

# TABLE TENNIS



## Scoring/Rules

- Games are played to 11 points.
- Rally scoring – every point counts.
- Win by 2 points
- Best 2 out of 3 games
- The ball is allowed to go around the net as long as it still lands on the table during a rally.
- A point is scored if it is hit out of bounds but hits a racket before it lands on the floor (if the ball is going out, let it hit the floor first, not your racket).
- No volleying is allowed (hitting the ball out of the air).

## Service

- Service starts with the ball resting freely on the open palm of the server's hand.
- The ball is tossed up in the air without spin.
- As the ball falls, the server will strike the ball with the racket (before it bounces) so it first touches their court and then bounces over the net and lands on the opponent's court.
- The ball always will be made from the right service court (doubles only).

## Doubles

- Service must be made diagonally to the opponent.
- A rally is played with players on the same team alternating hits. No one person should be allowed to contact the ball two times in a row, a partner needs to alternate hits.
- After two serves are made by the serving team, their partner will switch service courts with them.

## Singles

- Service can be made anywhere on the court.

## Terms

- Rally Scoring – every rally counts as a point on the overall score
- Let – on the service, the ball hits the net and lands in the appropriate service court, results in a redo; during a rally, another ball or interference is made to one of the players
- Rally – a period during which the ball is in play
- Point – is a rally which the result is scored
- Free Hand – the hand not carrying the racket
- Racket Hand – the hand carrying the racket
- Volley – hitting the ball out of the air, not allowed

## Faults

- Failure to make a correct service
- Failure to return the service (missing the ball or not letting it bounce on your side)
- Missing the ball completely on a serve or hit
- Ball comes in contact with a player's body
- In doubles, the ball is contacted out of sequence