



# TABLE TENNIS

## SINGLES

- 1. THE TABLE.** The table shall be in surface rectangular, 9ft in length, 5ft in width; it shall be supported in such a way that its upper surface shall be 2ft 6ins. Above the floor, and shall lie in a horizontal plane.  
It shall be made of any material and shall yield a uniform bounce of not less than 8 inches and not more than 9 inches when a standard ball is dropped from a height of 12 inches above its surface.  
The upper surface of the table shall be termed the "playing surface"; it shall be non-reflecting, of a dark colour with a white line  $\frac{3}{4}$  in. Broad along each edge.  
The lines at the 5 ft. Edges or ends of the playing surface shall be termed "end lines." The lines at the 9 ft. Edges or side of the playing surface shall be termed "side lines"
- 2. THE NET AND ITS SUPPORTS,** The playing surface shall be divided into two courts of equal size by a net running parallel to the end lines and 4 ft. 6 ins. From each. The net and its suspension together shall be 6 ft. In length; its upper part along its whole length shall be 6  $\frac{3}{4}$  ins. above the playing surface; its lower part along the whole length shall be close to the playing surface. The net shall be attached at each end to an upright post 6  $\frac{3}{4}$  ins. high; the outside limits of each post shall be 6 ins. outside the sideline on the same side.
- 3. THE BALL,** The ball shall be spherical. It shall not be less than 4  $\frac{1}{2}$  ins nor more than 4  $\frac{3}{4}$  ins. in circumference; it shall not be less than 2.40 grams nor more than 2.53 grams in weight.
- 4. THE RACKET,** The racket may be any material, size, shape, or weight.
- 5. SCORING OF POINTS,** The game shall be won by the player who first wins 21 points unless both players shall have scored 20 points, when the winner of the game shall be he who first wins two points more than his opponent.
- 6. CHOICE OF ENDS AND SERVICE,** The choice of ends and the right to be server or striker-out, in every match, shall be decided by toss, provided that if the winner of the toss choose the right to be server or striker-out, the other player shall have the choice of ends, and vice-versa, and provided that the winner of the toss may, if he prefer it, require the other player to make the first choice.
- 7. CHANGE OF ENDS AND SERVICE,** After 5 points the striker-out shall become the server, and the server the striker-out, and so on after each five points until the end of the game or the score 20 all. At the score 20 all the striker-out shall become the server, and the server the striker-out, and so on after each point until the end of the game. The player who served first in a game shall be the striker-out, and so on after each point until the end of the game. The player who served first in a game shall be the striker-out first in the immediately subsequent game, and so on until the end of a match.  
The player who started at one end in a game shall start at the other in the immediately subsequent game, and so on until the end of the match. Where the match consists of only one game, or where it consists of more than one game, in the deciding game of the match, the players shall change ends at the score of 10.
- 8. OUT OF ORDER OF ENDS OR SERVICE,** If a player serve out of his turn, the player who ought to have served shall serve as soon as the mistake is discovered, unless a group of five serves shall have been completed before such discovery, when the serve in the subsequent groups of serves shall continue in the same order, as if the sequence had not been discontinuous. In any circumstances, all points scored before the discovery shall be reckoned.  
If the players shall not have changed ends when ends should have been changed, the players shall change ends as soon as the mistake is discovered, unless a game shall have been completed since the error, when the error shall be ignored. In any circumstances, all points scored before the discovery shall be reckoned.
- 9. THE ORDER OF PLAY,** The server shall first make a good service, the striker-out shall then make a good return and thereafter server and strikerout shall each alternately make a good return.
- 10. A GOOD SERVICE,** The serve shall be delivered by the server projecting or dropping the ball by hand only without deliberate deformation of the surface, onto the air. The ball shall then be struck so that it touch first the server's court and then, passing directly over or round the net, touch the striker-out's court.  
At the moment of the impact of the racket on the ball in service both shall be behind the end line of the server's court and between an imaginary continuation of the sidelines.
- 11. A GOOD RETURN,** A ball having been served or returned in play shall be struck by the player so that it pass directly over the net or round the net and touches directly the opponent's court; provided that, if the ball having been served or returned in play, returns with its own impetus over the net or round the net, it may be struck, while still in play, by the player so that it touches directly the opponent's court.
- 12. A LET,** The rest is a let:

