



# LAWS OF PING-PONG

*PARKER BROTHERS, Incorporated,*  
*SALEM, MASSACHUSETTS.*

*Sole makers of Ping-Pong for U. S. A.*  
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**Caution.** The Public is cautioned that the Genuine and Famous Game always bears the Registered Trade mark **PING-PONG** upon the label, and upon each Racket.

## General Idea of the Game.

PING-PONG is usually played upon a DINING ROOM TABLE. The table should be extended, but not to exceed 9 feet. For Tournament play, the regulation table 9 x 5 ft. should be used.

Stretch the NET across the centre of the table. The game is for two players who stand one at each end of the table, racket in hand and strike the ball forward and backward over the net.

The player who first strikes the ball across the net is called the SERVER, and the other player is called the OPPONENT. The idea of the game is to serve the ball *so as to strike the table on the opposite side of the net*. The ball is then in play. If it drops into the net or does not strike the table, it counts in favor of the opposing player.

The player to whom the ball is struck, must endeavor to return the ball over the net. The ball is thus struck back and forth until one player or the other fails to return the ball, *i.e.* fails to get it over the net so that it will strike upon the opposite side of the table, which counts a point against him.

# Laws of Ping-Pong.

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## For Two Players.

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1. The table shall be divided by the NET into two equal Courts. The players shall stand at opposite ends of the table.

2. The player who serves shall be called the "SERVER," and the opposing player, the "OPPONENT."

3. The choice of COURTS and the right to be Server shall be decided by toss, the winner of the toss selecting the Court he will defend, and the loser of the toss choosing whether he will be Server or Opponent.

### 4. THE SERVICE.

*a.* The server, when serving, shall stand behind the end of the table.

*b.* The ball, when struck, shall be *below the level of the waist*, and behind the end of the table, and within the limits of the width of the table.

*c.* The service shall be strictly under-hand; that is, when the ball is struck, no part of the racket, except the handle, shall be above the wrist.

*d.* The ball shall not be served until the Opponent is ready.

### 6. THE BALL IS IN PLAY.

When the Server strikes the ball so as to pass OVER THE NET and strike the table upon the Opponent's court. The Opponent must then endeavor to return the ball by striking it as it bounds from the table.

### 7. IT IS A FAULT.

*a.* If the ball served *does not pass over the net and strike the opponent's court*.

*b.* If the server violates the law for serving. (4)

A FAULT by the server is COUNTED AS ONE POINT in favor of the Opponent.

### 8. IT IS A LET.

*a.* If the ball, when SERVED, touches the net or its supports, and then drops on the Opponent's court.

*b.* If the ball be served without warning, and the Opponent does not attempt to return it.

*c.* When the Umpire decides that a player, in making a play, has been interfered with.

A LET DOES NOT COUNT FOR EITHER SERVER OR OPPONENT, AND THE STROKE MUST BE REPLAYED.

### 9. IT IS A GOOD RETURN.

*a.* When the ball in play, is returned over the net so as to strike the opposite court, *even though it touch the net or its supports on its return*.

The ball must be returned in one stroke, and ALWAYS ON THE FIRST BOUND.

Volleying, i. e., striking the ball before it bounds, is not permitted.

*Note.* A "return" striking net or supports, and then dropping on the right court, is a "good return," and NOT a "let" as it is in the service. If in returning a ball, a player's hand (below the wrist) strikes the ball, it does not invalidate the return.

10. A PLAYER WINS A POINT.

- a. When the opposing player fails to make a good return.
- b. When the opposing player makes a "fault." (Law 7 b.)

11. The ball ceases to be in play, and is called "A DEAD BALL."

- a. If the player fails to make a good "service" or a good return.
- b. If the ball strikes any object, other than the net and its supports, before it drops on the opponent's court.
- c. Should either player touch any part of the net or its supports with his racket or any part of his body, while the ball is "in play," the ball immediately becomes "dead," and he loses the point.

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## Scoring.

