

New Mexico Senior Olympics

Table Tennis Rules

Revised 3-2017

Playing Format

1. All table tennis matches will be conducted in accordance with U.S. Table Tennis Association (USTTA) and National Senior Games Association rules. For a copy of these rules please write or call:

USA Table Tennis One Olympic Plaza Colorado Springs, CO 80909 (719) 866-4583 www.usatt.org	National Senior Games Association PO Box 82059 Baton Rouge, LA 70884-2059 (225) 766-6800 www.nsga.com
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2. Events will be singles, doubles and mixed doubles. Doubles must be two individuals of the same gender. Mixed Doubles must be two individuals of the opposite gender. All doubles and mixed doubles athletes must register individually and list the name of the athlete who will be their partner on the registration form.
3. In case a partner becomes ill after registration, with a documented medical reason, a substitute may be made. See Partner/Team/Groups in Item H in General Rules.
4. Playing clothing may be white if a yellow ball is used. All colors will be allowed, though white may only be used on sleeves and trimmings when a white ball is used. The same applies to yellow when a yellow ball is used. If the shades of yellow differ significantly, a garment and the ball may both be yellow.
5. Playing format will be either double or round robin elimination tournaments based on the number of registered entrants. (Single elimination tournament will only be considered with the approval of the NMSO office.) Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Games competition.
6. Any game missed/forfeited during bracket play will be considered a loss.
7. Contestants must use their own paddle and it may be any material, size, shape or weight that is in accordance with USTTA rules. NMSO will provide a limited number of paddles.

Playing Rules

1. A toss of the coin will determine who serves first.
2. A player may not duplicate any one event.
3. A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.
4. A match shall consist of 5 games. Best 3 out of 5 wins the match.

Table Tennis Rules (cont.)

5. The Service

- a. Service shall start with the ball resting freely on the open palm of the server's stationary freehand. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- b. 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 his/her doubles partner and by anything they wear or carry. In doubles, , the server shall first make a service, the receiver shall then make a return, but thereafter either player of that pair may make returns. However no part of a standing player's foot of this pair shall protrude beyond the imaginary extension of the center line of the table. If it does, the umpire shall award the point to the opposing pair.
- c. After each 2 points have been scored, the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- d. The player or pair serving first in a game shall receive first in the next game of the match, and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
- e. The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

6. The Let

- a. The served ball shall be a *let* if it touches the net or its supports, and later lands in receiver's court. A *let* shall also be declared when a serve is made before the receiver is ready. All let balls must be re-served.

7. The Expedite System

- Except where both players or pairs have scored at least 9 points, the expedite system shall come into operation if a game is unfinished after 10 minutes play or at any earlier time at the request of both players or pairs.
- If the expedite system is introduced, or if a game lasts longer than 10 minutes, all subsequent games of that match shall be played under the expedite system.

8. **Intervals:** Play shall be continuous throughout a match except that any player is entitled to an interval of up to 1 minute between successive games of a match; brief intervals for towelings after every 6 points from the start of each game and at the change of ends in the last possible game of a match.

9. The Point:

a. Unless the rally is a let, a player shall score a point:

- If he or she fails to make a good service.
- If a good service or a good return is made by his or her opponent and he or she fails to make a good return.
- If paddle, or any part of contestant or clothing, touches the net or its supports while the ball is in play.
- If the contestant moves the table in any way while playing the ball.
- If contestant's free hand touches the table while the ball is in play.