**AttoPong Championship RuleBook - 30/01/2020**

* Registration to the Championship is free, starting ranking at 1000.
* There is no possibility to leave the Championship: once you are on the board, you are in. Players shall be removed after 1 year of inactivity.
* When you play a match, register the players and the score on the board. Ranking updates are taken care regularly by the AttoPong Committee members with the official AttoPong ELO Ranking System.
* Before a match, you are entitled to a warm up period. This should allow for other matches to be played within a reasonable time.
* A match is a single set, winning score at 11. Two points difference is needed to win (i.e. the advantage system for score starts at 10-10).
* First serving player is chosen randomly for every match. Then the serving player changes every 2 points. In case of advantage system, serving player changes every single point.
* Net touched on service is a point to be repeated.
* According to the standard rules of AttoPong Game, the point is lost when the ball touches the floor or twice your side of the table. Every other possible touch (walls, roof, objects such as printer, other people, …) does not count as a touch. An exception is made in case the ball touches the opponent or its racket without hitting the table, in a position that is clearly out of the table.
* Only the official table of AttoPong shall be used. This is composed by two desks with asymmetric distribution of impeding objects (commonly known as “carottes”). The side of the table shall be decided by players. If no agreement is found, please contact an AttoPong Committee member. The side is switched when the sum of the score is 9.