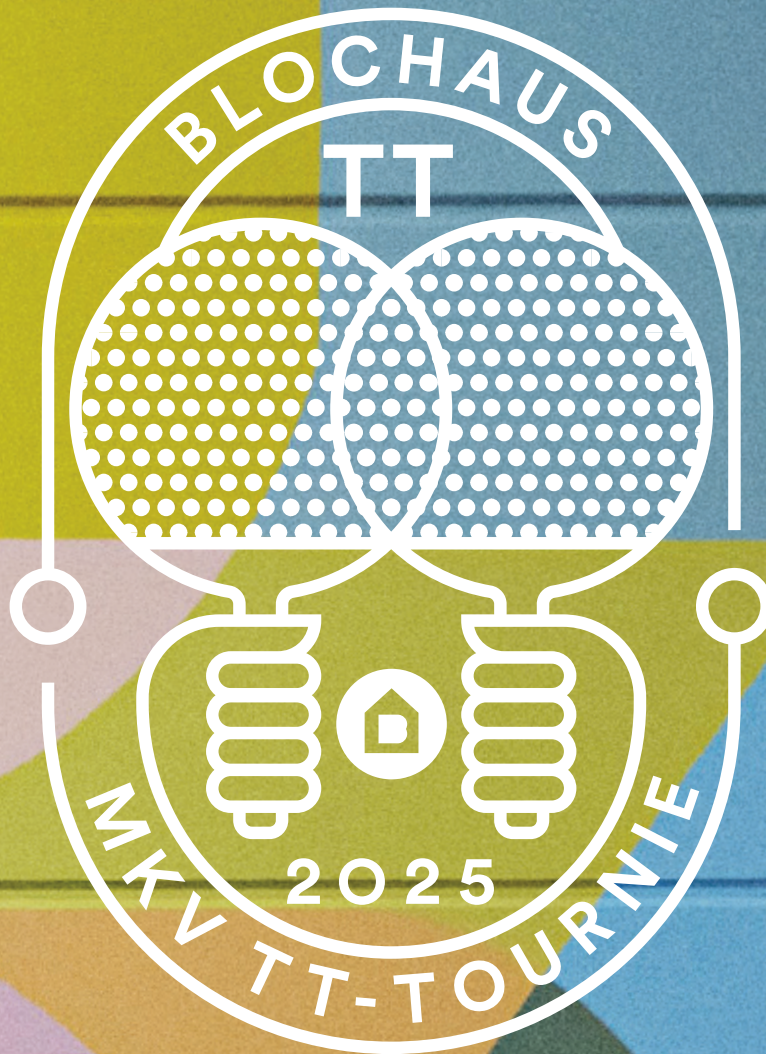


GRAND SLAM EDITION

singles haus rules.



tues 23 sep,
singles.





GRAND SLAM EDITION

singles haus rules.

01. games are played to 11 points.

A game will be won by the first player to gain a two point lead.

02. match is the best of three games.

Play all three even if the first two are won by the same person & record scores on the sheets provided.

03. alternate serves every two points.

Each side of the table alternates serving two points at a time. An exception is made if the score is tied 10-10 ("deuce"), for which service alternates at every point.

04. toss the ball straight up when serving.

Hold the ball in your open palm, behind your end of the table. Aim to toss it at least 6" straight up, & strike it on the way down. Note: once the ball touches your bat or the table it is in play. If you mis-hit the ball, it counts as the receiver's point.

05. the serve can land anywhere (in singles).

The quadrants don't matter as long as it hits your side of the table & then the other side.

06. a serve that touches the net on the way over is a "let".

As long as it otherwise legally bounces in play, it's a "let" serve & is replayed. There is no limit on how many times this can happen. If the ball hits the net & bounces off the table, it counts as the receiver's point.

07. the ball may hit the net in a rally.

If it touches the top of the net & then otherwise lands as a legitimate hit, play on as normal.

08. volleys are not allowed.

You may not hit the ball before it bounces on your side of the net. This results in a point for your opponent.

09. touching the ball with your paddle hand is allowed.

If the ball touches your paddle hand or finger, but otherwise results in a legal hit, there is no rule violation & play shall continue as normal. You may not touch the table with your non-paddle hand for any reason. It will result in a point for your opponent.

