

MCS TABLE TENNIS

Scoring

For each game, the first player to reach 11 points wins that game, however a game must be won by at least a two point margin. Matches can be best of 3, 5, or 7

The edges of the table are part of the legal table surface, but not the sides.

Flow of the Match

Each player serves two points in a row and then switch server. However, if a score of 10-10 is reached in any game, then each server serves only one point and then the server is switched. After each game, players switch sides of the table. In the final, game players switch sides again after either player reaches 5 points.

Legal Service

The ball must rest on an open hand palm. Then it must be tossed up at least 6 inches and struck so the ball first bounces on the server's side and then the opponent's side.

If the serve is legal except that it touches the net, it is called a let serve. Let serves are not scored and are served over.

DOUBLES PLAY

In addition to games between individual players, pairs may also play table tennis. In doubles, all the rules of single play are applied except for the following.

1. A line painted along the long axis of the table to create doubles courts bisects the table. This line's only purpose is to facilitate the doubles service rule, which is that service, must originate from the right hand "box" in such a way that the first bounce of the serve bounces once in said right hand box and then must bounce at least once in the opponent side's right hand box (far left box for server), or the receiving pair score a point.
2. Players must alternate hitting the ball. For example, if A is paired with B, X is paired with Y, A is the server and X is the receiver. The order of play shall be $A \rightarrow X \rightarrow B \rightarrow Y$. The rally proceeds this way until one side fails to make a legal return and the other side scores.
3. At each change of service, the previous receiver shall become the server and the partner of the previous server shall become the receiver. For example, if the previous order of play is $A \rightarrow X \rightarrow B \rightarrow Y$, the order becomes $X \rightarrow B \rightarrow Y \rightarrow A$ after the change of service.
4. In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so. The receiving pair, however, can only choose in the first game of the match. When the first server is chosen in the second or the latter games of the match, the first receiver of the game is the player who served to the first server of the game in the preceding game. For example, if the order of play is $A \rightarrow X \rightarrow B \rightarrow Y$ at beginning of the first game, the order begins with $X \rightarrow A \rightarrow Y \rightarrow B$ or $Y \rightarrow B \rightarrow X \rightarrow A$ in the second game depending on either X or Y being chosen as the first server of the game.
5. When a pair reaches 5 points in the final game, the pairs must switch ends of the table and the team that receives the service must switch receiver. For example, when the last order of play before a pair score 5 points in the final game is $A \rightarrow X \rightarrow B \rightarrow Y$, the order after change shall be $A \rightarrow Y \rightarrow B \rightarrow X$ if A still has the second serve. Otherwise, X is the next server and the order becomes $X \rightarrow A \rightarrow Y \rightarrow B$.