  - (a) If the ball served in passing over the net touch it or its supports provided the service either be otherwise good or be volleyed by the striker-out.
  - (b) If a service were delivered when the striker-out is not ready, provided, always, that he may not be deemed to be unready if he attempted to strike at the ball.
  - (c) If either player lose the point as provided in Law 13 (c), (d), (e), or Law 14 owing to an accident not within his control.
- 13. A POINT,** Either player shall lose a point:

  - (a) If he/she fails to make a good serve, except as provided in Law 12.
  - (b) If a good serve or a good return having been made by his opponent, he fails to make a good return, except as provided in Law 12.
  - (c) If he/she, or his/her racket, or anything that he/she wears or carries, touch the net or its supports while the ball is in play.
  - (d) If he/she, or his/her racket, or anything that he/she wears or carries, moves the playing surface while the ball is in play.
  - (e) If his/her free hand touches the playing surface while the ball is in play.
- 14. A POINT,** Either player shall lose the point:

  - (a) If, before the ball in play shall have passed over the end lines or side lines not yet having touched the playing surface on his side of the table since being struck by his opponent, it comes in contact with him or anything that he wears or carries.
  - (b) If at any time he/she volleys's the ball, as provided in Law 12 (a).
- 15. IN PLAY,** The ball is in play from the moment at which it is projected or dropped from the hand in service until:

  - (a) It has touched one court twice consecutively.

- (b) It has except in service, touched each court alternately without having been struck by the racket intermediately.
- (c) Either player has struck it more than once consecutively.
- (d) It has touched either player or anything that he/she wears or carries, except his/her racket or his/her racket hand below the wrist.
- (e) On the volley it comes in contact with the racket at the racket hand below the wrist.
- (f) It has touched any object other than the net supports or those referred to above.

## 16. FURTHER DEFINITIONS.

If the ball, in passing over the net or round the net, touch it or its supports, it shall, nevertheless, be considered to have passed directly, except as referred to in Law 12 (a).

If the ball in play come in contact with the racket or racket hand, not yet having touched the playing surface on one side of the net since last being struck on the other side, it shall be said to have been volleyed.

## DOUBLES

17. The above Laws shall apply in the Doubles Game except as below:

**18. THE TABLE,** The surface of the table shall be divided into two parts by a white line 1/8 in. broad running parallel with the sidelines and distant from each of them 2 ft. 5in. This line shall be termed the service line. The part of the table surface on the nearer side of the net and the right of the service line, in respect to the server, shall be called the server's right half court, that on the left in respect to him/her, server's left half court. The part of the table surface on the further side of the net, and the left of the service-line in respect to the server shall be called the striker-out's right half court; that on the right in respect to the server shall be called the striker-out's left half court.

**19. A GOOD SERVE,** The serve shall be delivered as otherwise provided in Law 10, and so that it touches first the server's right half court or the centre line on his/her side of the net, and then, passing directly over or round the net, touch the striker-out's right half court or the centre line on his/her side of the net.

**20. CHOICE OF ORDER OF PLAY,** The pair who have the right to serve the first five services in any game shall decide which partner shall do so and the opposing pair shall then decide similarly which shall first be striker-out.

**21. ORDER OF SERVICE,** The first five services shall be delivered by the selected partner of the pair who have the right to do so and shall be received by the selected partner of the opposing pair. The second 5 serves shall be delivered by the striker-out of the first 5 services and received by the partner of the server of the first 5 serves. The third 5 serves shall be delivered by the partner of the server of the first 5 serves and received by the partner of the strike-out of the first 5 serves. The fourth 5 serves shall be delivered by the partner of the striker-out of the first 5 serves and received by the server of the first 5 serves. The fifth 5 serves shall be delivered as the first 5 serves. And so on, in sequence, until the end of the game or the score 20 all, when the sequence of serving and striking-out shall be uninterrupted, but each player shall serve only one service in turn until the end of the game.

