The Table
♦ The playing surface should be dark colored, preferably green and matt, with white lines. White lines go around the outside edge and down the center of the table.

The Racquet
♦ Is made of wood.
♦ It can be of any size, shape, or weight.
♦ The sides of the paddle must be of a uniform, dark color. Both sides do not have to be the same color.

The Game
♦ Is won by the player or team first scoring 21 points, unless both shall have 20 points, then the team to who takes a 2 point lead first wins. (win by 2)

A Match
♦ Consists of one game, the best of three, or the best of five.

Order of Play
♦ The period when the ball is in play is termed a “rally”.
  Singles
  ♦ Server makes a good serve, receiver makes a good return, and then the server and receiver make good returns alternately.
  Doubles
  ♦ Server makes a good serve, receiver makes a good return, then the server’s partner makes a good return, the receiver’s partner makes a good return, and so on in this sequence.

Serving
♦ The ball is to be tossed up and on descent, the ball is struck to touch the server’s court first then go over the net to touch the receiver’s court.
♦ The ball must be struck with the paddle behind the end of the table.
♦ The ball must be struck on the first attempt.

Return of Serve
♦ The ball must be struck so that it passes directly over the net and to touch the opponent’s court.
♦ The ball may touch the net or its supports, is considered to have passed directly over the net.
♦ The ball must not be allowed to bounce twice before return or struck by the same person two times in a row.
♦ Striking the ball before it hits the table is not allowed and that person loses the point. (volleying)
♦ The ball is considered out of play once it has touched any object other than the net, supports, playing surface, racket, or racket-hand below the wrist.
♦ A stroke made with the hand alone, the racket having been dropped also puts the ball out of play.

Change of Ends
♦ The players or teams change ends after each game.

Points are scored when the opponent:
♦ Fails to make a good service
♦ Fails to make a good return
♦ Strikes the ball out of sequence (doubles)
♦ Touches the table with the free hand while the ball is in play.
♦ Moves the playing surface while the ball is in play

A Let
♦ If the serve touches the net but lands in the receiver’s court.
♦ If the server serves and the reviver is not ready.
♦ The ball is broken during the rally.

Change of Service
♦ After every 5 points are scored.