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# PING PONGGO

OFFICIAL RULES

**AAPPO**  
ASOCIACIÓN ARGENTINA DE PING PONG  
CON OBSTÁCULOS



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# PINGPONGO

**Oficial Rules by AAPPPO**  
**Ping pong with obstacles.**

Tomorrow's utopia , today.

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By AAPPPO Board

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AAPPPO official press: [bolasinmanija.com.ar](http://bolasinmanija.com.ar)

English version: [antipodescafe \(antipodescafe.org\)](http://antipodescafe.org)

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## RULES AND BASICS

### 1. Name.

"PingPongo" came from Ping Pong with Obstacles. "Ping Pong" and not "Table Tennis" because we follow the spread popular voice before academic definitions.

### 2. Definition.

'PingPongo' is a sport consisting in a Ping Pong with material and/or mental obstacles added, generating unexpected as exiting dynamics. Although in section 8 the most common variations -until now- are mentioned, it's in the philosophy of this sport to promote the creativity and the personalisation in the sense of allowing the grow of one, two, a thousand (no more) Ping Pong with Obstacles in the world.

"Everything that is not ping pong, is ping pong with obstacles" means that this sport can be played with or without a table, without net, ball, as long as something goes from a place to other, and it's stablished an objective scoring system and a way of wining a match, and all this has been agreed as a PingPongo match or tournament. The Ping Pong with obstacles is not only a sport but a logic."

### 3. Spirit.

The spirit of this sport is to promote virtuous ideals like love for beauty, ethic, the common weal and solidarity. Without forgetting perseverance and the fight for utopias, despite of adversities.

Its rules and their interpretation should always helps it's development. So, facing whatever case of quandary, It is recommended to choose the option that helps this spirit and turns the dilemma into a funnier situation for players and a better spectacle for those who are watching.

Common agreement always rules. A variant of Ping pong with obstacles is recognised as official by AAPPO as long as it is agreed before each tournament or match between participants.

Furthermore, we insist, creativity is one of the values is enhanced by PingPongo. For this reason, AAPPO support the creation of different kinds of PingPongo.

#### **PingPongo is also,**

- a. Not sexist. Women and men plays in an unisex category. AAPPO believe that strength is not so important in Pingpongo, so, there is no reason for dividing by gender.
- b. Quite liberal with some issues, compared with other sports. AAPPO believe that each one can prepare their body as preferred for the competition, without any kind of controls.
- c. Democratic but without "democraticism". AAPPO would like many organisations of PingPongo in Argentina as well as in the world. But from now on AAPPO is the first and only, so, AAPPO directs this sport in all the world.
- d. Pacific / Coward. AAPPO does not accept any kind of violence, excepting cases where it is consider as a variant of the game previously agreed by all parties.
- e. Bureaucratic nerd. AAPPO likes to arrange rankings and tournaments with Excell and share them in Google Drive, with everything perfectly defined.

### 4. How to win.

4.1 Match are played in 1, 3 or 5 sets of 11 points, depending in each contest and instance of the match.

4.2 The ball should bound just one time before it is returned to the opponent area.

4.2.1 If the ball bounds more than one time or is not returned it will automatically give a point to opponent.

4.2.2 If the ball is hit before a bounce (volley) it will give a point to the opponent.

4.2.3 If the ball doesn't bounce in the opponent area of the table and instead of it does it (before) in the floor or other object, person or animal outside the table will be consider "out" and it will give a point to the opponent.

4.2.4 If the ball hits the net and afterwards does not bounce on the opponent area and instead of this it bounce somewhere else ("out") will also give a point to the opponent.

4.3 Each obstacle is consider "Table", If the ball hits in an obstacle the player should avoid a new bounce in its side of the table or outside of it and return the ball into the opponent area.

If the ball hits the object and then the table or the table and then an object is consider "double bounce" because as said each object is consider "Table", so, this "double bounce" will give a point to the one who made that marvellous hit. If after bouncing in an obstacle, the ball returns to the area of the table of the one who hit the ball the game continue as if the other player hitted the ball. The obstacle in this sense is an ally of the opponent. And as the obstacle is considered table; if the ball bounce on whatever part of the opponent's area of the table and then it bounce in your side, the game continues as if the opponent player had hitten the ball.

