

## **Abbreviated Rules of Table Tennis** **(as in, who has time to read the full text version?)**

The following is an abbreviated version of the rules (sans legalese's) as adapted from RoboPong manual by the Newgy Corp.

1. Playing surface(s) of your Racket or Paddle must be covered by sponge & rubber sheet no thicker than 4 mm. One side of your racket must be RED and the other BLACK. Sandpaper, bare-wood or sponge-only coverings are not permitted. All rubber sheets must have an ITTF or USATT stamp of approved logo.
2. Games are played to **11** points. Must win by **2** point. Matches best 3 of 5 games.
3. No "skunk" or "Whitewashes."
4. Hide ball under table or flip coin to decide who serves first. DO NOT "ping" or rally for service.
5. Each player alternately serves **2** balls at a time until end of game or score reaches **10-10** (a "deuce" game.) At 10-10 alternately serve every point until one player is **2** points ahead.
6. To serve, toss the ball up at least 6 inches vertically and strike ball as it descends. The ball and racket must be behind the end line and above table level while serving.
7. The serve must bounce first on the server's side, cross over the net without touching it, and land anywhere on the other side of the table. If the served ball hits the net or any part of the net assembly, and lands on the opposite side (a "net serve"), repeat the serve over until a good serve is made.
8. A point begins as soon as the server tosses up the ball.
9. A return (not a serve) striking the net (or any part of the net assembly) and landing on the opposite side of the table is good.
10. Player loses a point if he/she touches the table with his/her free hand, moves the table or touches the net or any part of the net assembly during the rally.
11. A return that touches the TOP edge of the table is good but a return that touches the SIDE of the table edge is not good.
12. Players switch ends of the table after each game and at the **fifth** point in the deciding game (game **5**) of a match.
13. The player who received first in a game shall serve first in the next game of a match.
14. Call a "LET" and play the point over if both players cannot agree on a call or any one player is interfered with while the point is being played.
15. Do not walk into or otherwise disturb the playing area around a table while a point is being played.