

TABLE TENNIS RULES

The rules of table tennis are set by the International Table Tennis Federation. The complete set of rules can be found at https://www.ittf.com/wp-content/uploads/2019/11/2019ITTFHandbook_v2.pdf.

Definitions

Rally	the period during which the ball is in play
Let	a rally of which the result is not scored
Point	is a rally of which the result is scored
Racket Hand	the hand that is holding the racket
Free Hand	the hand without the racket
Serve	the ball is tossed up in the air with your free hand and struck with the racket
Server	the player due to strike the ball first in a rally
Receiver	the player due to strike the ball second in a rally

The Order of Play

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. **Here in the Villages the player/doubles team nearest the stage serves first.**

For Doubles: 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 or her in the preceding game.

A Game: 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.

A Match: A match shall consist of the best of any odd number of games. **Here in the Villages we play best 2 of 3 games.**

A Good Serve

- Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 6in after leaving the palm of the free hand and then falls without touching anything before being struck.
- As the ball is falling the server shall strike it so that it touches first his or her court and then touches directly the receiver's court; in doubles, the ball shall touch successively the right half court of server and receiver. If, in attempting to serve, a player fails to strike the ball while it is in play, he shall lose a point.
- 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 or by anything they wear or carry.
- If the serve hits the net and still goes over and hits the receiver's side it is a let and the server shall serve again.

A Good Return:

The ball, having been served or returned in play, shall be struck so that it passes directly over or around the net and its support and touches the opponent's court.

A Point:

- Unless the rally is a let, a player shall score a point
- if an opponent fails to make a correct service;
 - if an opponent fails to make a correct return;
 - if, after he or she has made a service or a return, the ball touches anything other than the net assembly before being struck by an opponent;
 - if the ball passes over his or her court or beyond his or her end line without touching his or her court, after being struck by an opponent;
 - if the ball, after being struck by an opponent, passes through the net or between the net and the net post or between the net and playing surface;
 - if an opponent obstructs the ball;
 - if an opponent deliberately strikes the ball more than once in succession;
 - if an opponent, or anything an opponent wears or carries, moves the playing surface;
 - if an 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;

Sharing the table: everyone gets to play

While there are players waiting to play, after a match the losing team sits down and a new player/team plays the next match. If conditions are very busy someone will announce that after winning two consecutive matches both teams must sit down and four new players come to the table. If conditions become extremely busy someone will announce that all four players must leave the table after every match.