

# ISL - TABLE TENNIS RULES

## Game Format

- Each **game is played to 21 points**.
  - Players **serve 5 serves each**, alternating between teams.
  - At **20–20**, a team must **win by 2 points**.
    - From this point, teams **alternate serves after every 1 point**.
  - Matches are played as **best of 3 games** (first team to win 2 games).
  - Match referee reserves the rights to take **any decision at any point of the time** during gameplay
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## Serving Rules

- The **serve must always be diagonal**, from the **server's right-hand box** to the **receiver's right-hand box**.
- Each player serves **5 consecutive points**, then the serve rotates to the next player (see sequence below).
- Partners must **maintain the serving and receiving order** throughout the game.
- At **deuce (20–20)**, the serve alternates after every 1 point, continuing the same diagonal pattern.

## Service Rotation Example

1. **Player A (Team 1)** → serves to **Player C (Team 2)**.
  2. **Player C (Team 2)** → serves to **Player B (Team 1)**.
  3. **Player B (Team 1)** → serves to **Player D (Team 2)**.
  4. **Player D (Team 2)** → serves to **Player A (Team 1)**.
- ...and the cycle repeats until the game ends.

After each game:

- The team that received first **serves first** in the next game.
- Partners **switch sides (left/right positions)** on their side of the table.

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## Legal Serve

A serve is considered **legal** only if:

1. The ball is **placed on an open palm**.
2. The server **tosses the ball straight up at least 6 inches (16 cm)** without spin.
3. The ball is **struck behind the table's end line and above the table surface**.
4. The ball **first bounces on the server's side**, then **on the receiver's side (diagonally)**.
5. The ball remains **visible to the opponent** — the server's arm or body **must not block the view**.

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## Re-serves (Let Serves)

A “**Let Serve**” occurs when:

- The ball **touches the net** but **still lands correctly** in the opponent's service box.
- The receiver **was not ready**, and no attempt was made to return the ball.
- Any **external disturbance** occurs (e.g., ball from another table).

✓ In such cases, the serve is **replayed**.

⚠ There is **max limit of 1** let serve.

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## Fouls / Faults During Service

A **fault** (point to opponent) is called if:

- The ball **does not bounce on both sides** (misses opponent's side).
- The ball **hits the net and fails to cross**.
- The server **throws or spins** the ball instead of tossing it straight up.
- The ball is **struck before it rises or after it falls** below the toss height.
- The **ball toss or contact** happens **over or above the table** (not behind).

- The ball is **hidden** during toss or contact (by arm, shoulder, or torso).
  - The **wrong player serves or receives** out of the fixed order.
  - The **ball is volleyed** (hit before bouncing on your side).
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## During Play

- Partners **must alternate shots** — one player hits, then the other.
  - If the **same partner hits twice consecutively**, it's a **foul** (point to the opponent).
  - The ball must **bounce once on each side** before a valid return.
  - If your return **bounces back over the net by itself**, your team **wins the point**.
  - If the ball **touches any part of the edge** of the table (not side), it is **considered in**.
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## Change of Ends

- Teams **switch ends after each game**.
- In the **final game**, teams **change ends when one team reaches 11 points**.