

2019 Table Tennis Rules

These sport rules are modified from International Paralympic Committee competition rules to suit the population and goals of the Valor Games. The Valor Games Southeast 2018 are not a qualifying event for USA Nationals or other Paralympic sanctioned events.

Classification/Disability Groups:

Participants will compete in these categories (there are no gender divisions):

- Standing- singles
- Seated- singles
- Standing- doubles (only if enough people sign up)
- Seated- doubles (only if enough people sign up)

Event:

Tournament format: *(subject to change based on number of athletes that sign up)*

Preliminary rounds—small round robin groups of four (all participants in group will play each other once)—winner advances

Second round—single elimination

Rules:

- At Valor Games Southeast a match is played best 3 of 5 games. For each game, the first player to reach 11 points wins that game, however a game must be won by at least a two-point margin.
- A point is scored after each ball is put into play (not just when the server wins the point).
- The edges of the table are part of the legal table surface, but not the sides.
- In singles matches the center line is not used. You may ignore it when playing.
- Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, each server serves only one point and then the server is switched.
- After each game, the players switch sides of the table. In the final game (ie 5th game), the players switch sides again after either player first reaches 5 points.
- For a legal serve the ball must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side. Wheelchair table tennis matches may not serve off the side of the table.
- If the serve is legal except that it touches the net, it is called a **let serve**. Let serves are not scored and are re-served.

Equipment:

Equipment will be provided by Valor Games Southeast. The paddle should have a red and a black side. The ball should be either orange or white and 40 mm in size. The table should be 2.74 meters long, 1.525 m wide, and 0.76 m high.

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Medals:

Medals will be awarded to the top three finishers in each category:

Standing- singles

Seated- singles

Standing- doubles-(only if enough people sign up)

Seated- doubles (only if enough people sign up)

For more information on Table Tennis visit <http://www.ipttc.org/>

Note: These Classifications are not used at Valor Games Southeast but are included here for your reference and information about Para-Table Tennis

Class 1: Plays in a wheelchair, has no sitting balance, has limited arm and hand function. Most are unable to hold onto the racket, and strap it to their playing hand. They have no triceps muscle function.

Class 2: Plays in a wheelchair, has no sitting balance, has triceps and better wrist function than a Class 1. Some players in Class 2 also strap the racket to their hand.

Class 3: Plays in a wheelchair, has no or poor sitting balance, but has full arm function.

Class 4: Plays in a wheelchair, has fair sitting balance and can lean more to each side and forward over the table.

Class 5: Plays in a wheelchair, but has good balance, some leg function but not enough to play standing on his/her feet. This player has good reach in all directions.

Class 6: This player plays standing up, but has very poor balance and does not move very much on his feet in any direction and has both leg and playing arm limitations as well. They are unable to run at all. Plays standing, and has poor balance, especially moving to either side.

Class 7: This player will also have arm deficits, and may need to play with a cane or crutch. Both leg and arm limitations are seen here as well, but less than with class 6.

Class 8: This player usually has just leg involvement, but usually both legs are involved, or one leg very severely involved, such as an above knee amputation. They can not run very well, or move very well from side to side.

Class 9: Plays standing, but has less involvement in one or both legs than a class 8. They can run fairly well, but not quickly or normally, such as a below knee amputation

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Class 10: This player has the minimal disability allowed in either the non-playing arm or the leg, such as a cross foot or non-playing arm amputation.