**Ping Pong  Rules**

**1. Equipment & Setup**

* Table: surface rectangular, 274 cm. (9 ft.) in length, 152.5 cm. (5 ft.) in width.
* Net: The playing surface shall be divided into two "courts" of equal size by a vertical net running parallel to the end lines.
* Balls: shall be spherical, with a diameter of 40 mm. The ball shall weigh 2.7 gm.
* Rackets: The racquet may be of any size, shape, or weight but the blade shall be flat and rigid. A side of the blade used for striking the ball shall be covered with either ordinary pimpled rubber with pimples outward having a total thickness including adhesive of not more than 2 mm. or sandwich rubber with pimples inwards or outward having a total thickness including adhesive of not more than 4 mm. (no sandpaper rackets permitted)
* Singles: (1 vs 1)
* Teams: Doubles (2 vs 2).

**2. Scoring**

* **1 point per fault**
* **Game is to 11 points** (win-by-2 required).
* **Final Round is to 11 points** (win-by-2 required).
* **Best 3 of 5 games wins match**

**3. Gameplay**

* Players should have their own paddles
* Players 1st game in a match, server is decided by players choice.
	+ The player or pair serving first in a game shall receive first in the next game of the match.
	+ The player or pair starting at one end in a game shall start at the other end in the next game of the match.
* Serving
	+ In Singles:
		- Each player gets 2 serves, and it alternates until one of the players scores 11 points, unless there is a deuce (10:10). In that case, each player gets only one serve and it alternates until one of the players gets a two point lead.
	+ In Doubles:
		- Each pair gets 2 serves, and it alternates until one of the pairs scores 11 points, unless there is a deuce (10:10). In that case, each pair gets only one serve and it alternates until one of the pairs gets a two point lead.
		- at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
		- the server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter, each player alternately in that sequence shall make a good return.
	+ Player must hit the ball so that it passes over the [net](http://www.killerspin.com/accessories/table-tennis-nets.html) and hits the opponent’s half of the [table](http://www.killerspin.com/ping-pong-tables.html). (a cross table serve is not necessary during singles play)
	+ When serving, you need to stand behind the end line of the table, and the ball needs to be visible, and above the surface of the table. The ball needs to come up and out of the open hand at least 6.3” then hit with paddle.
		- As the ball is falling, the server shall strike it so that it touches first his court and then, passing directly over or around the net assembly touches the receiver's court. ***In doubles*** the ball shall touch successively the right half court of the server and receiver.
		- **During a serve**, if the ball hits the net but still bounces on the opponent’s side of the table, the point is a let (which means it needs to be replayed). If the ball hits the net and doesn’t make it to the other half of the table, the receiver is automatically awarded a point.

**4. Fouls**

* + If you touch the table surface with your free hand (the one that’s not holding a paddle) during a rally, your opponent will be awarded with a point automatically. This also applies if you move the table with anything you’re wearing or carrying.
	+ When there is no qualified umpire present, you’ll have to rely on the so-called “honor system”. The “honor system” means that the players need to come to an agreement amongst themselves.

**5.Seeding**: Determined by random draw

**6. Sportsmanship**

* No distracting opponents during serve.
* Players are responsible for keeping score.