



In table tennis, a game is won by the first player to reach 11 points, with a two-point lead required if the score reaches 10-10, and matches are typically best-of-five or best-of-seven games.

Here's a more detailed breakdown of the rules:

Scoring and Gameplay:

- **Winning a Game:**

A game is won by the first player or pair to reach 11 points, unless the score reaches 10-10, in which case the game continues until one player gains a lead of two points.

- **Winning a Match:**

Matches are typically played as a best-of-five or best-of-seven games.

- **Serving:**

- Players serve two points each, alternating.
- The server must hold the ball in their open palm, toss it upwards, and strike it so that it first bounces on their side of the table before passing over the net and bouncing on the opponent's side.
- In doubles, the server must hit the ball diagonally from their right side to the right side of the opponent's court.

- **Rally:**

- The ball must bounce once on the receiver's side before being hit back.
- A player cannot strike the ball twice successively (a "double hit").
- A player touching the net or moving the table (even accidentally) during a point also loses the point.

- **Let Serve:**

If the ball hits the net on a serve but continues over the other side, it is a "let" and the serve is replayed.

- **Out of Bounds:**

If the ball hits the net and doesn't go over, the point goes to the other player/team.

- **Switching Ends:**

Players must swap ends at the end of a game, and in the final match players will switch ends after five points.

- **Time Out:**

A player or pair may claim one time-out period of up to 1 minute during a match