

wittenberg PING-PONG RULES UNIVERSITY

1) ROSTERS

- a) All participating players must show a Wittenberg ID prior to the start of the game, and that ID must match the name on the roster.
- b) No Wittenberg ID, no play. No exceptions.

2) FORFEITS

- a) A PLAYER FORFEITING ONE GAME THEY WILL BE REMOVED FROM THE LEAGUE.

3) JUDGES

- a) A JUDGE'S DECISION IS FINAL. ARGUING A DECISION WILL RESULT IN IMMEDIATE EJECTION FROM THE CONTEST.

4) SCORING

- a) The player who first scores 11 points wins the game
- b) A game must be won by two points
- c) A match is the best five out of seven games

5) WARM UP

- a) A two-minute warm up is permitted prior to the start of each match

6) SERVING AND CHOICE OF ENDS

- a) Coin toss
 - i) Winner of coin toss may elect to serve or receive
 - ii) Loser of coin toss elects which end of the table to begin play.
- b) Alternate ends
 - i) At the completion of each game the players will change ends of the table

7) THE SERVE

- a) Throw the ball up and hit it. The ball must bounce once on your side and then land on your opponent's end.
- b) If the ball hits the net on the serve and then is otherwise good that is a "let" and the point shall be played over.
- c) If the ball hits the net on the serve and does not clear the net OR clears the net but fails to strike the table to point shall be awarded to the receiver.
- d) Each player serves five points and then switches serves with their opponent.
- e) When tied at 10, serves will alternate between players until completion of game.

8) BASIC RULES

- a) A serve must bounce on both ends of the table.
- b) A ball must bounce on your side of the table before you may return it to your opponent.
- c) A struck ball missing the opposite end of the table will result in a point for the receiver.
- d) A ball in play striking the net is still in play if it lands on the opposite end of the table after striking the net.
- e) A ball may not bounce more than once on a side of the table. A point is awarded to the opponent if the ball bounces more than once on your side.
- f) Your non-paddle hand may not touch the table during play. If it does, it results in a point for your opponent.
- g) You may not switch paddle between hands during the play of a point.