

PING-PONG

REG. U.S. PATENT OFFICE



THE LAWS —OF— Ping-Pong

REGISTERED IN U. S. PATENT OFFICE

AMENDED 1928

and

ADOPTED BY

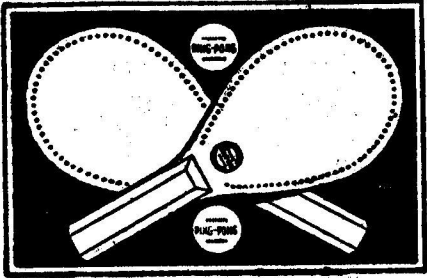
The American Ping-Pong
Association.



Copyright 1928 by
PARKER BROTHERS, INC.

Salem, Mass., New York, London

ALL RIGHTS RESERVED



Vertical text or barcode-like markings along the bottom edge of the page.

Vertical text or barcode-like markings along the bottom edge of the page.

The LAWS OF PING-PONG

REGISTERED IN U. S. PATENT OFFICE

AMENDED 1928

Copyright 1902 by Parker Brothers, Inc.

Copyright 1928 by Parker Brothers, Inc.

ADOPTED BY

The American Ping-Pong Association

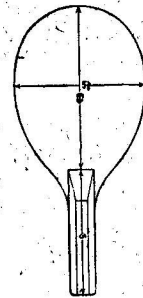
All rights reserved

NOTICE

The word Ping-Pong is a Registered U. S. Trademark and designates exclusively the game produced by the owners of the Trademark and Copyrights, Parker Brothers, Inc.

THE PING-PONG TABLE. For tournament play the table shall be in surface rectangular, 9 feet in length, 5 feet in width. Its top playing surface shall be stained or painted a dull, dark green with a three-quarters inch white painted line upon its outside edges and lengthwise down its center. The table may be of either the folding or solid design and shall be supported in such a way, when erected for play, that its top, the playing surface, shall be 30 inches above the floor.

For non-tournament or informal play, a folding table top 9 feet x 5 feet or 8 feet x 4 feet, marked



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

exactly as above described, or a smaller table 8 feet x 4 feet, otherwise exactly similar to the tournament table above described, are 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.

THE PING-PONG NET AND POSTS: For tournament play the net shall be 66 inches in length, 5 inches in width with a mesh of 3/16 inch, colored green and bound with white tape. For non-tournament or informal play the net is of the same width, but the mesh may be green, yellow or white bound with white tape, the length of these nets being of the proper dimensions to suit the particular table utilized.

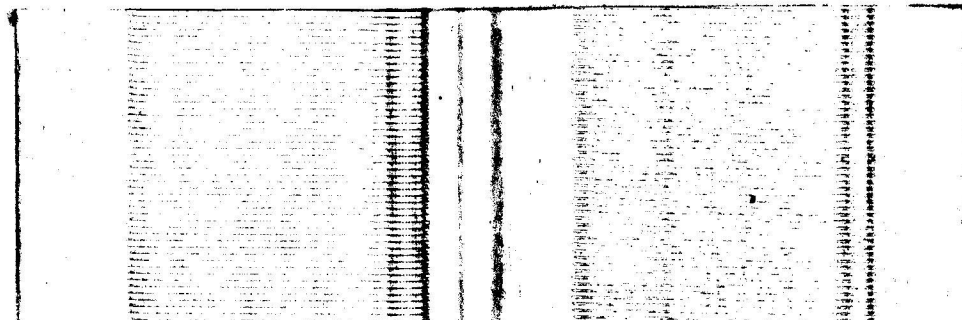
For tournament play the authorized net is to be attached to the table top by adjustable metal extension posts. When erected the net shall be 4 feet and 6 inches from each end of the table and when adjusted for play, its top edge shall be 6 3/4 inches above the table's playing surface. When so attached, the net divides the table into two courts, each of which is divided into two service courts by the required lengthwise center line upon the table top.

above the table's playing surface. When so attached, the net divides the table into two courts, each of which is divided into two service courts by the required lengthwise center line upon the table top.

For non-tournament or informal play, 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.

THE PING-PONG BALL: For tournament play, non-tournament or informal play, the official ball shall be the Association Ping-Pong Ball, so marked.

THE PING-PONG RACKET: For tournament, non-tournament or informal play, the Ping-Pong racket shall be of the dimensions illustrated in the following sketch. It may be of plain, unfinished wood, varnished wood, wood with sanded, leather, cork or rubber blades, as suits the preference of the player.



