



Ping Pong Rules

Each player must present a Rowan ID card before each contest to be eligible to participate. No other forms of identification will be accepted.

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in intramural sports.

GAME TIME IS START TIME!

Guidelines:

Singles & Doubles available. Individuals & teams randomly matched up in a double elimination tourney. Generally one match per week. Participants must contact opponents to set up the match & winners must report results to IM office by submitting a scoresheet at the Rec Center Front Desk. Failure to play match by weekly deadline will result in a forfeit of 1 or both parties. Participants must contact IM office to inform of forfeit.

Singles Rules

THE GAME

1. Each match consists of the best two out of three games with the winning player reaching 21 points first, unless both players have scored 20 points, in which case the one who first wins 2 points more than his opponent, shall win the game.
2. The choice of ends and who shall first serve shall be by toss of coin. If the winner's choice is ends, the other shall have choice of service, and vice-versa.
3. The change service shall take place after every 5 points have been scored. At the score 20 all, the server at that time retains the serve. If the situation arises where 5 points are scored after the 20 all tie and a person has not moved ahead by 2, then the service changes.
4. The players will switch ends for each game and the serve also alternates. For a deciding 3 rd game, a coin toss will determine which player gets the choice.



SERVICE

1. The server releasing the ball by hand only. The ball is then struck so that it touches first the server's court, and then passing directly over or around the net, touches the receiver's court. At the moment of impact of the paddle on the ball in service, both shall be behind the end line of the server's court and between and imaginary continuation of the sidelines.
2. A good return of a served ball struck by the receiver must pass directly over the net or around the net and touch directly on the opponent's court; provided that if the ball, having been served or returned in play, returns with its own impetus over the net or around the net, it may be struck, while still in play, by the player so that it touches directly the opponent's court.

Doubles Rules

THE GAME

1. Each match consists of the best two out of three games with the winning pair reaching 21 points first, unless both pairs have scored 20 points, in which case the team who first wins 2 points more than their opponent, shall win the game.
2. The choice of ends and who shall first serve shall be by toss of coin. If the winner's choice is ends, the other shall have choice of service, and vice-versa.
3. The change service shall take place after every 5 points have been scored. The doubles players must alternate serves, whereas one player cannot serve each time that they have the serve. At the score 20 all, the serving team at that time retains the serve, but must switch the player serving. If the situation arises where 5 points are scored after the 20 all tie and a person has not moved ahead by 2, then the service changes to the opposing team
4. The server shall first make a good service, the receiver shall then make a good return. The partner of the server shall then make a good return and then the server shall make a good return and thereafter each player alternately in that sequence shall make a good return.

SERVICE

1. The server releasing the ball by hand only. The ball is then struck so that it touches first the server's court, and then passing directly over or around the net, touches the receiver's court. At the moment of impact of the paddle on the ball in service, both shall be behind the



end line of the server's court and between and imaginary continuation of the sidelines.

2. A good return of a served ball struck by the receiver must pass directly over the net or around the net and touch directly on the opponent's court; provided that if the ball, having been served or returned in play, returns with its own impetus over the net or around the net, it may be struck, while still in play, by the player so that it touches directly the opponent's court.

Rules not covered shall be in accordance with the Laws of the International Table Tennis Federation as interpreted by the United States Table Tennis Association.