10. accidentally touching opponent's out of bounds ball is allowed.

If an opponent's hit sails over your side of the table without touching it, & hits any part of you or your paddle, that is still your point.

11. you may not touch the table with your non-paddle hand.

You may touch the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body unintentionally. Note: if the table moves at all from your touching it during a rally, that is your opponent's point.

12. an "edge" ball bouncing off the horizontal table top surface is good.

An otherwise legal serve or hit may contact the top edge of the horizontal table top surface & be counted as valid, even if it bounces sideways. The vertical sides of the table are not part of the legal playing surface.

13. honor system applies to disagreements.

If no referee is present during a match & the players disagree on a certain call, the "honor system" applies & the players should find a way to agree, or play the point over.

14. how to establish service.

For the first game, service order is established by playing a rally of minimum three passes over the net, with opponents holding the bat with both hands for the full duration of the point. The winner of the rally gets to serve first.

For subsequent games in a match, the winner of the previous game is the receiver & the challenger gets to serve.

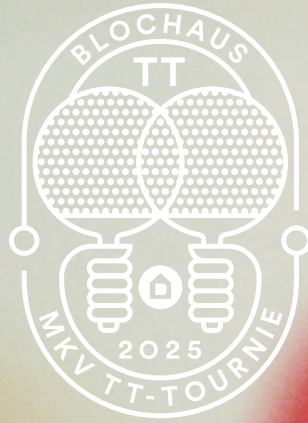
GRAND SLAM EDITION

doubles haus rules.



**thurs 25 sep,
doubles.**





GRAND SLAM EDITION

doubles haus rules.

01. games are played to 21 points.

In the case of a deuce.
The first team to gain a 2 point lead, wins.

02. alternate serves every five points.

Each side of the table alternates serving five points at a time.
After your five serves are complete, switch sides with your team-mate. An exception is made if the score is tied 20-20 ('deuce'), for which service alternates at every point.

03. toss the ball straight up when serving.

Hold the ball in your open palm, behind your end of the table.
Aim to toss it at least 6" straight up, and strike it on the way down.
NOTE: Once the ball touches your bat or the table it is in play.
If you miss-hit the ball, it counts as the receiver's point.

04. the serve must land in opposite quadrant.

The serve must cross both the net and the centre line to be valid.

05. a serve that touches the net on the way over is a 'let'.

As long as it otherwise legally bounces in play, it's a 'let' serve and is replayed. There is no limit on how many times this can happen.

06. order of play.

You and your team mate must alternate returning the ball.
eg. if you hit the ball, it returns and you hit it again, you lose this point.

07. the ball may hit the net in a rally.

If it touches the top of the net and then otherwise lands as a legitimate hit, play on as normal.

08. volleys are not allowed.

You may not hit the ball before it bounces on your side of the net.
This results in a point for your opponent.

09. accidentally touching opponent's out of bounds ball is allowed.

If an opponent's hit sails over your side of the table without touching it & hits any part of you or your paddle, that is still your point.

10. touching the ball with your paddle hand is allowed.

If the ball touches your PADDLE hand or finger, but otherwise results in a legal hit, there is no rule violation and play shall continue as normal. You may not touch the table with your non-paddle hand for any reason. It will result in a point for your opponent.

11. you may not touch the table with your non-paddle hand.

You may touch the ball or the table with your paddle hand (after reaching in to return a short serve, for example), or other parts of your body unintentionally ok.

Note: If the table moves at all from your touching it during a rally, that is your opponent's point.

12. an 'edge' ball bouncing off the horizontal table top surface is good.

An otherwise legal serve or hit may contact the top edge of the horizontal table top surface and be counted as valid, even if it bounces sideways. The vertical sides of the table are NOT part of the legal playing surface.

13. honour system applies to disagreements.

If no referee is present during a match and the players disagree on a certain call, the 'honor system' applies and the players should find a way to agree, or play the point over. Ping pong carries a tradition of fierce but fair play. Help us keep it that way!

14. how to establish service.

For the first game, service order is established by playing a rally of minimum three passes over the net, with opponents holding the bat with both hands for the full duration of the point. The winner of the rally gets first serve. For subsequent games in a match, the winner of the previous game is the receiver & challenger gets to serve.