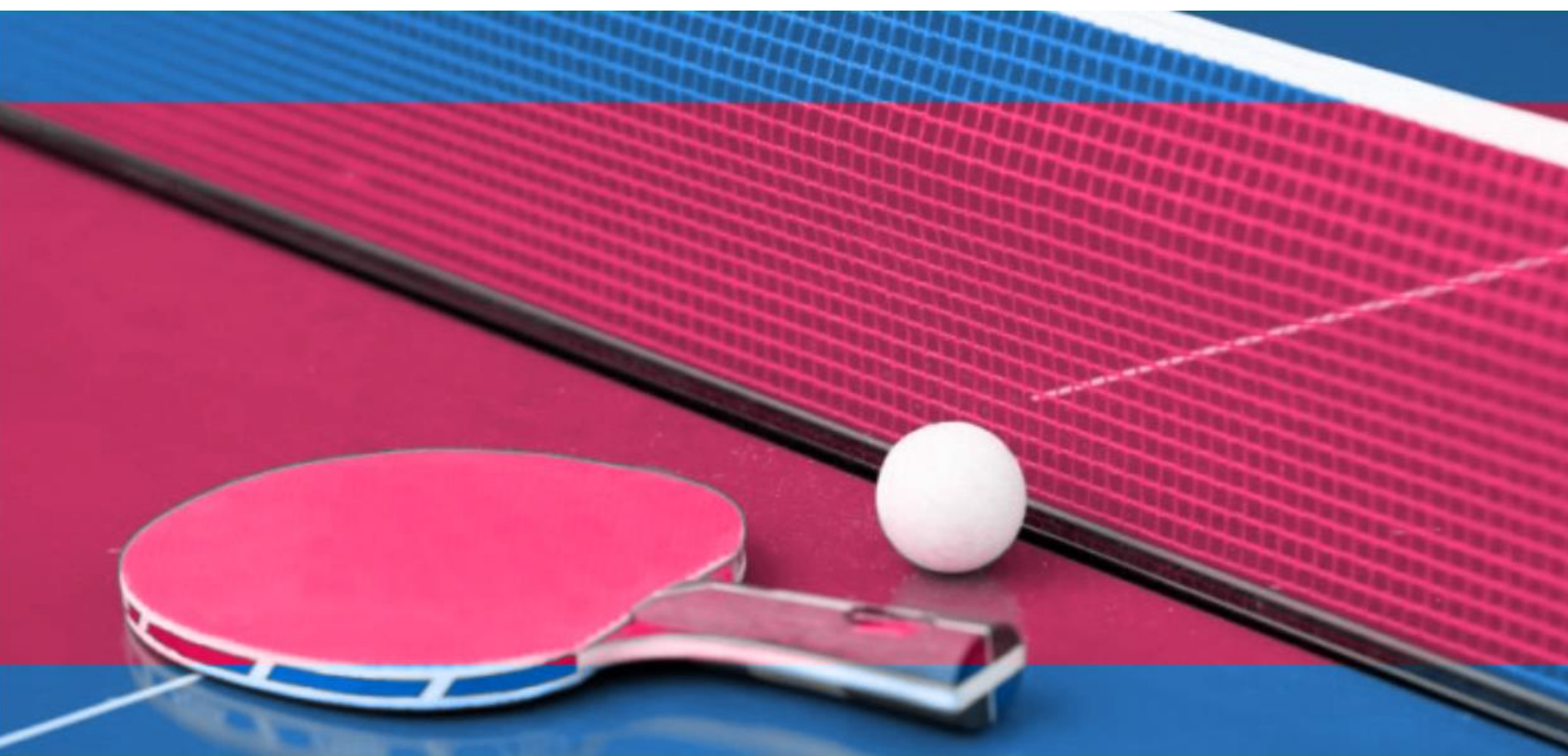


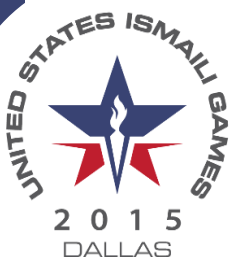
TABLE TENNIS

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- A game shall be won by the player or pair scoring eleven (11) points with a minimum lead of two (2) points. The game shall continue beyond eleven (11) points until the winning margin of two (2) points is attained.
- A match will consist of best of three (3) out of five (5) games
- Table Tennis balls will be provided by the USIG tournament. Only officially marked USIG softballs will be allowed.
- The new and ITTF approved, white colored, 40+ poly ball will be used for all matches.
 - The three-star orange Stiga or Nittaku balls **WILL NOT** be used.