4.4 Exception: If the object (view section 6) is fluffy and prevent the bouncing of the ball, it can be retuned after a second bounce in the table after being damped by the object. But this second bounce should be lower in height that the diameter of the ball. For example: if the ball bounce in a wallet, and the trajectory of the ball is completely damped in order to promote the development of the game the player can try to return the ball despite the ball bounce in the table. Subject to prior agreement.

4.5 If the match is tied in 10 points it will be extended until one player wins two consecutive points (12-10, 68-66, etc.)

### 5. The serve.

5.1 The serve is made freely. The ball must bounce just one time first in the area of the table of the player who is at the serve and then at the opponent area of the table. An error in the serve is a point for the opponent. This could be if the ball get stopped by the net or an object -in the area of the table of the player who is at the serve- and then outside the table ("out").

5.1.1 Each player will serve 2 consecutive points.

5.2 If the ball touches the net and then bounce in the opponent area of the table, the player has to serve again.

5.3 It must be respected that the ball should bounce the server area of the table before the opponent one, that the server is behind the table and that the racket at the moment of the hit of the ball is moderately behind the table too. Anyway we suggest to skip this point unless it is an outrageous invasion with the body over the table. In that case the serve should be repeated.

5.4 Each 6 points the players should switch side of the table. If the players forget this the points are not played again and they switch sides in the next time the total score is multiple of 6.

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## 6. Material obstacles.

The election of the material obstacles to add can be agreed before the beginning of each match and can be proposed by each player. The standard option is to add ping-pong rackets or similar objects in each side, square blocks, cylinders, etc. Other objects that can be used and we recommend are sandals, bottles, glasses, among others, as long as are previously agreed and helps the game and the variety of trajectories of the ball. In tables with official sizes the obstacles can not be more than 3 per side, amount to be consider in relation with the size of the obstacles. Obstacles can not be touched on porpoise during a match. If during the match the position is changed as part of the game the obstacles should continue in their new place.

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## 7. Mental or situational obstacles.

This includes strictly obstacles unrelated to objects but to variant, for example, in terms of gameplay. Can be a conventional Pingpong but in which the player must put his mind on something else while responding to the normal dynamics. Mental or situational obstacles will be agreed before the beginning of the match and should be equal amount for each player.

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## 8. Variations.

Variants are combinable. All that may be created for the purposes of new tournaments or matches can be consider Ping Pong with Obstacles.

### a. Conservative Variation.

It is practiced by placing up to 3 obstacles per side. Prior to the beginning of each match, each player should place the obstacles following their own taste and strategic purposes. The place where each player put the obstacles is optional, but can not be alined in horizontal or vertical.

It is common to use Ping Pong rackets for this classic variant. But it can be any object, prior consensus. Where possible, not too big and with some flatness.

This variant is the more recommendable for the first events and for the organisation of series of games or tournaments.

Note: There is a chance of modifying the position of the obstacles during a match, every certain amount of points to be determined by the AAPPO in every tournament.

### b. Bureaucratic-authoritarian variation.

Here, obstacles and their location are defined just one time before matches and will be the same for all the competition.

Players can not choose or modify this position of the obstacles.

### c. "Salted" variation.

The table has a layer of salt, this generate an indecipherable rhythm . The salt should be spread at the beginning of the competition in equal parts for each side of the table. The AAPPO supervisor can spread more salt during the competition if she/he find it appropriate and/or fun.

### d. Lacustre variation.

This variant include the creation of a mini lake in the opponent area. This can be done over conventional ping-pong tables or in builded ones for the occasion. Choosing the kind of liquid (tomato sause, soft-drink, worm soup, yogurt) allows to take advantage of their proprieties and their transformation during time. This gives life to the field in some sense, modifying the

conditions of the game as times goes by.

### e. Glass variation I.

The obstacle is a glass. If the player dunk the ball in the glass located at the opponents area it will win 3 points.

In extreme Pingpongo games the dunk can signify the wining of the complete match, even if the player was loosing that match by 0-10.

### e. Glass variation II.

Each player has the right of using 1 glass with water per match. The way of using it is chosen by each player during the match (Empty it or part in the opponent side, drink it, splash the opponent, make noisy mouthfuls, spit, etc.)

### f. Ping Golf variation.

In a special table, done with holes, if one of the players put the ball in a hole wins 5 points.

