



BASIC RULES OF THE GAME

The aim of the game is simple; hit the ball over the net onto your opponent's side. The ball should bounce once on the opponent's side of the table. A point is won by you if your opponent is unable to return the ball or if they hit the ball before it bounces on their side of the table (unless the ball has already cleared the table).



SCORING



- Winner is the first to 11 points
- If the score is 10-10, the game goes on until one of the players has gained a lead of 2 points
- Points are won irrespective who has served
- Matches can be best of 3, 5, 7 - or any odd number you like!



SERVING

- The ball must first bounce on your side and then on your opponent's side
- If the ball touches the net and goes over, it's a 'let' - retake the serve
- If it hits the net and doesn't go over, you lose the point
- There are no second serves
- Before service, the ball rests freely on the open palm of the hand, above the level of the table
- The ball should be projected upwards (at least 16 cm)

- In singles you can serve anywhere on the table you like
- Change servers every 2 points
- If the score reaches 10-10 change server every point

