



**GOVERNMENT ENGINEERING COLLEGE,  
VAISHALI**

**RULEBOOK**

**Table Tennis Singles**

## **Game Play**

- A match begins with the umpire conducting a coin-toss. The winner has the options to serve the ball first, receive it, or choose the side of the table they like to play from.
- The match will consist of 3 set of 11 point each. The player winning 2 set wins the match.
- Players change ends of the table after every set.

## **Serving**

- The server has to hold the ball with an open palm, toss it up (without any spin) and strike it in a manner that the ball bounces first on the server's side of the table before bouncing over the net to the other side.
- If the ball hits the net and goes over into the opponent's side during the service (a let service), it is replayed without awarding a point to either player.
- The serve must be delivered from behind the baseline and above the table.

## **Returning the Serve**

- The receiver must return the serve so that it bounces on the opponent's side of the table.

- The receiver must not touch the ball before it bounces on their side of the table.

## **Scoring**

- A point is scored when one player fails to return the ball legally, hits the ball into the net, or hits the ball outside of the playing area.
- The first player to score 11 points wins the set, but the set must be won by at least a two-point margin. If the score is tied at 10-10, the players continue to play until one player has a two-point lead (eg. 12-10).

## **Other Rules**

- The players must not touch the table with any part of their body, while the ball is in play.
- The players must not hit the ball twice in a row.
- The players must not obstruct their opponent's view of the ball.
- The players must not intentionally delay the game.

## **Table Tennis Mixed Doubles**

### **Game Play**

- A match begins with the umpire conducting a coin-toss. The winner has the options to serve the ball first, receive it, or choose the side of the table they like to play from.
- The match will consist of 3 set of 11 point each. The player winning 2 set wins the match.
- Players change ends of the table after every set.

## **Serving**

- The server has to hold the ball with an open palm, toss it up (without any spin) and strike it in a manner that the ball bounces first on the server's side of the table before bouncing over the net to the other side.
- The serve must be diagonally across the table, from the server's right-hand side to the receiver's right-hand side.
- The serve changes after 2 points. The next receiver is always the partner of the player who just served. The next server is the player who just was the receiver.
- If the ball hits the net and goes over into the opponent's side during the service (a let service), it is replayed without awarding a point to either player.
- The serve must be delivered from behind the baseline and above the table.

## **Returning the Serve**

- The receiver must return the serve so that it bounces on the opponent's side of the table.
- The receiver must not touch the ball before it bounces on their side of the table.
- The receiver must stand in the correct position, diagonally to the server.
- During the rally, the players play the ball alternately. If a team hits the ball out of sequence, they lose the point.

## **Scoring**

- A point is scored when players fail to return the ball legally, hits the ball into the net, or hits the ball outside of the playing area etc.
- The first player to score 11 points wins the set, but the set must be won by at least a two-point margin. If the score is tied at 10-10, the players continue to play until one player has a two-point lead (eg. 12-10).

## **Other Rules**

- The players must not touch the table with any part of their body, while the ball is in play.
- The players must not hit the ball twice in a row.
- The players must not obstruct their opponent's view of the ball.
- The players must not intentionally delay the game.

### **IMPORTANT INSTRUCTIONS**

- 1. The game will be played in 4 stages.**

**Stage 1- Playoffs**

**Stage 2- Quarterfinals**

**Stage 3- Semifinals**

**Stage 4- Finals**

2. Outsiders have to bring their own TT bats.
3. Stag 3 star balls will be used for TT game.
4. Decision of faculty incharge and coordinators will be final and any argument with them will lead to immediate disqualification.
5. Observation of any indisciplinary action or bad sport spirit activities may lead to disqualification of whole team from Tarang 2.0
6. In case the team or player does not report at informed time, participation will be cancelled and the other team/individual will be considered as winner of that game.

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