



Current United States Table Tennis Association (<http://www.usatt.org>) rules will apply with the following UREC modifications:

RULE ONE: THE GAME, COURT, PLAYERS, BALLS, RACKING, SERVICE, POINTS, SETS, GAMES, AND MATCHES. All rules of the game shall be governed by the Intramural Sports officials.

val to their time of departure.

Program expects all participants to conduct themselves in a sportsmanlike manner.



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Table Tennis Rules

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Teams exhibit blatant actions of

RULE THREE: SERVING**Section One: Serving**

- A. The ball lies in the palm of the server's free hand. The hand to be still and above table level, and must be flat and open, with the fingers together.
- B. The hand must throw the ball up without spinning it. The ball must go vertically up.
- C. The player must hit the ball on the first attempt after the ball descends. On impact, the paddle must be behind the line on the end of the table.

Section Two: Good Services

- A. The ball bounces on the server's side of the net outside the sidelines, as long as it still touches the playing surface on each side of the net.

Section Three: Bad Services

- A. The ball bounces twice before crossing the net
- B. The ball does not bounce at all before crossing the net
- C. The ball does not bounce at all on the opponent's side after crossing the net
- D. Server serves illegally.

Section Four: Lets (Serving over again)

- A. A service touches the net or its support – as long as the service is otherwise good or has been volleyed by the receiver.
- B. A serve made when the receiver was not ready – as long as the receiver does not try to return the ball.
- C. A player does not make a good serve or return due to an accident beyond his/her control.
- D. The ball is broken in play.

RULE FOUR: RETURNS**Section One: Good Returns**

- A. The ball is hit after it bounces on his/her side of the net and crosses the net to bounce on the opponent's side.
- B. Returns are good that go around or under net projections.
- C. Returns are good that touch the net and go into the opponent's court.
- D. Returns are good that bounce off the receiver's hand below wrist, rather than off the paddle itself.
- E. If the ball has much spin that it rebounds backward, the player may reach across the net to play it. The player must guard against touching the net in playing this shot.

Section Two: Bad Returns

- A. The ball has not bounced on the player's side when he/she hits it.
- B. The ball bounces more than once before the player hits it.
- C.

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