

SPANDAN 2025

TABLE TENNIS RULES BOOK*

Singles Game

Scoring

The winner of a match shall be the player who first scores 11 points, unless both players have 10 points, in which case the winner must gain a two-point lead to win. The choice of ends and service at the start of a game shall be decided by a coin toss.

The Service

The service shall be delivered by releasing the ball, without imparting any spin upon release, and striking it with the paddle outside the boundary of the court near the server's end. Finger spins and rubbing the ball against the racket face are illegal. Any spin imparted to the ball must come from action of the racket upon impact with the ball. The ball shall be struck so that it first drops into the server's court by passing directly over or around the net.

The Change of Service

The service in singles and doubles passes from one player to another after every two points scored.

A Good Return

A ball having been served or returned in play shall be struck by the player so that it passes directly over or around the net and lands in the opponent's court; provided that if the ball, during play, returns of its own impetus over or around the net, it may be played the same as a returned ball.

Let Ball

A let is a rally from which no point is scored. It occurs when: a) the ball touches the net or its supports in service, provided the service is otherwise good or has been volleyed by the receiver; b) a service is delivered when the receiver or his partner is not ready, provided no attempt has been made to return the ball; c) a player fails to make a good service or return through an accident beyond his control, such as a movement by a spectator or a sudden noise; d) the ball is broken in play; or e) a rally is interrupted to correct a mistake in playing order or ends.

Either player shall lose a point or side out:

1. If he/she fails to make a good service, unless a let is declared.
2. If a good service or a good return is made by the opponent and he/she fails to make a good return.
3. If racket, or any part of player or clothing, touches the net or its supports while the ball is in play.
4. If the player moves the table in any way while playing the ball.
5. If a player's free hand touches the table while the ball is in play.
6. If, at any time, he/she volleys the ball; a volley consists of hitting the ball before it has bounced.
7. Consecutive 3 Let's also lead to the loss of points.

Doubles Game

The rules for singles shall apply to doubles play in all instances except those indicated below.

The Table

A one-eighth-inch white line shall be drawn down the center of the table parallel to the side lines. This shall be called the service line.

A Good Service

The service shall be delivered as previously provided and so that it touches first the server's right half court or the center line on his side of the net, and then, passing directly over or round the net, touch the receiver's right half court or the center line on his side of the net.

The Choice of Order of Play

The pair who has the right to serve the first two services in any game shall decide which partner shall do so, and the opposing pair shall then decide similarly who shall first be the receiver.

The Order of Service

Each server shall serve for two points. At the end of each term of service, the one who was receiving becomes the server, and the partner of the previous server becomes the receiver. This sequence of the receiver becoming the server and the partner of the previous server becoming the receiver continues until the end of the game to the score of 10-all. At the score of 10-all, the sequence of serving and receiving shall continue uninterrupted except that each player shall serve only one point in turn, and the serve alternates after each point until the end of the game.

The Order of Play

The server shall first make a good service, the receiver shall then make a good return, the partner of the receiver shall then make a good return, and thereafter alternately in that sequence shall make a good return.

Note:

- Men: A player can participate in only one format. Repetition is not allowed.
- Women: No restrictions. A player can participate in all three formats.

Men's and Women's Singles Match Rules

(Max 3 entries from each department)

1. Team Composition:

- Each team has **1 player(individual)**.

2. Match Play:

- The players will compete in a **one-on-one** format.

Men's and Women's Doubles Match Rules

(1 team from Department)

1. Team Composition:

- Each team has **2 players** in total.

2. Match Play:

- The match is played in a **doubles** format, with 2 players from each team competing against each other.

Mixed Doubles Match Rules

(1 team from Department)

1. Team Composition:

- Each team has **2 players** in total: **1 men** and **1 women**.

2. Match Play:

- The selected male and female players will compete as a pair against the other team's pair.

Match Format

- **Best-of-Three:** The match follows a best-of-three format, meaning the first team to win 2 games wins the match.
- **Single Games:** All league matches will be **best-of-three**, with the Quarter-finals and Semi-finals played as **best-of-five**, and the Final as **best-of-seven(mens) & best-of-five(womens)**.
- **Doubles and Mixed Games:** All league matches and Quarter-finals will be **best-of-three**, while the Semi-finals and Final will be **best-of-five**.
- **Time Out:** Each team is allowed 1 timeout per game.
- **Team Readiness:** Teams must be ready in the play area 15 minutes before the match time for the toss.
- **Grace Period:** A maximum of 15 minutes is allowed for teams to arrive.
- If a team is not ready within 15 minutes (or lacks enough players), the opposing team wins by default.
- The referee's decision is final; no arguments will be entertained.
- Only the team captain or Department Coordinator will be informed before the match, and they are responsible for managing their team.