In a one game match, or in the deciding game of a match of more than one game, the pair that served the first 5 serves have the right to alter their order of striking-out or that of their opponents at the score 10.

**22. OUT OF ORDER OF STRIKING-OUT,** If a player acts as striker-out out of his/her turn, the player who ought to have acted as striker-out shall be striker-out as soon as the mistake is discovered, unless a group of 5 serves shall be completed before such discovery, when the order of striking-out shall continue in the subsequent group of services as if the sequence had not been discontinuous. In any circumstance all points scored before the discovery shall be reckoned.

**23. ORDER OF PLAY,** The server shall first make a good serve, the striker-out shall then make a good return, the partner of the server shall then make a good return, the partner of the striker-out alternately in that sequence shall make a good return.

## APPENDIX TO LAWS (KNOTTY POINTS: DECISIONS OF RULES COMMITTEE)

**1. EDGE BALLS.** The phrase, "Table surface" is to be interpreted as including the top edge and corners of the table-top and a ball in play which strikes these latter is therefore good and still in play; though if it strikes evidently the side of the table-top below the edge, it becomes dead and counts against the last striker.

**2. BALL RETURNED WITH EMPTY HAND.** If a player dropped his/her racket he/she cannot return the ball with empty hand. (see definition, the racket hand is the hand holding the racket.)

**3. RACKET THROWN AT BALL.** If in returning the ball the racket leaves the player's hand, it is a good return only if it were still in his hand at the moment of contact with the ball. (See Law 11 a) ball...shall be struck) and if it does not touch the net or move the table surface (Law 13 (c) (d) before the ball is out of play.

### 4. FINGER-SPIN IN SERVICE.

- (a) Finger-spin MAY be imparted to the ball in service by projecting it by hand into the air and then striking it (Law 10); it MAY NOT be imparted by holding the ball and rubbing the racket surface against it before it leaves the hand (LAW 10) and double hit (Law 15 (c)).
- (b) No artificial aid must be worn on the fingers to increase finger spin; a rubber thumb-stall or finger-stall violates Law 10 "projecting or dropping the ball by hand only," since more than the hand is used. (The umpire should, however of course use discretion respecting a merely technical violation caused by a stall or glove worn through injury and not employed to increase servicespin).
- (c) Distinction should be made between that measure of deformation physically inseparable from striking or pressing a resilient object, and a deliberate deformation execute to alter the shape of the surface to secure improved grip. The latter may invariably be distinguished by a shape of the surface to secure improved grip. The latter may invariably be distinguished by a sharp slick of celluloid audible as the surface resume convexity on leaving the hand and in no way resembling the finger-snap sound of legitimate finger spin.

**5. MISSED SERVICE.** If a player in attempting to serve miss the ball altogether, it is a lost point (Laws 10 and 15) because the ball was in play from the moment it left the server's hands and a good service has not been made of the ball already in play.

**6. VOLLEYED NET SERVICE.** A net service is a let not only if otherwise good but also if volleyed by the striker-out. See Laws 12 (a) and 14 (b).

**7. BALL FRACTURED IN PLAY.** If the ball split or becomes otherwise fractured in play affecting a player's return, the rest is a let (Law 12 (c)). It is the umpire's duty to stop play, recording a let, when he has reason to believe that the ball in play is fractured or imperfect; and to decide those cases in which the faulty ball is clearly fractured in actually going out of play, and in no way handicaps the player's return, when the point should be scored. In all cases of doubt, however, he should declare a let.

**8. FIXTURES.** A moving spectator a neighboring player, a sudden noise, i.e., any neighboring object in movement (except a partner) should be regarded as an accident not under control (Law 12 c), interference from which implies a let. A stationary spectator, fixed seating the umpire, the light, a nearby table, a continuous sound of even volume, i.e. any relatively constant or motionless hazard, should not be so regarded, and complaint against interference from it during play should be regarded as void.