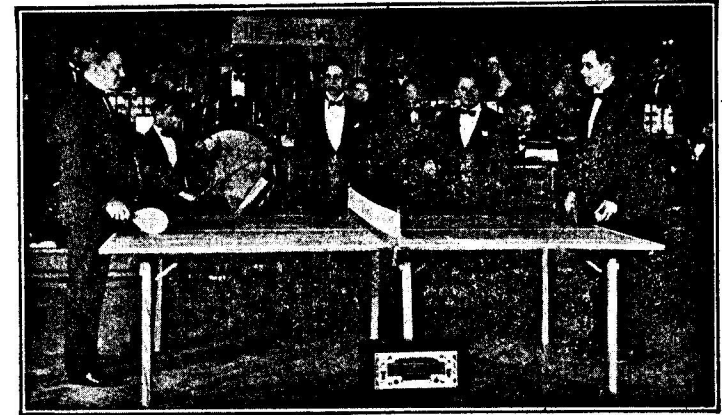
and shall be supported in such a way, when erected for play, that its top, the playing surface, shall be 30 inches above the floor.

For non-tournament or informal play, a folding table top 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, otherwise exactly similar to the tournament table above described, are 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.

THE PING-PONG NET AND POSTS: For tournament play the net shall be 66 inches in length, 5 inches in width with a mesh of 3/16 inch, colored green and bound with tape. For non-tournament or informal play the net is of the same width, but the mesh may be green, yellow or white bound with white tape, the length of these nets being of the proper dimensions to suit the particular table utilized.

For tournament play the authorized net 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

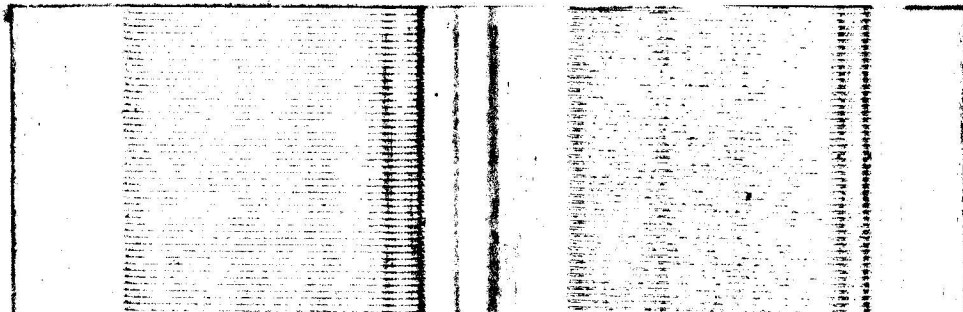
For non-tournament or informal play, the authorized Ping-Pong metal extension posts or the authorized Ping-Pong wooden posts may be used, as is best suited to the type of table employed.



William T. Tilden, 2nd and Francis T. Hunter playing a PING-PONG match at the Hotel Roosevelt, New York

PING-PONG SINGLES.

1. **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.



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

3. **THE CHOICE OF ENDS AND SERVICE:** The choice of ends and the right to be Server or Receiver in the first game of every match shall be decided by toss, provided that, if the winner of the toss choose the right to be Server or Receiver, the other player shall have the choice of ends, and vice versa, and provided the winner of the toss may, if he prefers it, require the other player to make the first choice.

4. **THE GAME AND THE SCORING OF POINTS:** A game shall be won by the player who first wins 21 points, unless both players shall have scored twenty points, when the winner of the game shall be he who first wins two points more than his opponent. A match shall consist of the best two out of three games.

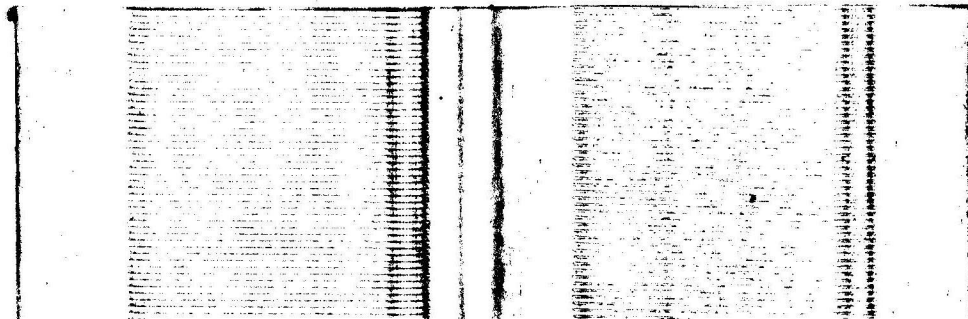
5. **THE CHANGE OF ENDS AND THE SERVICE:** After five points the Receiver shall become the Server and the Server the Receiver, and so on after each five points until the end of the game or the score 20 all. At the score 20 all the Receiver

