



1. Matches will be the best of 3 or 5 games, at the option of the competition organizer. Each game is point a rally scoring to 11. If the score in a game is tied at 10-10, a player must win by 2 clear points.
2. Points can be scored by either player regardless of service.
3. When a player fails to serve or to return the ball, in accordance with the rules, the opponent wins the point.
4. Service:
 - a. A serve must bounce on both sides of the table, first one bounce on the server's side then another on the receiver's.
 - b. A let is declared if the ball touches the net but is otherwise good.
 - c. Service changes every 2 points, except when the game goes beyond 11 points when service changes to every 1 point.
5. You lose a point if
 - a. You are unable to return the ball.
 - b. The ball does not hit your opponent's side of the table.
 - c. The ball bounces on your side of the table before going over the net (Except when serving)
 - d. A double bounce before you hit the ball.
 - e. You hit the ball more than once with the bat (double hit).
 - f. You move the table.
 - g. You hit a volley* – see note below.
 - h. You touch the net or post with your bat or any part of your body.
 - i. You put your free hand on the table or your clothing touches the ball.
 - j. You make a mistake when serving – see section on serving.
6. Volleys:
 - a. If you hit a volley while the ball is still over your side of the table you lose the point.
 - b. If the ball is beyond your side of the table (e.g. it didn't bounce) you are allowed to hit the ball back and you may go on to win the point.
7. In doubles, players shall take turns during the rally i.e. if player A serves, his/her partner must play the next return etc.
8. Players must wear coloured T-shirts when playing. No White/Off White T-shirts will be allowed in the arena.