



BUF PING-PONG

SCORING

1. Each game will be played to 21 points
 - a. The serve will change every 5 points.
 - b. Games must be decided by at least 2 points.
2. A player shall win a point if:
 - a. The opponent fails to make a good return (i.e. the ball goes off of the table without hitting the player's side of the table or the opponent hits his own side of the table before the ball bounces over the net)
 - b. The opponent, or anything he/she is wearing or carrying, moves the playing surface or touches the net or its support while the ball is in play.
 - c. The opponent strikes the ball twice successively.
 - d. The ball touches the opponent's court twice successively.

START OF PLAY

1. Before starting the game, the opponents will toss the ball and attempt to hit the opponent's paddle to win the first serve.
2. If the ball hits the paddle's pad, the opponent owning it will get a redemption throw. If missed, the first opponent wins the serve.
3. If the ball hits the paddle's handle, the one who tossed the ball gets an automatic serve.

SERVICE

1. After five points, the receiver shall become the server, and so on, until the end of the game or until one person has 20 points.
 - a. The player who does not have 20 points serves until they tie the game at 20 or until the opponent scores a point to win the game.
 - b. From the score 20-20, the sequence of serving and receiving shall be the same, but each player shall deliver only one service in turn until the end of the game.



2. The server must project the ball upwards before contacting the ball for service.
3. The server shall strike the ball such that it touches first his/her own court and then, passing directly over the net, touches the receiver's court.
4. If the serve is unsuccessful (a fault), the server gets a second serve (an unsuccessful serve is if the serve is missed, the ball does not contact both sides of the table, or the ball touches the net without going over).
5. If the ball touches the net and goes over onto the opponent's side of the table, the serve is redone.
6. If the serve is missed twice the point goes to the opponent.
7. The ball must visibly leave your hand before contact is made with the paddle.

GENERAL PLAY

1. The ball shall be in play from the moment it is served until:
 - a. It touches anything but the playing surface except the net.
 - b. The rally is otherwise decided as a let or a point.
2. A good return is defined as the ball, having been served and returned in play, being struck such that it passes directly over the net and its supports and touches the opponent's court.
 - a. If the ball, in passing over, touches the net or its supports, it shall be considered directly over the net.
 - b. The returner must let the serve bounce on their side of the net before hitting the ball back.
3. Players should agree before the game on the following: If the ball hits something outside the playing surface and bounces on to the playing surface "in play," will we continue to play the point or redo the point?