1. A coin toss or paddle spin determines who is to serve. The winner may elect to play at either end of the table, or to serve or receive. The loser is allowed the alternate choice.

2. On the serve, the ball shall be placed in the palm of the flat hand about the level of the playing surface. The ball should be tossed upwards, with no spin, and struck as it is descending.

3. A serve that touches the net and proceeds over into the opposing team’s side is considered a let. The server will then receive another attempt to serve. There is no limitation to the number of lets permitted per service.

4. Each player serves 5 consecutive points then receives 5 consecutive points.

5. Players or pairs shall switch sides after each game. In the third game, the players or pairs shall switch ends when someone reaches the score of 10.

6. The player or pair who served first in game one shall receive the first serve in the second game. The rotation continues at the start of each subsequent game.

7. Matches are best 2 out of 3 games. Each game is to 21 points.

8. If the score reaches 20-20, the service changes after each point until one player gains a two-point advantage.

9. A shot is no good when it hits the side edge of the table below the white line.

10. No sandpaper covered paddles are allowed.

11. A player or his racket may not touch the net, its supports, or playing surface while the ball is in play. The player shall lose the point.

**DOUBLES RULE ADDITIONS**

1. Service must be from your right hand court into the opponent’s right hand court.

2. Each player must hit alternate shots. Each player (except the first server) receives service for 5 points after which his partner receives and serves.

3. The pair choosing to serve in any game shall decide which partner shall do so. In the first game, the opposing pair shall then decide which shall be the first receiver.
4. The initial order of receiving in following games shall be opposite to that in the proceeding game.

5. In the last possible, the receiving pair shall alter its order of receiving when either pair reaches the score 10.