



UNION ARMENIENNE DE SUISSE

XI^e JEUX INTERCOMMUNAUTAIRES ARMENIENS
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Table tennis rules

STARTING THE GAME

- A coin toss at the beginning of the match. The winner will have the choice to serve or to let the opponent serving. However, the loser keep the choice of the side of the table.
- Warm up of two-minutes.
- Shots by the opponent

SCORING

- The winner of a party is who wins the first three or four sets (3 or 4 depending on the number of registrants in the competition).
- A set is won by **11 points**.
- There are at least 2 points difference between opponents. If the score is 10-10, there be an extension until one of the players has scored 2 points more than the other, i.e. at the earliest on the score of 12-10.
- The point goes to one who successfully concludes an exchange.
- Are always *points of the player who serves* that are announced first while announcing the score.

Scoring

A player scores a point when his opponent commits one of the following faults:

- He / She can't **return** the ball.

- He / She returns the ball **outside of the table**.
- He let the ball bouncing **more than once** in his own side before returning.
- He touches the ball **several times**.
- He strikes the ball when not bounced on the table on *his table*.(on the fly)
- He moves the table while playing.
- He **touch** the net or pole.
- His hand free **touches** the table.
- He makes a **bad service** (see Service).

BASIC RULES

If the ball hits the **edge of the table**, it is good. If she touches **the side of the table**, it is bad.

A player doesn't have the right to play the ball on the fly.

SERVICE

The draw that decides who serves the first.

The service changes **every 2 points**, except during the *extensions* where it changes each time.

The service must follow the following rules :

- The ball **on the open palm of the hand**.
- The hand holding the ball must be **above the level** of the table.
- The ball is required to toss up vertical at least 16 cm.
- The ball has to be served from **behind** the table **when it start going down**.
- The ball must hit their own playing half before it hits the half of the opponent.
- The ball can go out on the sides of the table.
- Service can be done diagonally and also in the straight line in single games.

Service should restart when:

- If the ball touches the net or his posts before touching the opponent ("let" service)
- The opponent must raise the hand to indicate that he is not in the position.
- Not to serve if the opponent is not in place.

DOUBLE (Explanation based on registered number of players)

Service should be done **diagonally** from the *right half* (marked by a white line) *to the right half on the opposite side*. Then the entire table surface could be used.

Change of service:

- A1 serves on B1 (2 services),
- B1 then serves on A2 (2 services),
- A2 then serves on B2,
- B2 is used on A1 and so on all 2 services.

After the service, everyone plays on its *turn*.

In addition to rules defined for single matches, a double team get one point when the opponent double team commits one of the following specific faults:

- During the service, the player send the ball on the *left half of the table* in one side or the other.
- A player hits the ball when not his turn to play.

There should not be interference between the 2 players of the same team.

- 1 time-out per person per match. (1 min. max)