

SMASH 26 RULE BOOK

The pro has summarized the essential ping pong rules right here. This list is not exhaustive, but these ones are common points of contention among many players. Whether you call it *ping pong*, *table tennis*, or *whiff whaff*, these **official table tennis** rules should help you keep things straight.

SCORING & MATCH FORMAT

- 🏓 Games are played to 11 points and must be won by a margin of at least two points.
- 🏓 A match consists of the best of 5 games.

SERVICE RULES

- 🏓 Service alternates between teams every 2 points. At deuce (10-10), service alternates every single point.
- 🏓 The ball must rest in an open palm, be tossed vertically at least 6 inches, and struck on the descent.
- 🏓 The serve may land anywhere on the opponent's side of the table.
- 🏓 The serve must travel diagonally from the server's right court to the receiver's right court.
- 🏓 If a served ball hits the net but lands legally, it is a "Let" and must be replayed. There is no limit to the number of Lets.

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GAMEPLAY AND RALLY

- 🏓 Partners must alternate hits indefinitely during a rally.
- 🏓 The ball must bounce on your side of the table before being returned. Hitting the ball in mid-air (volleying) results in a point for the opponent.
- 🏓 A ball striking the **top edge** of the table is valid. A ball hitting the **vertical side** of the table is out.
- 🏓 If a ball spins back over the net without the opponent touching it, the point is awarded to the striker.

FOULS AND PENALTIES

- 🏓 Touching the playing surface with the non-paddle hand results in an automatic point for the opponent.
- 🏓 Accidental contact with the "paddle hand" (fingers or hand below the wrist) is legal and play continues. Contact with any other body part results in a lost point.