### g. Ping Volley variation.

This variant is basically for doubles. Players can hit until 3 volleys between them before returning. More or less the same rule as volleyball.

### h. 3D variation.

The table should be stepped, with the net in the bottom part of the table. Should be played in doubles.

Both players stands in each side of the table, or one in a side and the other over the last step, depending in the tactics and the moment.

### i. Mutant variation.

The object that changes is the implement to hit the ball. From a sandal to a newspaper, a baseball bat or a pan. Objects should be tha same for all players.

### j. Infinite substitutions variation.

Doubles matches, from 5 to more participants. The alternates, enter every three points. The player who lost the point #3 is replaced by one of the players who is waiting. This variant fed the dynamics, not only the game but the players. It contributes to the idea of the game and community solidarity above the result, it is impossible to form regular teams. Therefore it causes no competition or hostility. Everyone plays and everyone team up with everyone at least a moment. Therefore, nobody wins and nobody lose. Or rather, all experience success and failure, failure that is relativized with this sporting expression. Success wins in the virtuous of this unproductive game and in friendship.

### k. Simultaneous variation.

It's played in several tables at same time. In places where tables can be really closer to other two more, it is possible that those enter in the same game. Whether it's at its high or in its minimal expression. The maximum is the one in which the players try to bounce the ball in the alternatives to the central tables. The minimum, is the one in which players try to keep the game in the central field, but if any error, like bouncing in another table the game should continue.

### l. Paddle Pong variation.

If the table is closer to walls the ball can hit them and the game continue. Wall doesn't count as "out" or as table. In some sense it follows the rules of paddle tennis.

#### m. Mini variation.

Pingpongo can be played in whatever kind of tables. From kitchen table to a little bench, always with a net, rackets and a ball, or objects that substitute them. The reduction of the size of a table add new modifications to the curse of the game.

#### n. Abstract variation.

It is played without table, net, rackets or even balls. Each of those objects are replaced. It can be played in a eating table with a line of bricks dividing the field in two similar parts, two shoes as rackets and a rubber ball as the ping-pong ball. Here creativity is free to choose or produce the objects for this abstract as free variation of PingPongo.

#### ñ. Structural variations.

Modifications in which the table differs from the traditional one, being specifically made for PingPongo. It can be a table in cross for two matches at same time, a table with an empty area in the middle to avoid, a rounded one, a table with different surfaces, etc. To be consider official should be authorised by AAPPO.

#### o. Natural variation.

The obstacle is a grain or a vegetable. It is suggested to spread two spoons with rice, dried chickpeas, millet, canary seeds, etc.

#### p. Q&A Ping Pong variation.

A topic is proposed, so each player should mention a word included in that topic immediately after hitting the ball one and before the hit from the opponent. For example: Countries of Africa. If the word is not correct or repeated the opponent will win a point and the game point will be stopped. If the hit goes out that gives another point to the opponent, so is good to have two referees for this matches, one following the ball and the other one following the answers. We also suggest that any participant plays two matches in a raw to avoid risk of ACV.

## 9. Creativity

We already told you, but we can repeat it. Ping Pong with obstacles (PingPongo) is an sport that is open to multiples ways of practicing it. It promotes the creativity and the self-management, opening its practice to amateurism and the quotidian, allowing each variant and modality to be framed in the conceptual boundaries of "Ping Pong with Obstacles".

## 10. Glosary (In argentinian)

**Zafada o salvada:** evitar que luego de pegar en un obstáculo, sea punto del rival.

**La histérica:** cuando la pelota pega en el borde de la mesa y se va.

**La gorda:** cuando la pelota cae pesada, ya sea por el efecto o por un obstáculo y se reduce su pique.

**Globo aerostático:** un globo de grandes magnitudes, que dificulta la visión y el control.

**La afeitada:** pegarle a la pelotita con mucho efecto, apenas rozándola con la paleta u objeto que hace las veces de paleta.

**La panquequera:** pegarle con la paleta hacia adelante apenas haya picado la pelota en una situación incómoda.

**La alverjeada:** cuando ante un smash aparentemente fácil, al rematar, la pelota pega en la red y no pasa.

**La limpiadita:** cuando en variantes con objetos livianos o granos, un tiro provoca el desplazamiento fuera de la mesa de los mismos.

