**TABLE TENNIS**

**Rules for Table Tennis SINGLES:**

1. Two people play against each other.
2. Best of 3 for KNOCK-DOWNS, best of 5 for SEMI-FINALS and best of 7 for FINALS.
3. Each set contains 11 points.
4. To win, the winner has to lead by 2 points.
5. If both players tie up to 10 points, then players take one turn each until one of them takes two consecutive points, winning the set.
6. Serves are changed after every 2 points.
7. Players switch sides after every set.
8. A coin toss or another agreed method is used to decide who serves first.
9. Serving must be done by tossing the ball vertically ensuring that it is visible to the opponent at all times.
10. When serving, the ball must bounce on the server’s side first, then the opponent’s.
11. When serving, if the ball touches the net but lands correctly on the opponent’s side, it is called a let serve, meaning the server must serve again.
12. When serving, if the ball touches the net but falls off the table, a point is given to the opponent.
13. On the 3rd continuous let serve, the opponent gets a point.
14. After serve, for correctly returning the ball, it must bounce on the opponents side.
15. During the game, if any of the players touch the table with there hand or move the table, a point is given to the opponent.
16. Each set must last for 10 minutes or less. If the set exceeds this time limit, the player with more points wins the set.
17. Knocking is allowed before the game. No knocking once the game starts.

**Rules for Table Tennis DOUBLES:**

1. The serve must be made diagonally, from the right-hand side to the opponent’s right-hand side.
2. Two teams each of two players play a game.
3. Players of each team take turns hitting the ball.
4. After each pair of serves, the receiver becomes the server, and the partner of the previous server becomes the receiver.
5. Best of 3 for KNOCK-DOWNS, best of 5 for SEMI-FINALS and best of 7 for FINALS.
6. Each set contains 11 points.
7. To win, the winner team has to lead by 2 points.

8. If both players tie up to 10 points, then players take one turn each until one of them takes two consecutive points, winning the set.

9. Serves are changed after every 2 points.

10. Players switch sides after every set.

11. A coin toss or another agreed method is used to decide who serves first.

12. Serving must be done by tossing the ball vertically ensuring that it is visible to the opponent at all times.

13. When serving, the ball must bounce on the server’s side first, then the opponent’s.

14. When serving, if the ball touches the net but lands correctly on the opponent’s side, it is called a let serve, meaning the server must serve again.

15. When serving, if the ball touches the net but falls off the table, a point is given to the opponent.

16. When serving if the ball bounces on the left-hand side of the receiving team, it is a wrong serve and a point is given to the receiving team.

17. On the 3rd continuous let serve, the opponent gets a point.

18. After serve, for correctly returning the ball, it must bounce on the opponents side.

19. During the game, if any of the players touch the table with there hand or move the table, a point is given to the opponent.

20. Each set must last for 10 minutes or less. If the set exceeds this time limit, the player with more points wins the set.

21. Knocking is allowed before the game. No knocking once the game starts.

**Equipment Required(singles+doubles):**

1. 4 Packs of balls.
2. 8 Rackets.
3. 2 Nets.
4. 2 Tables.
5. 2 Clothes to clean sweat of the table.

**Schedule Required(singles+doubles):**

* 30-40 minutes for each knock-down match / 40-50 minutes for each semi finals+finals match.
* 2 days, with knock downs on the first day, semi finals and finals on the second day.
* Minimum 4 matches, maximum 8 matches.

**Male sub-coordinators:**

* Aimal Afridi
* BSCS 1B
* 03288364916

**SUBMITTED BY:**

Muhammad Ammad (Male Coordinator)

F21-BSSE-133

03235775435