

PARKER BROS

(AGCA has original)

THE LAWS of PING-PONG

REG. U. S. PATENT OFFICE

AMENDED 1932

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ADOPTED BY

The American Ping-Pong Association

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NOTICE

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Realizing that the greatest enjoyment, the fairest, keenest competition and the finest spirit of fair play can best be insured by complete uniformity of equipment, the following standards in parts and accessories have been adopted and authorized as the best suited for the game Ping-Pong. To guarantee these essential standards of uniformity, all the authorized parts and accessories bear the mark "Ping-Pong".

A. THE PING-PONG TABLE. For tournament play the table shall have a smooth, level, rectangular top playing surface, 9 feet long and 5 feet wide, of 5 ply or solid construction, stained or painted a dull, dark green with a white line not less than three-eighths, nor more than three-quarters of an inch wide, painted lengthwise down its center, and a white line not less than one-half, nor more than three-quarters of an inch wide painted on its outside edges. The table may be of either the authorized folding or solid design, the top playing surface of which, when erected for play, shall be 30 inches above the floor.

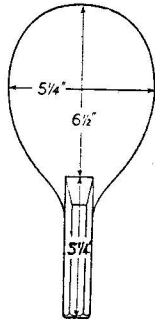
For non-tournament or informal play, a folding table top of not less than 3 ply construction, 9 feet x 5 feet or 8 feet x 4 feet, marked exactly as above described, or a smaller table 8 feet x 4 feet, of similar construction is often used, and most frequently DINING ROOM tables are utilized satisfactorily, upon which the required lengthwise center line is laid out with tape or twine, or chalk.

B. THE PING-PONG BALL. The Official ball shall be the "Official Association Ping-Pong" ball, so branded.

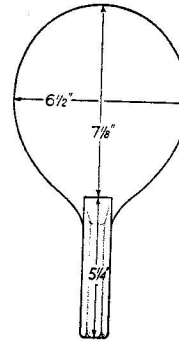
C. THE PING-PONG NET AND POSTS. For tournament play the net shall be 66 inches in length, 5 1/2 inches in width with a mesh of 3/16 inch, colored green and bound with white tape. It is to be attached to the table top by adjustable metal extension posts. When erected the net shall be 4 feet and 6 inches from each end of the table and when adjusted for play, its top edge shall be 6 3/4 inches above the table's playing surface. When so attached, the net divides the table into two major courts, used for Ping-Pong Singles. The lengthwise center line divides each of the major courts into two minor courts, required for Ping-Pong Doubles.

For non-tournament or informal play the net is of the same width, but the mesh may be green, red, or white, bound with white tape, the length of these nets being of the proper dimensions to suit the particular table utilized. For non-tournament or informal play also, the authorized Ping-Pong metal extension posts or the authorized Ping-Pong wooden posts may be used, as is best suited to the type of table employed.

D. THE RACKET. For tournament, non-tournament or informal play the racket shall be an authorized Ping-Pong racket, so branded, of either the standard or the large size, the dimensions of which are illustrated in the following sketches. The surface of this racket may be of plain unvarnished wood, varnished wood, wood with sanded, leather, cork, or rubber faces, as suits the preference of the player.



Blade, Width $5\frac{1}{4}$ inches; Length $6\frac{1}{2}$ inches.
Handle, Length $5\frac{1}{4}$ inches



Blade, Width $6\frac{1}{2}$ inches; Length $7\frac{1}{8}$ inches.
Handle, Length $5\frac{1}{4}$ inches.

PING-PONG SINGLES

Ping-Pong Singles is the game 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 in conformity with the following authorized laws.

1. THE SERVER AND RECEIVER: The player who first strikes the ball across the net shall be called The Server and his opponent shall be called The Receiver.

2. CHOICE OF SERVICE OR COURT: The right to serve or to receive in the first game of each match shall be determined by toss. If the toss winner chooses to be Server or Receiver, his opponent shall have the choice of courts or vice versa. If the toss winner prefers, he may demand that his opponent choose first.

3. THE MATCH, THE GAME AND THE SCORING: The MATCH shall consist of the best two out of three games, except, however, that the semi-final and final matches of tournament play shall consist of the best three out of five games; and if the players so elect the matches may consist of the best three out of five games as early in the tournament as it may be practicable. THE GAME: The player first winning 21 points, wins the game, except the score be 20 all, then the player who first scores two more points than his opponent wins the game.

4. THE CHANGE OF ENDS: At the end of each game, the players shall interchange positions at the table ends.

5. THE SERVICE: Throughout a game, except at the score of 20 all, the Server shall become the Receiver and the Receiver shall become the Server after each five points. At the score of 20 all, the Server becomes the Receiver and the Receiver the Server after each point until the game is ended. The first Server in a game shall be the first Receiver in the next game of the match and so on until the match is ended.

6. A GOOD SERVE. THE BOUNCE BALL SERVICE: The server must stand behind his end of the table and so strike the ball with his racket that it will bounce from the table on his (the Server's) side of the Net and passing over the Net bounce upon any portion of the table on the Receiver's side of the Net.

For example: S
the

The Serv
tween the ima
Should the Se
In service the
The ball must

7. A GOOD SERVE. The ball must be struck between the end of the racket and the end of the hand that is striking.

8. THE SERVICE. The server must make a good serve until the point.

9. THE SERVICE. The ball must be served by hand in ser

(a) It ha
(b) It ha
the racket inte
(c) It ha
(d) It ha
racket hand be
(e) It ha

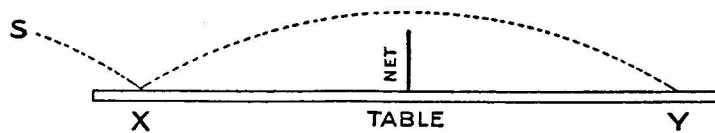
10. A GOOD SERVE.

