

RULES RULE!

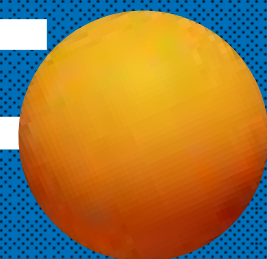
Everything you need
to know, to play a
game of TTX

Version 1

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THE GREAT THING
ABOUT TTX IS THAT
IT CAN BE PLAYED

ANY
—TIME
ANY
—WHERE



- 1 Grab yourself a standard table tennis table, or if you don't have one, then any flat surface will do. Approx. dimensions if you need them are 2.74m long x 1.525m wide. Or just feel free to improvise.
- 2 If your table doesn't have a net, then construct a 'wall or net' to mark the table into two halves.
- 3 Arm yourself with a fierce table tennis bat and balls! Coming soon, TTX bats will be without rubber and TTX balls will be bigger and heavier.
- 4 Play indoor or outdoor (and let the wind add an extra dimension!).

That's it. You have all the equipment you need, so get your game-face on and get ready for a game of TTX!

We are also constantly working on improving the TTX experience. Watch this space for more updates on official TTX equipment!

YOU'RE IN IT, TO WIN IT!

To begin your match, decide who gets to go first, by either tossing a coin, or playing a game of 'rock, paper, scissors' against your opponent.

The winner of the draw or coin toss, gets to choose if they would like to serve first or choose their preferred side of the table.

If serving first, then your opponent gets to choose which end of the table they would like to start at.

Unlike conventional table tennis, there are no set rules for how to serve in a game of TTX, so you can freestyle it, and serve it your way! You don't have to toss the ball if you don't want to, there is no specific toss height, and you are able to hide service behind arms, legs or other body parts. The start of serve can be from anywhere.

For a serve to count, the ball must bounce once on the serving player's side of the table first, followed by bouncing on the opponents side once.

As long as the serve is made before the buzzer, the point will be considered.

Keep vigilant because your opponent can serve when you are not ready!



ALL'S FAIR IN LOVE &

WAR



Singles

Players take turns to hit until points are gained. The winner of the last point will continue to serve until they lose the point. The player who loses the first/previous set will start the subsequent set by serving.

Doubles

1. Sequence for doubles will be one hit per player
2. As per singles, the winner will continue to serve, with the exception that the pair will serve alternately
3. Server can serve from/to anywhere
4. On the receiving end, anyone from the opposite end can choose to receive

Players have to change ends in every set.
Keep it fair people!

IT'S FAST AND FURIOUS, AND THERE'S ALWAYS A CHANCE TO STRIKE BACK!

TTX guidelines
for scoring a point



Points in TTX are won in the same way as regular table tennis.
The key things to know are:

A player shall score a point(s) if:

- an opponent fails to make a correct service or return
- the ball passes over the end line without touching his or her court, after being struck by an opponent
- an opponent obstructs the ball or strikes the ball twice in succession

1 POINT

Scored when:

- your opponent doesn't return the ball over the net
- opponent fails to make a correct service

2 POINTS

Scored when a shot or service is a:

'Winner'

A winner is winning shot (see, said it was simple). 2 points are awarded if you, or your opponent, serves or returns a ball that the opponent does not touch... WINNER!

'Wildcard Ball'

A wildcard gives you the chance to score extra points when you might need it most. To activate the wildcard ball, a player must call "WILDCARD!" before a serve. If that player then wins the game with the wildcard ball, you get 2 points.

However, you can't rest on your laurels in TTX. You never know when the game might change, and when your opponent might score points!

4 POINTS

Scored when:

- you call a 'Wildcard Ball' and serve a winner or hit a winner shot

High risk, high reward!

GET READY FOR SOME ACTION! TTX IS TIME-BOUND AND INTENSE



A single set of TTX lasts for **2 minutes** (or any time limit that suits you when playing casually), and is won by the player or pair of players that scores the most points, or reaches a **10 point** margin first, within 2 minutes (or set time limit).

A match is composed of a prescribed number of sets, which will be dependent on the level of competition or prescribed by the rules of the tournament or event you're playing in.

Usually it's three or five sets, but if you're just hanging out with family and friends, then you can mix it up however you want. Make it freestyle to whatever suits your ability, time, energy levels, etc!

To the death! In the event of a tie, players play a 'sudden death rally' and the first player to win the points wins the set/match.

IT'S TEMPTING TO GET CARRIED AWAY

In the spirit and sportsmanship of TTX,
lets keep the sport fun and enjoyable for all.

As TTX is a time oriented sport, time-wasting by
any player is not cool, and will be frowned upon.

In the event of time-wasting by any player,
the umpire may award any number of points
to the opponent, at his/her own discretion.

May the best player win!



HUSTLE YOUR WAY TO GLORY!

That's it, you're all set
for a game of TTX.

Good luck and be bold!

Let us know what you think of the
sport and the rules at **ttx.world**
We'd love to have your feedback!



