



# EVENT RULES

---

## Table Tennis

### SCHEDULE OF MATCHES

1. Participants will receive a card in the mail that shows the starting time for their first match. It is recommended that players arrive 15 minutes before their match time for registration.
2. A schedule of first round play will be available at the information desk prior to the opening of play.
3. During playing hours, the match schedule will be available at the event site.
4. Default-players will be defaulted if they have not signed in within 10 minutes after the starting time for their match.

### PLAYING RULES

1. All table tennis matches will be conducted in accordance with the USA Table Tennis Association rules.  
A game shall be won by the player or pair 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.
2. The choice of ends and the right to serve or receive first in a match shall be decided by lot and the winner may choose to serve or receive first or start at a particular end. 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, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
3. 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 the first one pair scores 5 points.
4. 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 the first one player or pair scores 5 points.
5. All matches shall consist of best of three out of five games.
6. Events are single elimination, with medals for first, second, and third, and a ribbon for fourth. A third place match will be played by the two players who lose their matches in the semi-final round.
7. Play shall be continuous throughout.
8. Players should not wear white or light colored clothing. Clothing preferred should be dark, solid colors.
9. Players are encouraged to use their own rackets. They must have rubber on each side. No wood or sandpaper surfaces are allowed. A limited supply of rackets will be made available at the event site.
10. Service - The ball shall be placed in the palm of the free hand, which must be open and flat, with the fingers together and the thumb free. The free hand (serving hand) must remain above and behind the end of the table. Service shall begin by the server tossing the ball vertically upwards without spinning the ball. As the ball descends from the height of the toss, it is struck by the server so that the ball bounces once in the server's court, goes over the net and bounces in the receiver's court. If the ball is tossed, struck and missed, the point goes to the receiver.
11. The ball will be ITTF/USATT approved and 40mm in diameter.

### TIE BREAKER

1. Head to Head Competition
2. Most Games/ Sets Won
3. Most Points Scored