

Algoleague rules

General Rules

- Be kind and gentle to each other. Do not lie. Be fair.
- Service shall start with the ball resting freely on the open palm of the server's stationary free hand.
- The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.
- A match shall consist of the best of five games.
- The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
- When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player shall have the other choice.
- 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, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
- The racket must adhere to the official table tennis rules.

Ladder Rules

- A match is started by an official challenge request from the first player to the other.
- If a player is challenged, he or she has to play a match within a week. If a player fails to play within a week, the challenger wins on walk over.
- A player can decline a challenge if the player is ranked higher than five positions above the challenger or if the player already has a challenge waiting.
- The challenged player should be allowed to choose the racket first if both players use the common area's rackets.

Joining and playing in the ladder

- If a player wants to be a part of the ladder system, the player should contact Markus, room 3148.
- After a game, the challenger must contact Markus and give him the final score, the number of games won by each player.