TABLE TENNIS RULES

Games will be played to 21 must win by 2 only the Semi Final and Championship games will be best 2 out of 3. Coin toss determines choice of playing (side) position or service. Winner has choice of side or service, opponent has opposite choice. The serve changes after 5 points have been scored and this continues until the end of the game or the score of 20 all. At the score 20 all, the serve changes after every point.

RULES (ABRIDGED) Games will be played to 21 points (must win by 2).

The choice of playing position at the table and order of service are determined by the toss of a coin. If the winner of the toss prefers to have first choice of playing positions, the opponent then has the choice of whether to serve first or receive service, and vice versa.

The change of ends (position) and service shall take place after 5 points have been scored. The striker out then becomes server and the server striker out and so on after each 5 points until the end of the game or the score 20 all. At the score of 20 all, the striker out becomes the server and the server the striker out and so on after each point until the end of the game.

LET

A let ball is called in the following cases:

1. If the served ball, in passing over the net touches it or its supports, provided that the service would otherwise have been good or been volleyed by the striker out.

2. If a service is delivered when the striker out is not ready, provided always that he may not be deemed unready if he attempts to strike at the ball.

3. If either player is prevented by an accident not under his control from serving a good service or making a good return.

POINTS

Either player may lose a point due to the following circumstances:

1. If he fails to make a good service except in the case of a let.

2. If he fails to make a good return of a good service or a good return made by his opponent.

3. If the player, his racket, or anything that he wears or carries touches the net or it supports while the ball is in play.

4. If the player, his racket, or any wearing apparel moves the player's playing surface while the ball is in play.
5. If, before the ball in play has passed over the end lines or sidelines, not yet having touched the playing surfaces of his side of the table after being struck by his opponent, it comes in contact with him or anything he wears or carries.

6. If at any time he volleys the ball.

**SCORING**

A point is scored by the side which makes the last successful return prior to the end of a rally. In an unsuccessful return the ball is missed, hit off the table, sent into the net, or hit onto the player's own half of the court on the turn. Failure to make a good serve also scores a point against the server unless it is a let as in LAW 12.

**DOUBLES**

**GOOD SERVICE**

The service should be delivered as previously described and should touch first the right half of the server's court or the center line on his side of the net, and then, passing directly over or around the net, touch the right half of the striker out's court or the center line on his side of the net.

**CHOICE OF ORDER OF PLAY**

The pair who have the right to serve the first five services in any game decide which partner shall serve, and the opposing pair decide similarly which will first be striker out.

**ORDER OF SERVICE**

The first five services must be delivered by the selected partner of the pair who have the right to do so and must be received by the selected partner of the opposing pair. The second five services must be delivered by the strikerout of the first five services and received by the partner of the striker out of the first five services. The fourth five services must be delivered by the partner of the striker out of the first five services and received by the server of first five services, and so on, in sequence until the end of the game or the score 20 all, at which point each player serves only one service in turn until the end of the game.