

Table Tennis Rules

Number of Players

- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- Each team roster must consist of at least 5 players. A minimum of 3 players is required to start a game. Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.
- Roster challenges may be initiated by anyone before, during, or after a match. Any team found to be playing with an ineligible player or a player not on its roster will forfeit the match and face corresponding fines at the discretion of the manager.
- Teams wishing to file this type of complaint should inform the opposing team captain immediately and the sport manager.

Equipment

- Players are expected to bring their own equipment (paddles, balls).
- Tables in the DuPont gymnasium will be made available for some games. Other games are played in houses/dorms on campus. Let the sport manager know if you have a table to play on.
- Because games can be played elsewhere on campus, IM Table Tennis has some flexibility in terms of times and locales. To reschedule a game, contact the captain of the other team directly to find an alternative date and time, and then notify the sport manager with the time and location of the rescheduled game.

Rules

- http://www.teamusa.org/~media/USA_Table_Tennis/Documents/Rules/USATT%20Rules.pdf
A contest will consist of two singles matches and one doubles match (played back-to-back-to-back on the same table).
- A match consists of the best of 3 out of 5 games
- A game shall be won by the player or pair first scoring 11 points, win by 2. Ex: if both teams score 10 points, the game shall be won by the first team subsequently gaining a lead of 2 points.
- A point is scored on every serve.
- When serving, if the ball touches the net, but would otherwise be a good service, it results in 'a let' (the serve is retaken)
- When serving, the ball must be struck by the service paddle, then bounce on the server's side of the court, and then bounce on the receiver's side of the court before being returned.
- The ball is 'obstructed' when a player hits the ball before it hits their side of the court and before it crosses their end line, resulting in the loss of the point.