2.12 A MATCH
A match shall consist of the best of any odd number of games.

2.13 THE ORDER OF SERVING, RECEIVING AND ENDS
2.13.1 The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.
2.13.2 When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.
2.13.3 After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.
2.13.4 In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.
2.13.5 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
2.13.6 The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
2.13.7 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

2.14 OUT OF ORDER OF SERVING, RECEIVING OR ENDS
2.14.1 If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
2.14.2 If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the start of the match.
2.14.3 In any circumstances, all points scored before the discovery of an error shall be reckoned.

2.15 THE EXPEDITE SYSTEM
2.15.1 Except as provided in 2.15.2, the expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.
2.15.2 The expedite system shall not be introduced in a game if at least 18 points have been scored.
2.15.3 If the ball is in play when the time limit is reached and the expedite system is due to come into operation, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted; if the ball is not in play when the expedite system comes into operation, play shall resume with service by the player who received in the immediately preceding rally.
2.15.4 Thereafter, each player shall serve for 1 point in turn until the end of the game, and if the receiving player or pair makes 13 returns in a rally the receiver shall score a point.
2.15.5 Introduction of the expedite system shall not alter the order of serving and receiving in the match, as defined in 2.13.6.
2.15.6 Once introduced, the expedite system shall remain in operation until the end of the match.

ENGLISH TABLE TENNIS ASSOCIATION Limited

LAWS & BY-LAWS OF TABLE TENNIS 2017/18
Note: Paragraphs shown in italics are ITTF Regulations adopted as National By-Laws for all domestic competitions.

2.1 THE TABLE
2.1.1 The upper surface of the table, known as the playing surface, shall be rectangular, 2.74m long and 1.525m wide, and shall lie in a horizontal plane 76cm above the floor.
2.1.2 The playing surface shall not include the vertical sides of the table-top.
2.1.3 The playing surface may be of any material and shall yield a uniform bounce of about 23cm when a standard ball is dropped on it from a height of 30cm.
2.1.4 The playing surface shall be uniformly dark coloured and matt, but with a white side line, 2cm wide, along each 2.74m edge and a white end line, 2cm wide, along each 1.525m edge.
2.1.5 The playing surface shall be divided into 2 equal courts by a vertical net running parallel with the end lines, and shall be continuous over the whole area of each court.
2.1.6 For doubles, each court shall be divided into 2 equal half-courts by a white centre line, 3mm wide, running parallel with the side lines; the centre line shall be regarded as part of each right half-court.

2.2 THE NET ASSEMBLY
2.2.1 The net assembly shall consist of the net, its suspension and the supporting posts, including the clamps attaching them to the table.
2.2.2 The net shall be suspended by a cord attached at each end to an upright post 15.25cm high, the outside limits of the post being 15.25cm outside the side line.
2.2.3 The top of the net, along its whole length, shall be 15.25cm above the playing surface.
2.2.4 The bottom of the net, along its whole length, shall be as close as possible to the playing surface and the ends of the net shall be attached to the supporting posts from top to bottom.

2.3 THE BALL
2.3.1 The ball shall be spherical, with a diameter of 40mm.
2.3.2 The ball shall weigh 2.7g.
2.3.3 The ball shall be made of celluloid or similar plastics material and shall be white or orange, and matt.
2.3.4 The ball shall be of a brand and type currently approved by the ITTF.

2.4 THE RACKET
2.4.1 The racket may be of any size, shape or weight but the blade shall be flat and rigid.
2.4.2 At least 85% of the blade by thickness shall be of natural wood; an adhesive layer within the blade may be reinforced with fibrous material such as carbon fibre, glass fibre or compressed paper, but shall not be thicker than 7.5% of the total thickness or 0.35mm, whichever is the smaller.
2.4.3 A side of the blade used for striking the ball shall be covered with either ordinary pimpled rubber, with pimples outwards having a total thickness including adhesive of not more than 2.0mm, or sandwich rubber, with pimples inwards or outwards, having a total thickness including adhesive of not more than 4.0mm.
2.4.3.1 Ordinary pimpled rubber is a single layer of non-cellular rubber, natural or synthetic, with pimples evenly distributed over its surface at a density of not less than 10/cm² and not more than 30/cm².
2.4.3.2 Sandwich rubber is a single layer of cellular rubber covered with a single outer layer of ordinary pimpled rubber, the thickness of the pimpled rubber not being more than 2mm.
2.4.4 The covering material shall extend up to but not beyond the limits of the blade, except that the part nearest the handle and gripped by the fingers may be left uncovered or covered with any material.
2.4.5 The blade, any layer within the blade and any layer of covering material or adhesive on a side used for striking the ball shall be continuous and of even thickness.
2.4.6 The surface of the covering material on a side of the blade, or of a side of the blade if it is left uncovered, shall be matt, bright red on one side and black on the other.
2.4.7 The racket covering shall be used without any chemical, physical or other treatment.
2.6.1 THE SERVICE

Service shall start with the ball resting freely on the open palm of the server’s stationary free hand.

The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.

As the ball is falling the server shall strike it so that it touches first his court and then touches directly the receiver’s court; in doubles, the ball shall touch successively the right half court of server and receiver.

From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server’s end line, and it shall not be hidden from the receiver by the server or his doubles partner or by anything they wear or carry.

As soon as the ball has been projected, the server’s free arm and hand shall be removed from the area between the ball and the net.

It is the responsibility of the player to serve so that the umpire or the assistant umpire can be satisfied that he complies with the requirements of the Law and either may decide that a service is illegal.

If either the umpire or the assistant umpire is not sure about the legality of a service he may, on the first occasion in a match, interrupt play and warn the server, but any subsequent service by that player or his doubles partner which is not clearly legal shall be considered incorrect.

Exceptionally, the umpire may relax the requirements for a good service where he is satisfied that compliance is prevented by physical disability.

2.7 THE RETURN

The ball, having been served or returned, shall be struck so that it touches the opponent’s court, either directly or after touching the net assembly.

2.8 THE ORDER OF PLAY

In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.

2.9 A POINT

2.9.1 Unless the rally is a let, a point is scored by:

2.9.1.1 the server if the player serves the ball, or

2.9.1.2 the receiver if the server is out of order, or

2.9.1.3 the server if the player serves the ball, or

2.9.1.4 the receiver if the server is unsound or a mistake was made.

2.10 A GAME

2.10.1 A game is won by the player or pair scoring 20 points and serving in the game.

2.10.1.1 a game is only lost by a player or pair if serving in the game, when the opponent scores 24 points or if the serving player fails to make a correct service;

2.10.1.2 if, after a player or pair has made a correct service, the opponent scores 24 points, the rally is a let;

2.10.1.3 if, after a player or pair has made a correct service, the opponent scores 25 points, the rally is a let;

2.10.1.4 the rally is a let if the server scores 25 points;

2.10.1.5 the rally is a let if the receiver scores 25 points.

2.10.2 If, while a game is in progress, a player or pair Scores 40 points, the game shall be won by the first player or pair gaining a lead of 2 points. In doubles, the game shall be won by the first player or pair gaining a lead of 2 points.