



TABLE TENNIS SINGLES RULES (SIMPLIFIED)



1. Each match shall consist of the best two out of three games with the winning player reaching 15 points first or being ahead by one after the score reaches 14 all in each game.
2. The server changes from one player to the other every time five points are scored, except when the score becomes tied 14-14. At this time, the serve changes and continues to change after each point until one player scores two consecutive points, thus winning the game.
3. The server puts the ball into play by tossing it into the air from the palm of one hand and striking it with the paddle (held in the other hand) so that it hits his/her own court. The ball goes over the net and hits the receiver's court. The receiver must return the ball over the net so that it hits the server's court. Play continues until one player fails to make a legal return. The opponent then scores a point.
4. A player must remain the same throughout the tournament (i.e. no substitutes).
5. Rules concerning racket specifications, scoring points, volleying a return, net serves, let returns, balls in play and balls fractured in play shall be in accordance with the Laws of the International Table Tennis Federation as interpreted by the United States Table Tennis Association which will be provided by the Tournament Coordinator.

NOTE:

The Arizona Intramural Sports Program reserves the right to enforce, apply or act upon any rule, policy or procedure not specifically covered in this document or the current Intramural Sports Handbook.