

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.