



TABLE TENNIS

RULES



HIGHLIGHTS

- ▶ Forfeit time is five (5) minutes after the scheduled game start time. If a team is not "Ready to Play" within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).
- ▶ A game shall be won by the player or pair scoring eleven (11) points with a minimum lead of two (2) points. The game shall continue beyond eleven (11) points until the winning margin of two (2) points is attained.
- ▶ A match will consist of best of three (3) out of five (5) games.
- ▶ At least eighty-five (85) percent of the blade by thickness shall be of natural wood
- ▶ The Expedite System will not be in effect.

METHOD OF SCORING

- ▶ Unless the rally is a let, a player shall score a point:
 - if his opponent fails to make a good service;
 - 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 strikes the ball twice successively;
 - if his opponent, or anything his opponent wears or carries, touches the net assembly;
 - if his opponent's free hand touches the playing surface;
 - if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;

TIE GAMES

- ▶ A game shall be won by the player or pair first scoring eleven (11) points unless both players or pairs score ten (10) points, when the game shall be won by the first player or pair subsequently gaining a lead of two (2) points.

OFFICIAL RULES

SERVING

- ▶ The ball must rest freely on the open palm of the server's stationary free hand.
- ▶ The ball must be thrown vertically at least sixteen (16) cm after leaving the palm of the free hand.
- ▶ The ball cannot be hidden by the server.
- ▶ The server's free arm must be removed from the space between the ball and the net once the ball has been projected.

THE ORDER OF SERVING, RECEIVING AND ENDS

- ▶ The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
- ▶ When one (1) player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
- ▶ After each two (2) points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score ten (10) points, when the sequences of serving and receiving shall be the same but each player shall serve for only one (1) point in turn.
- ▶ In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so. Then the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.
- ▶ In doubles, at each change of service, the previous receiver shall become the server and the partner of the previous server shall become the receiver.
- ▶ The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores five (5) points.



OUT OF ORDER OF SERVING, RECEIVING OR ENDS

- ▶ If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and 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 of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
- ▶ If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
- ▶ In any circumstances, all points scored before the discovery of an error shall be reckoned.
- ▶ Players or pairs are entitled to practice on the match table for up to two (2) minutes immediately before the start of a match but not during normal intervals
- ▶ Play shall be continuous throughout an individual match except that any player or pair is entitled to an interval of up to one (1) minute between successive games of an individual match
- ▶ A player or pair will get brief intervals for toweling after every six (6) points from the start of each game and at the change of ends in the last possible game of an individual match
- ▶ A player or pair may claim one (1) timeout for the entire match for a period of up to one (1) minute.
- ▶ The request for a timeout, which can be made only between rallies in a game, shall be indicated by making a "T" sign with the hands

INJURY DELAY, SUSPENSION AND FORFEITING

- ▶ The referee may allow a suspension of play, of the shortest practical duration, lasting not more than five (5) minutes, if a player is temporarily incapacitated by an accident, provided that in the opinion of the referee the suspension is not likely to be unduly disadvantageous to the opposing player or pair. If the injured player is unable to recover within the five (5) minute stoppage, the injured player will have to concede the game to their opponent. The injured player can use the sixty (60) second period between the games to attend to the injury. If unable to continue, the player must concede the match.
- ▶ Cramp or exhaustion, does not justify such an emergency suspension
- ▶ If anyone in the playing area is bleeding, play shall be suspended immediately, and the player will be allowed five (5) minutes to attend to the bleeding wound. If the bleeding recurs, no further delay will be allowed, except that the player can concede the game, using the sixty (60) second period between games to attend to the wound and stop the bleeding. If unable to stop the bleeding, the player must concede the match.
- ▶ A player or team that has to end their match as a result of default due to injury will be allowed to retain their points scored and games won prior to the default

COACHING

- ▶ In an individual event, a player or pair may receive advice only from a coach, designated beforehand to the umpire
- ▶ Players may receive advice only during the intervals between games or during other authorized suspension of play, and not between the end of practice and the start of a match.

Rules and Regulations in the NAIG Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