## 11. Bad taste.

- to win 11-0
- to not say sorry (and mean it) after a lucky hit of the ball in the net that helps you to win the point.
- to arrive with a nazi bracelet, ironically or not.
- to criticise ping pongo.
- to get angry.
- to pick up the phone before a match.
- to stop a match to answer a phone call.
- to say, during the match, that you are a mess and that you will loose.
- to ask for help to any kind of God more than 3 times during each match.

## 12. Forbidden.

- smoke close to the table during a tournament.
- eat or drink in the table during a tournament.
- break things.

## 13. Tournaments.

Nowadays there are 4 kinds of tournaments (the reference is the number of confirmed inscriptions, not the number of participants at the place. So, if then the day of the tournament some participants doesn't arrive the tournament keeps its category.

#### a. GRAND SLAM AAPPO 1000.

64 or more players.

Each match: best of 3 sets (or just 1 set) Final: best of 5 sets.

GS AAPPO standard is between 64 players.

#### b. AAPPO 500.

32 to 63 players.

Each match: 1 set. Final: best of 3 sets.

AAPPO 500 standard is between 32 players.

#### c. Challenger AAPPO 100.

16 to 31 players.

Each match: 1 set. Final: best of 3 sets.

AAPPO 100 standard is between 16 players.

#### d. Challenger Special AAPPO 15.

To promote the sport.

6 to 15 players.

Each match: 1 set. Final: 3 sets.

## 14. Ranking

Each player receive 1 point just for participating (without leaving the place in the middle of the match) and 1 point for a winning first round games before approaching in the scoring system:

|                      | W    | F   | SF  | QF  | R16 |
|----------------------|------|-----|-----|-----|-----|
| <b>GS AAPPO 1000</b> | 1000 | 600 | 360 | 180 | 90  |
| <b>AAPPO 500</b>     | 500  | 250 | 100 | 50  | 25  |
| <b>CH AAPPO 100</b>  | 100  | 60  | 35  | 18  |     |
| <b>CH.S AAPPO 15</b> | 15   | 8   |     |     |     |

14.1 Points expire after 2 years from the date you win them.

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## 15. Authorities.

AAPPO is the current director of this sport worldwide and is the one in charge of modify this rules and supervise its execution.

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## 16. Commemorative day.

AAPPO declares the 2nd of december as the PingPongo World Day, for being the day that AAPPO was founded, or something like that.

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## 17. Anthem. (Argentinian version)

*La vida es superar obstáculos,  
¡Ay si lo sabré yo!  
En este deporte vernáculo  
Quiero ser ganador  
La habilidad y el azar  
En su proporción más justa;  
Todos lo quieren jugar,  
De un polo al otro les gusta.  
PingPongo, Ping Pong con Obstáculos  
PingPongo, Ping Pong con Obstáculos  
PingPongo PingPongo  
Que el mundo juegue PingPongo  
PingPongo PingPongo  
De buenos aires al congo  
¿Sabes lo que es el PingPongo?  
¡Es todo lo que no es Ping Pong!  
¡Es todo lo que no es Ping Pong!  
¡Es todo lo que no es Ping Pong!*

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## 18. Slogans.

*"Everything that is not Ping Pong is Ping Pong with obstacles."  
"You are the first obstacle."  
"Tomorrow's utopia, today."*

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## 19. World Ranking developed by AAPPO.

to be consider for the World ranking:

- a. Send an email asking for authorisation: [torneopingpongo@gmail.com](mailto:torneopingpongo@gmail.com)
- b. Send an excel table with all the results (after the tournament)
- c. Follow this AAPPO Rules
- d. Read the certificate letter by AAPPO to organise the tournament.
- e. Sing the anthem of PingPongo before the tournament el himno del Ping Pong.
- d. Send ten pictures of the tournament or one video (minimum 1 minute of lenght) or count with the presence of an AAPPO Board member during the tournament or online live streaming of the tournament.

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## 20. National Associations certified by AAPPO

- a. Send an email with the name of 4 authorities to [torneopingpongo@gmail.com](mailto:torneopingpongo@gmail.com) . At least one of them should be experienced in the organisation of an AAPPO tournament.
- b. Swear, by mail, to respect the rules and spirit of Pingpongo.
- c. It is helpful to make a logo and a Facebook page for the association.

