

Rules of the Game

Adding up the points:

The winner of a match is the one who wins the first THREE or FOUR games (according to the competition)

A game consists of 11 points

There must be a gap of at least two points between opponents

If the score is 10-10, the game goes into extra play until one of the players has gained a lead of 2 points

The point goes to the player who successfully ends a rally

The score of the server is always announced first

Scoring:

A player scores a point when his opponent commits one of the following errors:

He isn't able to return the ball.

He returns the ball outside the opposite side of the table.

He lets the ball bounce more than once in his own court before returning it.

He touches the ball several times successively.

He strikes the ball in volley (without it bouncing on the table) above his side of the table.

He moves the table during play.

He touches the net or a post.

His free hand touches the table.

He makes a bad service (see service)

During rally play:

If the ball touches the table surface, it is declared in

If it touches the side of the table, it is declared out

A player is not allowed to strike the ball in volley, unless the opponent's ball leaves the table and I strike the ball in volley behind the table, in which case the point would be given to me.



Rules of the Game

Service

The initial order of serving is decided by lot. Service changes every 2 points, except during periods of extra play where it changes each time. Service must adhere to the following rules:

The ball rests freely on the open palm of the hand.

The hand holding the ball must be above the level of the table

The ball should be projected upwards (at least 16 cm)

The ball should be struck when it is falling and behind the table.

The ball should first bounce in one's court, then in the opponent's court.

Service can be diagonal and also in a straight line in singles

Service can be replayed when the ball touches the net or the supporting posts before touching the opponent's side of the table (a let), when the ball touches the net then is struck in volley by the opponent without it touching his court or when the receiver is not ready at the time of service

Service in Doubles

Service must be diagonal, from the right half court (marked by a white line) to the opponent's right half court.

After that, play can cover the whole table, but each partner must take his turn.

A1 serves to B1 (2 services),

B1 then serves to A2 (2 services),

A2 then serves to B2 ,

B2 serves to A1 and continuing in this way for every 2 services.

Following service, each player takes turns to return the ball.

In addition to the aforementioned cases in singles, a doubles team scores a point when its doubles opponents make one of the following errors:

At service, the player lets the ball bounce on the left half court, on either side of the court.

A player strikes the ball when it is not his turn.

Obstruction is not an acceptable claim for players of the same doubles team.