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the field unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times. No metal or steel cleats or sandals allowed.
- If a player is not wearing the proper attire, they will not be allowed to take the field.
- It will be at the umpire’s discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire’s discretion to consult the rulebook



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EQUIPMENT – RACQUET

- The racket may be of any size, shape or weight but the blade shall be flat and rigid. At least eighty-five (85) percent of the blade by thickness shall be of natural wood; an adhesive layer within the blade may be reinforced with fibrous material such as carbon fibre, glass fiber or compressed paper, but shall not be thicker than seven and a half (7.5) percent of the total thickness or 0.35 mm, whichever is the smaller.
- The surface of the covering material on a side of the blade, or of a side of the blade if it is left uncovered, shall be matt, bright red on one side and black on the other.
- Slight deviations from continuity of surface or uniformity of color due to accidental damage or wear may be allowed provided that they do not significantly change the characteristics of the surface.
- A side of the blade used for striking the ball shall be covered with either ordinary pimples rubber, with pimples outwards having a total thickness including adhesive of not more than 2 mm, or sandwich rubber, with pimples inwards or outwards, having a total thickness including adhesive of not more than 4mm.

EQUIPMENT – BALL

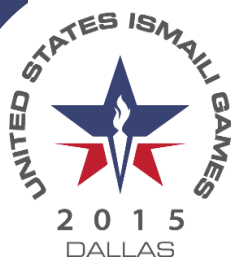
- Table Tennis balls will be provided by the USIG tournament. Only officially marked USIG softballs will be allowed.
- The new and ITTF approved, white colored, 40+ poly ball will be used for all matches.
 - The three-star orange Stiga balls will not be used.
- The ball color will be based on the color of the ground and the walls surrounding the table tennis court.
- A majority of a player's uniform cannot be the same color as the ball being used.

METHOD OF SCORING

- Unless the rally is a let, a player shall score a point:
 - if his opponent fails to make a good service;
 - 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 beyond his end line without touching his court, after being struck by his opponent;
 - if his opponent strikes the ball twice successively;

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- if his opponent, or anything his opponent wears or carries, touches the net assembly;
- if his opponent's free hand touches the playing surface;
- if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;

TIE GAMES

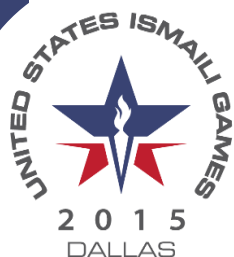
- A game shall be won by the player or pair first scoring eleven (11) points unless both players or pairs score ten (10) points, when the game shall be won by the first player or pair subsequently gaining a lead of two (2) points.

SERVING

- The ball must rest freely on the open palm of the server's stationary free hand.
- The ball must be thrown vertically at least 16 cm after leaving the palm of the free hand.
- The ball cannot be hidden by the server.
- The server's free arm must be removed from the space between the ball and the net once the ball has been projected.

THE ORDER OF SERVING, RECEIVING AND CHANGING 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 (1) 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 two (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 ten (10) points, when the sequences of serving and receiving shall be the same but each player shall serve for only one (1) point in turn.
- 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.
- 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.



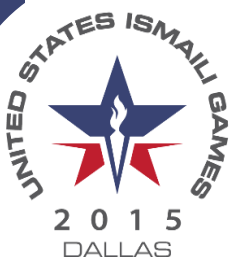
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- The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores five (5) points.

OUT OF ORDER OF SERVING, RECEIVING OR CHANGING 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 and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
- 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 reckoned.



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