Table Tennis Study Guide

Scoring:

1. The winner of the match is the player(s) who first scores 21 or 11 points, unless both players have 20 or 10, in which case the winner must win by 2. The choice of ends and service will be decided before the start of the game.
2. A point is scored every time the ball is played.
3. Points are lost for:
4. Fails to make a good service, unless a let is called.
5. A good service or return is made by opponent and fails to make a return.
6. Racket or any part of the player or clothing touches the net or supports while ball is in play.
7. Player moves the table in any way while ball is in play.
8. Players free hand touches the table while the ball is in play.
9. Volleying the ball. It must bounce.

Change of Ends and Service:

1. A game is started with a server making 2 consecutive services. The receiver follows with 2 services, each player alternating until the end of the game.
2. If the game gets to 20-20 or 10-10, players will alternate every service.
3. If after one game is played, and another game against the same opponents, all players will change sides of the table. Best of 3,5,or 7.

The Service:

1. The service is delivered by releasing the ball, without any spin, and striking it with the paddle outside the boundary of the court near the server’s end.
2. The ball shall be struck so that it first drops into the server’s court and passing over the net onto the opponents court.

Let Ball:

1. The served ball shall be a let if it touches the net or it’s supports, and later lands in the opponents court.
2. A let shall also be declared when the serve is made before the receiver is ready, unless the receiver makes an attempt to strike the ball.
3. A let is also declared if either player, because of conditions not under his/her control, is prevented from making a serve or a return.

DOUBLES – Same rules apply except

Service – Ball must touch first the server’s right-half court on their side of the net, then passing directly across to the opponents right-half court on their side of the net.

Choice of Order of Play – The pair who has the right to serve the first 5 services in any game shall decide which partner will do so, and the opposing pair similarly which shall be the first receiver.

Order of Service – Each server shall serve for the 2 points. At the end of each term of service, the one who was receiving will become the server, and the partner of the previous server becomes the receiver. If the game gets to a score of 20-20, The same order of service will apply, but after every serve/point.

Terminology

Ace – A service that completely untouched by the opponent.

All – Term used to denote an equal score; e.g., 20-all

Backspin – A ball hit so that top of ball rotates toward stroker, bottom moving away.

Deuce – What the score is even at 20-all. To win, a player must score two points.

Slice – A stroke in which the ball is stroked late so that it tends to spin in a direction away from the paddle.

Topspin – A ball stroked so that the top spins forward in the direction of flight. Is the opposite of backspin or underspin.

Volley – Illegal stroking of ball while it is in the air and before it has touched the table.