

Senior Olympics Table Tennis Rules

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

1. 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.
2. 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.
3. 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. **Doubles Partners:** Doubles partners who qualify together are not required to play together. All participants must have qualified for the sport in which they intend to participate
4. Any game missed/forfeited during bracket play will be considered a loss.
5. Contestants must use their own paddle and it may be any material, size, shape or weight that is in accordance with USTTA rules.

Playing Rules

1. A toss of the coin will determine who serves first.
2. 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.
3. A match shall consist of the best of any odd number of games.
4. A player may not duplicate any one event.
5. In case a partner becomes ill after registration, with a *documented medical reason*, a substitute may be made.

Table Tennis Playing Rules (cont)

6. Starting Play

- a. 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.
- b. When the ball is struck, no part of the body or clothing of the server or his doubles partner shall be within or above the triangular area formed by the net and imaginary lines between the ball and the tops of the net posts, at a height where it could hide the ball from the receiver.
- c. The serve shall be delivered by releasing the ball, without imparting any spin upon release. Any spin imparted to the ball must come from action of the racket upon impact with the ball. The ball shall be struck so that it first drops into the server's court and then into the receiver's court by passing over the net.
- d. 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.
- e. Hidden Service Illegal—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 or her doubles partner and by anything they wear or carry.
- f. 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.
- g. 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.
- h. 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.
- i. **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 toweling after every 6 points from the start of each game and the change of ends in the last possible game of a match.
- j. Either Player Shall Lose The Point:
 - If he or she fails to make a good service, unless a *let* is declared.
 - 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.