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## Table tennis doubles rules youtube

The service itself is exactly the same as singles, except that rather than the ball bouncing anywhere on the table, it has to bounce only on the right side of the table for both the server and the receiver. The service still alternates every two points between teams, but it also alternates between players on the same team. Another major difference in table tennis double rules is the order in which players have to play. How do your doubles play matches to the best? Your browser will not play this video. Rule 2.01.06 stipulates that... Double figures each court is divided into 2 identical half-foot courts white line 3 mm wide 3 mm wide, parallel to the side lines; centre line shall be considered as part of each right-hand court. This means that in order to play doubles, table tennis double rules state that you must have a table on which the center is marked. If the ball touches the 15th line of service during the double, the service is in. Frequently asked questions about the service double can be found here... Do you need questions about the rules and regulations that have been answered simply and clearly? Take a look at this completely up-to-date downloadable book. You'll find everything you need. Get all the information here... Article 2.08.02 provides... Doubles, except for the cases provided for in 2.8.3 1 2.3, the server first performs the service, the receiver returns, then the server partner returns, then the receiver partner returns, and then each player returns a declaration in turn. This means that you have to follow the correct sequence of service and get to follow the rules of table tennis double. For example, let's imagine two commands ... & B and X&Y. Player A serves player X, who then returns the ball. Player B must play another shot and player Y must play another shot. The same sequence must then be repeated (A, X, B, Y) until the point is decided. Players can stand where they want, and can play their shots from any position. The only limitation is during the service, when the ball must be behind the server's back line (the same as in the singles game), by courtesy ITTF However, table tennis double rules are slightly different when one or more players are in wheelchairs... Rule 2.08.03 states: Double, when at least one player in a pair is in a wheelchair due to physical disability, the server first performs the service, the receiver returns, but after that any disabled pair player can receive a return. Regulation 2.10.1.15 states that you lose a point: if there is at least one wheelchair player in the opposite double pair, any part of the wheelchair or the foot of the standing player crosses the imaginary expansion of the table centre line. So for players who are in wheelchairs, the rules of table tennis doubles are slightly different. After returning to serve, any player can play another shot, and do not play alternately. But every player has to stay on their side, otherwise they will lose a point. Rule 2.10.01.11 states that the team loses a point... If a double opponent hits the ball from a sequence set by the first server and the first receiver. It means what he says... If you hit the ball in a row, table tennis double rules say you will lose a point. Do you need questions about the rules and regulations that have been answered simply and clearly? Take a look at this completely up-to-date downloadable book. You'll find everything you need. Get all the information here... Regulation 2.13.04 provides that... In each game of two matches, the pair, who have the right to serve first, choose which one will do so, and in the first game of the match the receiving pair decides which one will get the first. In subsequent match games, when the first server was selected, the first recipient is the player who served him in the previous game. This means that you have to follow the correct sequence so that you can serve and get double duplicates during the match. Once it is decided which team will serve first at the start of the match, that team will decide which player will serve first in their team. Then their opponents will decide which player in their squad will get first. This sequence will then be maintained throughout the game, but in the next game the sequence will be cancelled. Example... For example, let's imagine two commands ... & B and X&Y. At the beginning of the match, player A chooses to serve first, while player X chooses to get first. This means that in the first game, player A will always play his serving player X. In the next game X&Y will decide whether X or Y serves first. When they decide who will serve first, the receiver will automatically be set to reverse the previous game sequence. For example, if player A served player X in the first game and player X chooses to serve first in the second game, Player A must be the X-receiver of all players serving that game. Therefore, after the first match, for each subsequent game of the match, each team will decide which player will serve first in their team, and then the receiver will be set automatically, canceling the sequence of the previous game. Rule 2.13.05 stipulates that... Doubles, during each service change, the previous tuner becomes a server, and the partner of the previous server becomes a receiver. This means that by complying with table tennis double rules, you must follow the correct sequence during each game. For example, after player A has played his two serves player X, player X then play his two serving player B. Player B. Player B then play his two serves player Y and then player Y will play his two serving player A. Player A then restart the sequence again and the sequence will repeat itself until the end of this game. You need you about the rules and regulations that have been answered simply and CLEARLY? Take a look at this completely up-to-date downloadable book. You'll find everything you need. Get all the information here... Table Tennis Rules 2.13.06 and 2.13.07 states that ... A player or pair serving for the first time in a game first gets another match game, and in the last possible doubles match, the pair who have to get another will change their order of receipt when the first pair scores 5 points. A player or pair that starts at one end of the game starts at the other end of the match, and in the last possible match matches players or pairs end when the first player or pair scores 5 points. This means that in the last possible match, when only one team has scored 5 points, teams must change and the receiving pair must change the order of receipt. For example, if A&B score 5 points first, and A serves X, changing ends, player A will be player Y for the rest of the game. Rule 2.14.01 stipulates that... If a player serves or receives consecutive, the play terminates the umpire as soon as the error is detected, and again with those players who serve and receive, who should be the server and receiver respectively the result that was achieved, depending on the sequence set at the beginning of the match, and double that service to the selected pair has the right to serve the first game during which an error was detected. This means that if you discover during the game that you are not playing the right sequence, you have to stop the game and continue the game in the right sequence. Table tennis double rules say that all points obtained before discovering the bug will remain. Regulation 2.14.02 provides that... 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