(a) If he
(b) If a
a good return.
(c) If he
ball is in play.
(d) If he
the ball is in pl
(e) If his
(f) If the
shall have passe
his side of the t
(g) If a
table.

11. A GOOD SERVE.

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(b) If the
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(c) If eit
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(d) If the
ball and the pla
it has passed ov

may be green,
dimensions to suit
sized Ping-Pong
s best suited to



For example: S is the point at which the server's racket comes in contact with the ball. X is the point at which the ball bounces once on the server's side of the table and Y is the next point it touches.

ket shall be an
the dimensions
be of plain un-
ces, as suits the

The Server's racket and the ball must be behind the end line of the Server's court and between the imaginary extension of the table's side lines when he first strikes the ball in service. Should the Server, when serving, miss striking the ball entirely, he loses the point to his opponent. In service the ball must be tossed or dropped from the hand before being struck with the racket. The ball must not be swept from the hand by being pressed against the surface of the racket blade.

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7. **A GOOD RETURN:** A player shall return the ball, correctly played onto his court by his opponent, by striking it in one stroke upon its first bounce, so that it shall pass directly over (or pass the end of) the net and touch the playing surface on his opponent's side of the table. Volleying, that is striking the ball before it bounces is not permitted at all.

8. **THE SEQUENCE OF PLAY:** The Server having made a good serve, the Receiver shall then make a good return, and thereafter Server and Receiver shall each alternately make a good return until the point is scored.

length $7\frac{1}{8}$ inches.
inches.

9. **THE BALL IN PLAY:** The ball is in play from the moment at which it is tossed or dropped by hand in service until:

d of the table,
ormity with the

- (a) It has touched one court twice consecutively, on the same serve or same return.
- (b) It has, except in service, touched each court alternately without having been struck by the racket intermediately.
- (c) It has been struck by either player more than once consecutively.
- (d) It has touched either player or anything he wears, or carries, except his racket or his racket hand below the wrist.
- (e) It has touched any other object except the net, supports and those above allowed.

the net shall be

10. **A POINT:** A point is the smallest unit of scoring. Either player shall lose the point:

st game of each
r Receiver, his
e may demand

- (a) If he fails to make a good service.
- (b) If a good service or a good return having been made by his opponent, he fail to make a good return.
- (c) If he, or anything that he wears or carries, touches the net or its supports while the ball is in play.
- (d) If he, or anything that he wears or carries, moves the playing surface of the table while the ball is in play.
- (e) If his free hand touch the playing surface of the table while the ball is in play.
- (f) If the ball, in play, comes in contact with him or anything he wears or carries before it shall have passed over the end lines or side lines and not yet having touched the playing surface on his side of the table since being struck by his opponent.
- (g) If a player strike or be struck by a ball within his court before it has dropped on the table.

the best two out
t play shall con-
sist of the best
THE GAME: The
player who first

change positions

11. **A DEAD BALL:** A ball is dead and ceases to be in play:

er shall become
the score of 20
until the game
f the match and

- (a) If a 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 to the opponent's court.
- (c) If either player touch any part of the net or its supports with his racket or with any part of his body while the ball is in play.
- (d) If the ball passes the limits of the table without dropping on the table. This is an out-ball and the player who stroked it out loses the point, whether or not his opponent strikes it after it has passed over the end of the table.

mind his end of
s (the Server's)
the Receiver's

12. **A LET:** It is a Let and another ball must be served:

(a) If the ball served in passing over the net, touch it or its supports, provided the service be otherwise good.

(b) If a service be delivered when the Receiver is not ready, provided always that he may not be deemed to be unready if he attempt to stroke at the ball.

(c) If either player be prevented by an accident not under his control from serving a good service or making a good return.

(d) If either player lose the point owing to an accident not within his control.

13. **A RALLY:** The period during which the ball is in play shall be termed a Rally. The scored result of a rally is termed a Point.

PING-PONG DOUBLES

The Game for Four Players

14. **PING-PONG DOUBLES** is a game for four players who play Partners. The laws of play for Ping-Pong Doubles are the same as for Ping-Pong singles, except that the table's minor courts, established by the lengthwise center line and the net (see paragraph C) are used in the Doubles service, which is necessarily changed (see Rule 16) by reason of a pair playing as partners.

15. **CHOICE OF SERVICE.** In Ping-Pong Doubles the pair who have the right to serve (see Rule 2) the first five services in any game shall decide and announce which partner shall do so, and the opposing pair shall then decide and announce which partner is to first receive and so on around until all four players have served and then the order of service is repeated until the game is completed.

16. **A GOOD DOUBLES SERVE:** In Ping-Pong Doubles, the service is made diagonally across the table, first right to left, then left to right and so alternately thereafter. Accordingly the Server's position must be at the right of his center line when he makes a right to left service and to the left thereof when he makes a left to right service and so shifting alternately thereafter. A good serve in Doubles is the same as a good serve in Singles (see Rule 6) except that the server may serve beyond the extension of the imaginary side lines, and except that in the first serve the server must so strike the ball that after passing over the net it bounce within the Receiver's right hand minor court or upon his center line and in the second serve it bounce within the Receiver's left hand minor court or upon his center line and thereafter the service continues so alternately.

17. **THE SEQUENCE OF DOUBLES PLAY:** The server shall make a good service, the Receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the Receiver shall then make a good return, the server shall then make a good return, and thereafter each player alternately in that sequence shall make a good return until the end of the rally.

If a player serves or receives out of turn, the mistake must be corrected as soon as discovered, unless five consecutive serves have been completed, in which event the service and receiving shall continue in the regular order and no penalty shall be imposed.