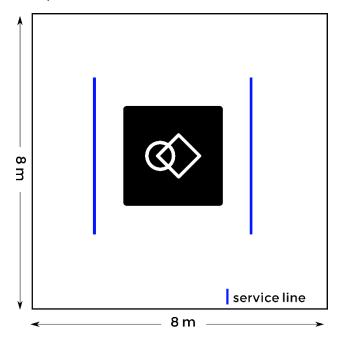




1. Equipment

A court (at least 64 square metres), a table and a ball.



2. Players

- Two teams playing two against two (2v2).
- Both players of a team wear the same shirts in order to clarify the gameplay for onlookers. Shirts of opposing teams must be different of course.
- Fair Play: please be honest with seeing or hearing a contact of the ball with one of the tables edges.

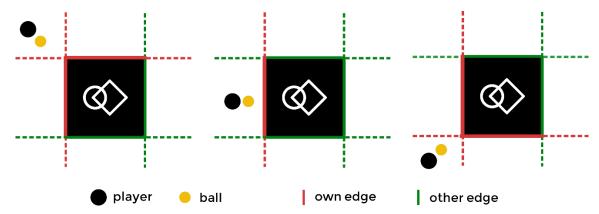
3. Playing

- Up to three touches of ball and body are allowed per team in order to bring the ball back on the table. Failing to do so leads to a point win for the opposing team and their right to serve next.
- Any body parts may be used except of the arms.
- A single player may not touch the ball two times consecutively.
- The game ball must have a single contact with the table. Two or multiple contacts is considered a fault of the attacking team.
- A player hitting the table in an attacking movement is considered to be a fault of the attacking team.
- A ball touching not the tables surface but one of its edges occurs on a regular basis. Various situations will be discussed in the following chapter.



4. Edges

- Depending on the attacking players position, a table has one or two "own edges" and two or three "other edges" (see figure below).
- The rally continues if the ball is hitting any "other edge".
- The rally continues if the ball is hitting any "own edge" and crosses it or its extension.
- It is considered to be a fault, if a ball hits an "own edge" and fails to cross it or its extension.



Moving

- 360 degrees of game play: there are no fixed sides, such as in volleyball. Attacking in any direction is possible.
- Any players right of free movement should be respected and collisions are to be minimized in order to avoid injuries.
- Since both teams are attacking and defending in the same area, certain situations where a
 person poses an obstacle to another are inevitable. If the opposing teams or the referees
 agree, that an obstruction has been made accidentally, the rally is to be repeated.

6. Serving

- While serving, a certain distance to the table needs to be maintained: respect the service line.
 One foot must still be touching the ground whilst serving (jump serve is not allowed).
- Depending on the serving players position, a table has one or two "own edges" and two or three "other edges", just like during a rally.
- The same rules concerning the "own edge" apply to both, serving and being in a rally.
- Contrary to a situation during a rally, a serve is to be repeated, when the ball hits any "other edge".
- The three non-serving players may position themselves as they wish, as long as they do not
 obstruct the serving player.