## TABLE TENNIS IS A SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

## THE GAMES WILL BE PLAYED ACCORDING TO THE INTERNATIONAL TABLE TENNIS FEDERATION RULES BOOK WITH THE FOLLOWING CLARIFICATIONS AND EXCEPTIONS:

## STARTING THE GAME

- 1. START TIME: Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
- 2. IDENTIFICATION: All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
- 3. PLAY PASS: All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
- 4. SCORING: Table Tennis is self-officiated. Players will track their own score and report it to a member of the Intramural Staff after each set. There will be a best 3 out of 5 series played. The FIRST side to 11 points is declared the winner, however a game must be won by 2 points. The side that won the previous game will serve first. Rally scoring will apply meaning there will be a point awarded every play.
- 5. TEAMS: One (1) person makes up a team in singles. Two (2) people make up a team in doubles.
- 6. GAME EQUIPMENT: Towson University Intramural Sports will provide all equipment, participants may use their own paddle.
- 7. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be