TABLE TENNIS RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

PLAYERS, LOCATION AND EQUIPMENT

1. Campus Recreation will provide paddles and balls for the tournament. Players may use their own equipment.
2. The site of the Tournament will be at the Union Underground.
3. The tournament format will be as follows: Each team/player is put into a pool in which they will play everyone in their pool one time. All players from each pool will advance to the championship bracket.

TIME

There is a twenty [20] minute time limit on each match. A common clock will be kept by the Program Supervisor on duty. All matches will start and end at the same time. If the time limit expires during the game, then the team/player ahead at that point will be declared the winner of the match. If the game score is tied at the conclusion of the time limit, the next team/player to score a point will be the winner of the match.

GAME

All matches will be self-officiated

A coin flip will determine who serves first. Each team/player alternates five [5] serves at a time. At a score of twenty [20], the team/player[s] shall alternate each serve. The serving player in the first game shall receive in the following game.

**Double/ Mixed Doubles:** The first five [5] services will be served by one player of the serving team and returned by one player from the serving team. The second five [5] services shall be served by the receiver of the first five [5] services and returned by the partner of the first server. The third [5] services shall be delivered by the partner of the first server and shall be returned by the partner of the first receiver. The fourth five [5] services shall be delivered by the partner of the first receiver and returned by the first server.

**NOTE:** In doubles and/or mixed doubles, the ball must be hit alternately by each player.

For service, the ball must be tossed into the air from the palm of the hand. Finger spins and rubbing the ball against the paddle face are illegal. The ball must be visible to the opponent at all times.

The ball must land in both the server's and receiver's court. Lines are in. Both the ball and the paddle must be behind the end line at contact. If the ball touches the net on the serve, but still lands in, a let will be played. If the server misses the ball, it is a lost point.
NOTE: In doubles and/or mixed doubles, the serve must touch the server’s right court first and the receiver’s half court.

**SCORING**

A team/player shall lose a point if he/she/they:

- fails to make a good service
- fails to make a good return
- touches the net with the paddle or body
- volleys the ball with a hand or other part of the body
- hits the ball with the hand or other part of the body
- hits the ball outside of their opponent’s court

The team/player that started at one end of the table in a game shall start at the other end of the table in the immediate subsequent game. If the match goes to a third game, or the opponents are playing one game only, the team/player shall change ends when one team/player reaches a score of ten [10] points.