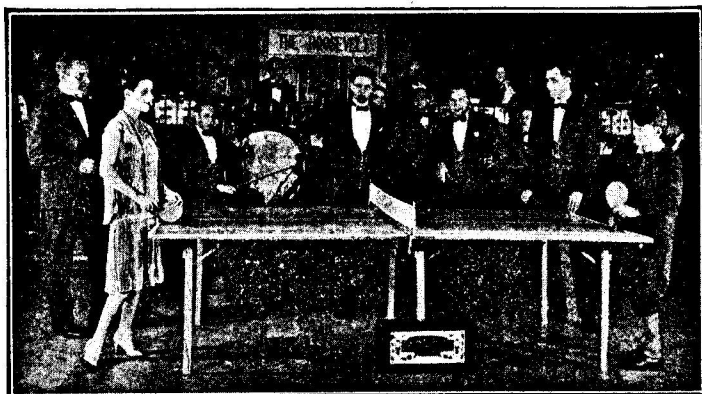
The server shall make a good service, the Receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the Receiver shall then make a good return, the server shall then make a good return, and thereafter each player alternately in that sequence shall make a good return.

AUTHORIZED EQUIPMENT

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".

THE PING-PONG TABLE. For tournament play the table shall be in surface rectangular, 9 feet in length, 5 feet in width. Its top playing surface shall be stained or painted a dull, dark green with a three-quarters inch white painted line upon its outside edges and lengthwise down its center. The table may be of either the folding or solid design





William T. Tilden, 2nd and Junior Durkin playing a PING-PONG match against Beatrice Lillie and Francis T. Hunter at the Hotel Roosevelt, New York. William S. Samuels, President of the Metropolitan Ping-Pong Association, Referee.

PING-PONG DOUBLES.

The Game for Four Players

PING-PONG DOUBLES is a game for four players who play Partners in opposing pairs. The laws of play for Ping-Pong Doubles are the same as for Ping-Pong singles, except for the changes made necessary by reason of a pair playing as partners. Thus the pair who have the right to serve the first five services in any game shall decide which partner shall do so, and the opposing pair shall then decide similarly and so around until all four players have served and then the process is repeated until the game is completed.

shall become the Server, the Server the Receiver, and so on after each point until the end of the game. The player who served first in a game shall be Receiver first in the immediately subsequent game, and so on until the end of a match.

The player who started at one end of the table in a game shall start at the other end in the immediately subsequent game, and so on until the end of the match.

6. THE ORDER OF PLAY: The Server shall first make a good service, the Receiver shall then make a good return, and thereafter Server and Receiver shall each alternately make a good return.

7. A GOOD SERVICE: The service shall be delivered by the server standing behind his end of the table and projecting or dropping the ball by hand into the air. The ball shall then be struck so that it touches first within the Receiver's right half court or the center line on his side of the net. The service is of course made diagonally right to left, then left to right, and so alternately thereafter. Only one ball shall be served. There is no "second or reserved service" as in Tennis.

At the moment of impact of the racket on the ball in service, both shall be behind the end line

of the server's court and between an imaginary continuation of the side lines. 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. The service shall be strictly underhand; that is, when the ball is struck, no part of the racket, except the handle, shall be above the wrist. Top spin, side spin and the various other twist serves may of course be used provided the service is kept below the waist. Should the Server when serving miss the ball entirely, the stroke does not count, but should he touch the ball ever so slightly with racket or racket hand, it is a stroke and the ball is in play.

8. A GOOD RETURN: A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and touch the table's playing surface directly within either of the opponent's courts or upon their lines even if it touch the net or its supports on its return.

The ball must be returned in one stroke and **ALWAYS ON THE FIRST BOUND**. In returning the ball any kind of stroke is allowed **EXCEPT VOLLEYING**, i.e., striking the ball before it bounds, which is not permitted at all.

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 RECEIVER 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".

14. **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.

15. **PING-PONG TENNIS COUNT FOR SCORING.** The Tennis Count is sometimes used in Informal Play instead of the regular Ping-Pong Count, but is not officially recognized for Tournament or Match Competition.

The play is just the same as regular Ping-Pong, except that its scoring is practically the counterpart of that for out-door tennis.

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 **RECEIVER** wins the next point the **SERVER** would call "15-30" etc.

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

(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.

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

(A) If the ball first 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.

11. A FAULT: It is a fault,

(A) If the ball served does not pass over the net and strike the opponent's right hand court or center line.

(B) If the Server violates the law for serving (Rule 7). A fault by the Server is counted as one point in favor of the Receiver.

12. A POINT: Either player shall lose the point

(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 courts before it has dropped on the table.

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

(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 courts.

(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, in which case the point counts against the Server, even though his adversary should strike it or be struck by it.