

Ping Pong Rules

These laws conform substantially to the ITTF Laws and Regulations for International Competition. Coastal Carolina modifications applicable to USATT competition are included.

A Game & Match

- A game shall be won by the first player scoring 11 points unless both players score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.
- The match shall be a best of five (5) games with the first game played as doubles with a partner and the next four games shall be singles games. The match is won by playing all five games.

Service

- 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 16 cm 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 court and then, passing directly over or around the net assembly touches the receiver's court.

The Order of Play

- In singles, the server shall first make a good service, the receiver shall then make a good return, and thereafter, server and receiver alternately shall each make a good return.
- In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

A Let

- If in service the ball, in passing over or around the net assembly, touches it, provided the serve is otherwise good or is obstructed by the receiver or his partner.
- If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball.

A Point

- Unless the rally is a let, a player shall score a point:
 - If his opponent fails to make a good service.
 - If his opponent fails to make a good return.
 - If, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent.
 - If the ball passes beyond his end line without touching his court, after being struck by his opponent.
 - If his opponent obstructs the ball
 - If his opponent strikes the ball twice successively.
 - If his opponent strikes the ball with a side of the racquet blade having an illegal surface.
 - If his opponent's free hand touches the playing surface.

The Choice of Ends and Serves

- The choice of ends and the right to serve or receive first in a match shall be decided by lot and the winner may choose to serve or receive first or to start at a particular end.
- When one player or pair has chosen to serve or receive first or to start at a particular end, the other player or pair shall have the other choice.
- After each 2 points have been scored the receiving player shall become the serving player and so on until the end of the game, unless both players score 10 points or the expedite system is in operation, when the sequence of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- The player serving first in a game shall receive first in the next game of the match.
- The player starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

Out of Order of Serving, Receiving or Ends

- If a player serves or receives out of his turn, play shall be interrupted and shall continue with that player serving or receiving who should be server or receiver respectively at the score that has been reached according to the sequence established at the beginning of the match, and in doubles, to the order or serving chosen by the pair having the right to serve first in the game in which the error is discovered.
- If by mistake the players have not changed ends when ends should have been changed, play shall be interrupted as soon as the error is discovered and the players shall change ends.

Practice

- Players are entitled to practice on the match table for up to 2 minutes immediately before the start of a match but not during normal intervals. The specified practice period may be extended only with the permission of the referee.

Misbehavior

- Players and coaches shall refrain from conduct that may unfairly affect an opponent, offend spectators or bring the game into disrepute. Examples are: abusive language, deliberately breaking the ball or hitting it out of the playing area, kicking the table or surrounds or disrespect to match officials.