



# TABLE TENNIS

## GLOSSARY



### Ace

A point won directly from the serve, where the opponent cannot touch or return the ball.

### Backspin

A shot where the ball rotates backward. Backspin causes the ball to come off the table more slowly, and makes it harder for the opponent to attack or place the ball effectively.

### Block

A defensive shot where the player uses the racket to intercept the opponent's attack, typically redirecting the ball back over the net without much spin.

### Edge Ball

A ball that hits the edge of the table. If the ball lands on the edge and the opponent fails to return it correctly, the point is awarded to the player who hit the ball.

### Let

When the serve touches the top of the net but still lands in the correct service box. The serve is replayed without any point being lost.

### Penhold Grip

A racket grip where the racket is held like a pen. This grip is commonly used in Asia.

### Rally

A series of consecutive shots between two players or teams during a point, starting with the serve.

### Score

The current point tally in the game. A game is typically played to 11 points, and a player must win by at least 2 points.

### Serve

The shot that starts a point in table tennis. The ball must land in the opponent's diagonal service box. The player must toss the ball behind the table's edge and then hit it to land on both their side and the opponent's side.

### Shakehand Grip

The traditional racket grip where the racket is held like a handshake. This grip is the most common worldwide.

### Smash

A powerful, fast shot typically played in mid-air. The smash is hard to return and is often used to win a point quickly.

### Timeout

A brief period where a player or team can take a break, discuss strategies with a coach, or recover. A timeout in singles lasts 1 minute.

### Topspin

A shot where the ball rotates forward. Topspin causes the ball to bounce higher and faster off the table, making it more difficult for the opponent to return.

