# **Equipment**

All equipment will be provided by Recreational Facilities.

All rules not mentioned in the summary will be governed by ITTF.

# **Competition Format**

- Single elimination tournament
- 4-participant maximum from each collegian.
- Each game will be played to 11 points; win by 2, no cap.
- Matches will consist of a best 2 of 3 games.
- A rally scoring system will be used.
- The winner of each game is responsible for reporting their game result to the collegian sports manager on duty.

### **Table and Boundaries**

The playing surface shall be divided into 2 equal courts by a vertical net running parallel with the end lines and shall be continuous over the whole area of each court.

## **General Rules**

### **Service**

- A game of "rock, paper, scissors" will determine the first server.
- Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- The server shall then project the ball near vertically upwards, without imparting spin and then falls without touching anything before being struck.
- As the ball is falling the server shall strike it so that it touches first their court and then directly touches the receiver's court.
- From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by the server or by anything they wear or carry.
- As soon as the ball has been projected, the server's free arm and hand shall be removed from the space between the ball and the net.
- After every 2 points, the service will rotate so that the server will become the receiver, and the receiver will become the new server.

#### Return

The ball, having been served or returned, shall be struck so that it touches the opponent's court, either directly or after touching the net assembly.

**Collegian Sports:** 

**Game Line:** 850-478-8496 Ext. 4263 (GAME) **Email:** 

All rules not mentioned in the summary will be governed by ITTF.

#### Let

- The rally shall be a let:
  - o If in service the ball touches the net assembly, provided the service is otherwise correct or the ball is obstructed by the receiver or their partner.
  - If the service is delivered when the receiving player is not ready, provided that neither the receiver attempts to strike the ball.
  - If failure to make a service or a return or otherwise to comply with the Laws is due to disturbance outside the control of the player.
  - o If play is interrupted by the non-player or object.
  - After touching the receiver's court returns in the direction of the net
  - The ball comes to rest on the receiver's court.
- Play may be interrupted for the following:
  - o To correct an error in the order of serving, receiving or ends.
  - To introduce the expedite system.
  - o To warn or penalize a player or adviser.
  - o Because the conditions of play are disturbed in a way which could affect the outcome of the rally

### **Scoring**

- A player shall score a point
  - If an opponent fails to make a correct service.
  - If an opponent fails to make a correct return.
  - o If, after they have made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent.
  - If the ball passes over their court or beyond their end line without touching their court, after being struck by an opponent.
  - If the ball, after being struck by an opponent, passes through the net or between the net and the net post or between the net and playing surface.
  - If an opponent obstructs the ball.
  - o If an opponent deliberately strikes the ball more than once in succession.
  - o If an opponent, or anything an opponent wears or carries, moves the playing surface.
  - o If an opponent, or anything an opponent wears or carries, touches the net assembly.
  - If an opponent's free hand touches the playing surface.

**Collegian Sports:**Student Activities Office, AC-1

850-478-8496, ext. 2740

**Game Line:** 850-478-8496 Ext. 4263 (GAME)

Email: