

Basic rules for table tennis

- 1 A game shall be won by the player first scoring 11 points (unless both players score 10 points when the game shall be won by the first player subsequently gaining a lead of 2 points).
- 2 A match shall consist of the best of any odd number of games, e.g. best of 3
- 3 Serving – after each 2 points the receiving player becomes the serving player. (except at 10 all when service is alternate).
- 4 A good service starts with the ball resting on the palm of the service hand, the ball is thrown upwards, and on its way down the server strikes the ball so that it touches first his/her side of the table (court) and then his/her opponent's side of the table (court).
- 5 A good return – the ball, having been served, should be struck so that it passes over the net (or around it) and touches the opposite side of the table (court)
- 6 A let – if in service the ball, in passing over the net, touches it and is otherwise good (i.e. goes over the net and hits the receiver's side) it is a let and the service is taken again.

The full set of rules is published by the International Table Tennis Federation (ITTF) and can be found on its website www.ittf.com

