

Warner University Intramurals

Doubles Table Tennis

SOURCE: <http://www.geocities.com/Colosseum/7666>

OVERVIEW

Each game will be played to score of 21 with the requirement to win by 2. Game play will continue past 21 until a team achieves a 2-point differential for victory. A match will consist of the best of 3 games.

Two players are required for each team with no substitutions allowed.

Play shall be continuous throughout a match except that any player shall be entitled to an interval of not more than 2 minutes between successive games.

A GOOD SERVICE

1) At the start of service the ball shall be stationary, resting freely on the flat, open palm of the server's free hand, behind the end line and above the level of the playing surface.

2) The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm (~ 6 in.) after leaving the palm of the free hand and then falls without touching anything before being struck.

3) As the ball is falling the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver.

4) It is the responsibility of the player to serve so that the umpire or assistant umpire can see that he complies with the requirements for a good service.

5) If the umpire is doubtful of the legality of a service but neither he nor the assistant umpire is sure that it is illegal he may, on the first occasion in a match, warn the server without awarding a point.

6) If subsequently in the match the same player's service is of dubious legality, for the same or for any other reason, he shall not be given the benefit of the doubt and the receiver shall score a point.

7) Whenever there is a clear failure to comply with the requirements for a good service no warning shall be given and the receiver shall score a point, on the first as on any other occasion.

8) Exceptionally, the umpire may relax the requirements for a good service where he is notified, before play begins, that compliance is prevented by physical disability.

A GOOD RETURN

1) The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

A LET

- 1) The rally shall be a let;
- if in service the ball, in passing over the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver or his partner;
 - if the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball;
 - if failure to make a good service or a good return or otherwise to comply with the Laws is due to a disturbance outside the control of the player;
 - if play is interrupted by the umpire or assistant umpire.

PLAY MAY BE INTERRUPTED;

- to correct an error in the order of serving, receiving or ends;
- to warn or penalize a player;
- because the conditions of play are disturbed in a way which could affect the outcome of the rally.

A POINT

- 1) Unless the rally is a let, a player shall score a point
- if his opponent fails to make a good service;
 - if his opponent fails to make a good return;
 - if, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent;
 - if the ball passes over his court or beyond his end line without touching his court, after being struck by his opponent;
 - if his opponent obstructs the ball;
 - if his opponent strikes the ball twice successively;
 - if his opponent, or anything his opponent wears or carries, moves the playing surface;
 - if his opponent, or anything his opponent wears or carries, touches the net assembly;
 - if his opponent's free hand touches the playing surface;

THE CHOICE OF SERVING, RECEIVING AND ENDS

- The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
- When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
- After each 5 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 pairs have scored 20 points when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

4. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

5. In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

6. The player or pair serving first in a game shall receive first in the next game of the match.

7. The pair starting at one end in a game shall start at the other end in the next game of the match. In the last possible game of a match the pairs shall change ends when first either pair scores 10 points.

OUT OF ORDER OF SERVICE, RECEIVING OR ENDS

If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match.

If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.

In any circumstances, all points scored before the discovery of an error shall be retained.