



NR.	NAME OF THE GAME	SERVIS	RETURN	PRACTICE & HEIGHT	PLAYERS
1.	KING PAEY				2, 3, 4
2.	HAND PAEY				2, 3, 4
3.	FOOTBALL PAEY				2, 3, 4
4.	GOAL PAEY				2, 3, 4
5.	KICK PAEY				2, 3, 4
6.	SEAT PAEY				2
7.	UNDER-OVER PAEY				2
8.	ALLEY-OOP PAEY				2, 3, 4
9.	DOUBLE-TOUCH PAEY				2, 3, 4
10.	TOTAL PAEY				2
11.	ABSOLUTE PAEY				2
12.	FULL PAEY				2
13.	KICK GOAL PAEY				2
14.	KICK UNDER-OVER PAEY				2
15.	GRASSHOPPER PAEY				2, 3, 4

WARNING

During the game you can not touch the playing surface. Leaning or hitting on the table can cause permanent damages. Please consider the load capacity of the table: 80 kg.

BASICS

Paeyball is a game played on a playing table which is divided by a goal. The objective of the game is to properly hit the ball over or through the goal (depending on the type of game that is played). If the opponent manages to return the ball properly, then a rally will occur.

The player has one hit for returning the ball except in Double-Touch Paey and Alley-Oop Paey game where the player must have two hits.

SERVICE

The ball is put in play with a service: hit by the player over or through the goal to their opponent. In Paey games where the ball must pass over the goal, the ball has to bounce on the player's side of the table once and then on the opponent's side once.

When the served ball touches the goal or the edge of the table it is considered an edgeball, then the server needs to repeat the serve. Three consecutive edgeballs are considered as a fault.

In Paey games where the ball must pass over the goal when serving, the ball has to be completely behind the table. In Paey games where the ball must pass through the goal when serving, the ball has to be in the touch with the imaginary line of the end of the table.

Each player has three consecutive serves in a row. If the score is tied at 12 points, then the players will need to change service for each point until the end of the set. Players need to change the playing side alternatively after each set.

RETURN

In Paey games where the ball must pass over the goal, the returned ball has to bounce on the opponent's side once. During a rally, the ball can touch the goal and the edge of the table. The rally continues until the ball goes out of the table or an opponent fails to return it properly.

If the ball bounces back from the goal and the ball has not hit the floor or the table (in Paey games where the ball must pass over the goal) or the ball has not hit the floor (in Paey games where the ball must pass through the goal), then the player can still keep the ball in play.

SCORING

The player winning a rally scores a point. The player will score a point during a rally when:

- The opponent fails to make a correct service or a correct return.
- The opponent's served ball touches the goal or the edge of table three consecutive times.
- The opponent catches, holds, throws or carries the ball (palming).
- The opponent touches the playing surface or goal or moves the table.
- The opponent plays with the part of the body which it is not allowed according to the type of game.
- The opponent crosses the extended imaginary line of the playing fields with any part of the body during the rally.

One set plays up to **12 points** obtained in the two-point gap or the **first 7 points** in a row that are earned. The player winning **three sets** wins a Paey game. When the score is tied at two sets, then the decisive fifth set is played until 15 points are obtained.

SPECIALITIES

In a game of **Doubles** (two players on each side), players should make alternative returns. Each player serves three alternative serves in a row.

In a game of **Triples** (one player on one side and two players on the opposite side), on the side which has two players, a returned ball will be passed from the first player to the second player who has to pass the ball to the opponent's side.

In **Seat Paey** games players must be in a sitting position and they should not get up from the chair during the rally. Five different games can be played: Hand Paey, Under Paey, Under-Over Paey Alley-Oop Paey and Grasshopper Paey.

In **Total Paey** game, a served ball has to pass through the goal. A returned ball can pass over or through the goal.

In **Absolute Paey** game and **Full Paey** game, served ball has to pass over the goal. A returned ball can pass over or through the goal. When served or returned ball passes over the goal, it is allowed that the ball touches either the goal, the table or both. Optional one bounce of the ball on the ground is allowed.

In **Under-Over Paey** games, the served ball and first returned ball have to pass through the goal, second and third returned ball have to pass over the goal and in advance in the same order.

In **Alley-Oop Paey** game, the player will pass the returned ball with two touches, where the first touch must be with the hand and the second with the head.

In **Grasshopper Paey** game, the returned ball has to bounce on the player's side of the table first and then on the opponent's side.

