**2.6 THE SERVICE**

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

2.6.2 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.

2.6.3 As the ball is falling the server shall strike it so that it touches, first his court and then, after passing over or around the net assembly, touches directly the receiver’s court; in doubles, the ball shall touch successively the right half court of server and receiver.

2.6.4 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.

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

2.6.6 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.

2.6.6.1 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.

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

**2.9 A LET**

2.9.1 The rally shall be a let

2.9.1.1 If in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise correct or the ball is obstructed by the receiver or his partner;

2.9.1.2 If the service is delivered when the receiving player or pair is not ready, provided that neither the receiver nor his partner attempts to strike the ball;

**2.10 A POINT**

2.10.1 Unless the rally is a let, a player shall score a point.

2.10.1.8 if his opponent, or anything his opponent wears or carries, moves the playing surface;

2.10.1.9 if his opponent, or anything his opponent wears or carries, touches the net assembly;

 2.10.1.10 if his opponents free hand touches the playing surface;

2.10.1.11 if a doubles opponent strikes the ball out of the sequence established by the first server and first receiver;

**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 serve first or to start at a particular end, the other player or pair shall have the other choice.

**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 either 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.