Ti geR ec Pi ng P ong To urna m e nt
(Updated August 2011)

I. Starting the Game
- P-I-N-G will be played to decide 1st serve.

II. Serving
- Each player must serve 5 times in a row.

- It is the server's responsibility to call the score and make sure the person receiving is ready. NO QUICK SERVES!

- The server MUST stand behind the table, not along the side of the table when serving.

- Drop serves are allowed.

- A serve that hits the net and lands on the opponent's side of the table will be a "let" and a re-serve will follow. There will be no maximum number of "lets".

- A serve that hits the net and does not contact the opponent's side of the table, lands off the table, or does not go over the net will result in a loss of point for the server. NO FAULTS!

III. Ending the Game
- All games will be played to 21. Prior to the championship match, we will use a single game format. The game must be won by 2 points or first to 25. The championship match will be best 2 out of 3 games. Each game must be won by 2 points.

- If the server reaches game point he will surrender his serve no matter the number of serves he has remaining. The opponent who is trailing will retain his serve until the game is tied or he loses the game. If a player is losing in a 'game point' situation, he may lose on an illegal or losing serve.

*Any rules or situations not covered above will be decided by the Intramural Director*