - Games tied 10-10 will be played until a player wins by a 2-point margin.
2. A match will be a best of 5 games series.
3. Play begins with one player serving and one receiving.
4. The server puts the ball into play by tossing it into the air from the palm of one hand and striking it with the paddle (held in the other hand) so that it hits his/her own court, crosses the net and hits the receiver's court.
5. The receiver must return the ball over the net so that it hits the server's court. Only on the serve does the ball go from paddle to court, then over the net.
6. Play continues until one player fails to make a legal return. The opponent then scores one point.
7. The serve changes from one player to the other every time two points are scored, except when:
   - The score becomes tied 10-10. At this time, the serve changes and continues to change after each point until one player scores two consecutive points, thus winning the game.
8. When no official is present, players must keep score of the game. The best way to keep an accurate score is for the server to call out the score before he/she serves each time, always calling his/her own score first.

**Rules to Note**

The more important rules for table tennis are:

1. While serving, the server's paddle must strike the ball behind the end line and between the side lines (extended).
2. Serves must be struck so that the ball will pass over the end of the receiving court within the sideline boundaries.
3. A legal serves may not bounce twice on the receiver’s side of the court. (No Drop Serves)
4. In serving, the ball must be held in the palm of the hand, visible to the opponent and with no spin being imparted to it by the hand.
5. If the ball hits the net on the serve and goes over, it is a LET and the server serves again. However, if the second serve is a LET, the player loses the point.
6. If a player misses the ball completely when he/she is serving, it is a point for his/her opponent.
7. If a player intentionally touches the playing surface of the table with any part of his/her body, the point is won by his/her opponent. The same is true if a player should move the table by bumping against it.
8. A paddle can contact the ball legally only if the paddle is held in the player's hand.
9. Players will switch sides of the table after each game.
10. If a ball is broken during actual play, a new ball is put into play and the point during which it broke is replayed.
11. The only way a ball can be legally hit is with the paddle or the hand holding the paddle.

**Doubles Rules to Note**
1. The pair that earns the right to serve first must decide which partner will serve first. The opposing pair must decide which partner will be the first receiver.
2. Serves must cross from the right-hand court of the server to the right-hand court of the receiver for each serve.
3. Each server must serve for five points, same as singles. At the end of each five points, the receiving player becomes the server, and the partner of the previous server becomes the receiver. This sequence must continue until the end of the game or the score of 20 all. At 20 all, the sequence of serving and receiving must continue uninterrupted except that each player must serve only one point and the serve will alternate between teams after each point until a pair is ahead by two points.
4. To play the ball, the server must first make a good service, the receiver must then make a good return, the partner of the server must then make a good return. The partner of the receiver must then make a good return, the server must then make a good return and thereafter each player alternately in that sequence must make a good return until a point is scored.
5. Play order should be Server, Receiver, Server’s partner, Receiver’s partner, Server, and so on until a point is scored.

**Sportsmanship, Forfeits, Fines, and Ejections:**
1. Teams that are not present at game time with the minimum number of players required will forfeit the match. There is a $20 fine for each forfeit. Teams that forfeit more than 1 game will not be eligible for playoffs.
2. All players are expected to abide by the Intramural Code of Conduct.
3. All players ejected from play must leave the game site immediately. Ejections will result in a minimum penalty of a 1 game suspension and $20 fine.
4. Teams will be graded on their sportsmanship on a 4.0 scale. Sportsmanship rating will be used as the first tiebreaker when determining the playoff schedule and final standings.
5. Teams that do not maintain a 2.5 average will not be included in the playoff schedule; teams that do not maintain a 2.0 average during the season will be dropped from the remainder of the schedule.
6. See the Online Intramural Handbook for the complete policies and procedures.