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The Scoring shall be by Points, the player first winning 20 points WINS THE GAME.

Should the score stand 19 to 19, it shall be called "Deuce," and the best three of the five succeeding points shall decide the Game.

AFTER THE SERVER HAS DELIVERED FIVE SERVES, the Opponent becomes Server, and the Server Opponent, (the service thus changing every five serves.)

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## Ping-Pong Tournament Regulations.

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Ping-Pong Tournaments shall be played upon a table 9 ft. x 5 ft., and 2½ ft. above the floor. The Table shall be painted dull, dark green, with ¾ in. white line around the edges.

The Top of the Net shall be 6¾ inches above the table, and the net shall be green with a white binding.

The American Tournament System of Play shall be used, each contestant in turn playing all the other players.

The Players shall change Courts when the aggregate score of the two contestants reaches 10 points, again at 20 points, again at 30 points (*i.e.*, after every ten serves).

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## Ping-Pong, Tennis Count.

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The Tennis count is frequently used but is not officially recognized or used in Tournament Play.

The Play is practically the counterpart of out-door tennis, save that only one serve is allowed, which must *not* be overhand, only two courts are used, and no volleying (*i.e.*, striking the ball before it bounds), is permitted. The count is as follows :

In naming the score, the SERVER (for convenience), is always named first. The first point made counts a player 15, his second 15, making 30, and his third 10, making 40. His fourth point won, wins the game,—(Save in a deuce game.)

In counting the score the word "love" according to the custom in ancient games, is used as "nothing." Thus, if the SERVER, who must name his own score first, loses the first point, he would call "love, 15," instead of "nothing, 15." If the SERVER wins the next stroke it would be 15-15, called "15 all." If the OPPONENT wins the next point the server would call "15-30," etc.

Whenever both players have 40, the score is called "Deuce." The next stroke won by either player is scored "advantage" to that player. (If it is the SERVER who has the advantage, it is called "advantage in." If it is the opponent who has advantage, it is called "advantage out.") If the player who has "advantage" wins the next stroke, he wins the game, but if he loses the next stroke, the score again becomes "Deuce." In a "Deuce Game" the player who wins two strokes immediately following the score of "Deuce," wins the game.

Six Games won by either player, wins a "SET."

A "Love-Set" is represented by the score "6 to 0."

A DEUCE SET is when both players have won five games. The next game won makes the score "Advantage" to the player winning. Should the other player win the next game, the "Set-score" returns to "Deuce" again. The Set is WON by the player winning two games in succession immediately following the score of "Deuce."

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## Official Decisions and Additional Laws.

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If in making a return a ball is played *past* the net, i. e., not over the net, and drops on the right court, it is a "good return."

The Service (Law 4) must be underhand, *but the ball once in play*, any kind of a stroke is allowed except a volley, (Law 9.)

The Server shall "stand" when serving; he may not jump, one foot must remain on the floor.

If a ball passes the limits of the table without dropping on the table (vide Law 11), it is "dead," and the point counts against the Striker, even though his adversary should strike, or be struck by the "dead" ball. On the other hand, should a player strike, or be struck by a ball within the limits of the court before it has dropped on the table, such player loses the point.

Should the Server when serving miss the ball entirely, the stroke does not count, but should he touch the ball ever so slightly with his racket, or the hand holding the racket, it is a stroke, and the ball is "in play." (Law 6.)

There is no "second service" as allowed in the game of Tennis.

If a player's racket slips out of his hand and touch the net, its supports, or the ball in play, he loses the point.

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## Four Handed PING-PONG.

Play partners. Draw a line lengthwise down the centre of the table under the net with chalk, tape or string, thus dividing the table into four courts. Partners stand at the same end of the table, but in returning the ball each player strikes only at the ball, *when it bounds on his side of the line*, that is in his quarter of the table. The serve rotates round the table, changing after every point. Otherwise follow two-handed rules.

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**PARKER BROTHERS, (INC.) SALEM, MASS.**

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