

Table Tennis Study Guide

BASIC TABLE TENNIS RULES AND STUDY GUIDE

Terms:

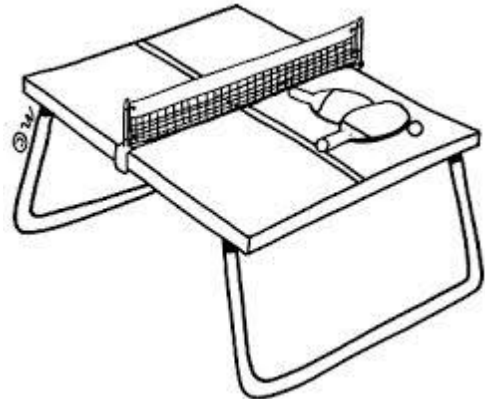
Rally – the period when the ball is in play.

Server – the player who strikes the ball first in a rally.

Receiver – the player who strikes the ball second.

Serve – the first ball strike of a rally.

Let – a serve that hits the net. No point is scored.



Serving:

When the ball is hit on the serve, it bounces first in the server's side of the table, and then bounces on the opponent's side of the table. It may only bounce once on each side.

In doubles the ball must touch the right-hand side of the server's court, then diagonally opposite court. The server shall make the first serve, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

Alternate serves every two points until the end of the game. After two points, it is the opponent's turn to serve. At each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

Scoring:

A player scores a point when:

- The opponent fails to make a good service.
- The opponent fails to make a good return.
- Meaning one point is scored on every serve (rally scoring)

Examples of failing to make a good return:

- The ball lands out of bounds (off the table)
- The ball bounces more than once before being returned.
- The ball is returned by hitting it in the air before it bounces.
- Hitting the ball by anything other than the paddle.
- If you touch the net.
- If you hit the ball two times in succession.