

Here are the general rules for **pair (doubles) competition** in table tennis, based on the **International Table Tennis Federation (ITTF) regulations**:

1. Team Composition

- A doubles team consists of **two players**.
- Partners stand on the **same side** of the table.

2. Service Rules

- The server must serve **diagonally**, from their **right-hand court** to the opponent's **right-hand court**.
- The **first server** is decided at the beginning of each game.
- The ball must be tossed at least **16 cm (6 inches)** before being struck.
- Service **alternates** between teams every **two points** (except in deuce situations, where service changes every point).

3. Order of Play

- Players must take turns hitting the ball within their team.
- For example, if **Player A serves**, the return must come from **Opponent X**, then **Player B must hit next**, followed by **Opponent Y**, and so on.

4. Changing Servers and Receivers

- After every **two points**, the **serving team changes**.
- After each game, teams **switch sides** of the table.
- If a deciding game (e.g., 5th game in best of 5) reaches **five points**, teams **switch sides** again.
- In each new game, the team that served first in the previous game now **receives first**.

5. Scoring System

- The match is typically played in a **best-of-5** or **best-of-7** format.
- Each game is played to **11 points**, with at least a **two-point margin** needed to win.
- If both teams reach **10-10**, play continues until one team leads by **two points**.

6. Let and Fault

- A serve is a **let** (redo) if the ball touches the net and lands in the correct service box.
- A serve is a **fault** if:
 - The ball does not land in the correct service box.
 - The server fails to toss the ball properly.
 - The server does not strike the ball behind the baseline.

7. Illegal Moves

- Players must not:
 - Hit the ball **out of turn**.
 - Distract the opponent intentionally.
 - Touch the table with their free hand.

8. Coaching and Timeouts

- Each team is allowed **one timeout** per match (1 minute).
- Players may receive coaching **between games**, not during a game.