



**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.

Tables Tennis Doubles/ 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 in charge 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.**

FOR ANY MORE INFORMATION AND ANY QUERY CONTACT

Anurag Kashyap: 8789029597

Ujjwal Surya: 6202972235



gec.vaishali.sports.club



gecv_tarang



gecv.tarang@gmail.com