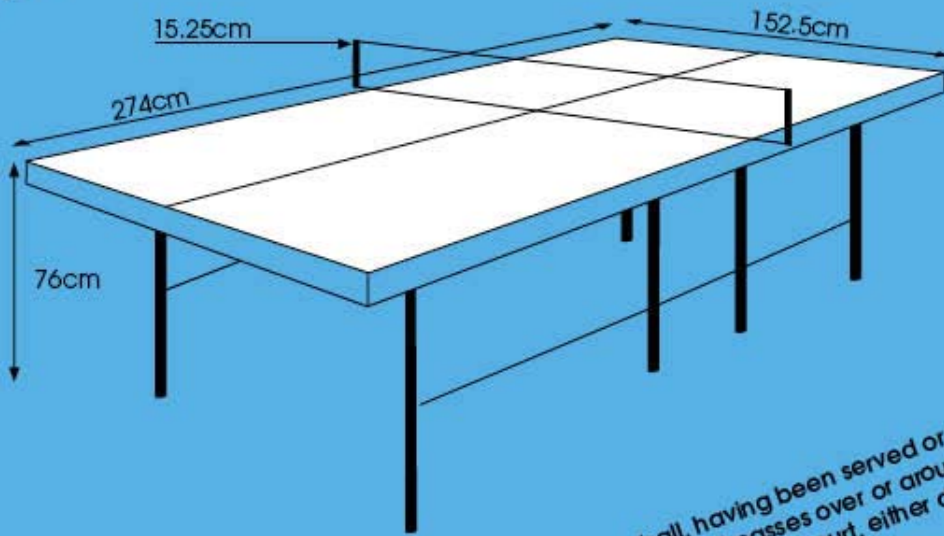


RULES of Table Tennis



- A game shall be won by the player or pair first scoring 15 points unless both players or pairs score 14 points, subsequently gaining a lead of 2 points.
- The right to choose the initial order of serving, receiving and ends shall be decided by a rally and the winner may choose to serve or to receive first or to start at a particular end.
- After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game.
- The player or pair serving first in a game shall receive first in the next game of the match.
- **Order of play:** the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.
- The player or pair starting at one end in a game shall start at the other end in the next game of the match.
- **The Return:** The ball, having been served or returned, shall be struck so that it passes over or around the net after touching the opponent's court, either directly or after touching the net.
- Unless the rally is a let, a player shall score a point:
 - if his opponent fails to make a good service;
 - if his opponent fails to make a good return;
 - if, after he has made a good service or a good return, the ball touches anything other than the net assembly before being struck by his opponent;
 - if the ball passes beyond his end line without touching his court, after being struck by his opponent;
 - if his opponent obstructs the ball;
 - if his opponent strikes the ball twice successively;
 - if his opponent, or anything his opponent wears or carries, touches the net assembly;
 - if his opponent's free hand touches the playing surface.