



INDIAN TYPTI FEDERATION Official Rulebook

Edition IN-1.0

Adapted for national play under the Indian TYPTI Federation (ITF)
All dimensions expressed in SI (metric) units

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1 Introduction to the Sport

TYPTI is a modern racquet sport played on a pickleball-sized court, distinguished by heavy topspin, high-bouncing rallies and an unconventional scoring method known as “Stakes” scoring. Matches reward shot creativity and controlled aggression, and — uniquely among racquet sports — permit legal saves using the body or the edge of the racquet frame.

This edition of the rulebook has been prepared by the Indian TYPTI Federation (ITF) for the conduct of recognised TYPTI competition across India. All measurements are given in metric units, and this edition incorporates the governance and grievance-redressal structure applicable to ITF-sanctioned play (see Section 12).

2 Key Terms and Definitions

Ad Court: The service position on the left-hand side of a player's half of the court.

Deuce Court: The service position on the right-hand side of a player's half of the court.

In Bounds: A ball that touches any boundary line, or lands inside the court as described in Section 3.

Fault: Any breach of these rules that immediately ends a rally and gives the point to the other side.

Game: Won by the first player/pair to reach three (3) consecutive points under the Stakes system.

Set: Won by the first player/pair to reach five (5) games; no two-game cushion is required.

Match: A contest played over an agreed number of sets, ordinarily best-of-three.

Hinder: An outside interference — not caused by a player — that disrupts a rally and leads to a replay.

Live Ball: The ball once a legal serve has been delivered and until the rally concludes.

Rally: Everything that happens between a legal serve and the fault, hinder, or other event that ends the point.

Server / Serving Side: The player or pair putting the ball in play to start a point.

Receiver / Receiving Side: The player or pair standing diagonally opposite the server, entitled to play the serve.

Service Box: The target area for a serve: bounded by the baseline, sideline, centreline and service line on the receiver's side.

Stakes Scoring: ITF's scoring method in which three straight points in a row wins the game (e.g. 1-Up, 2-Up, Game).

Strike: Deliberate contact with the ball by racquet or body, executed as one continuous motion.



3 Playing Area and Boundary Lines

3.1 Court Size

The full TYPTI court measures 6.10 m × 13.41 m — identical to a standard pickleball court — and is divided across its 6.10 m width by a net.

3.2 – 3.3 Net Height and Boundary Lines

Net height – sidelines	91 cm
Net height – centre	86 cm
Service line distance from net	2.13 m
Court width	6.10 m
Court length	13.41 m

The following lines mark the boundary of play:

- Baselines — the rear boundary of each half.
- Sidelines — the left and right boundaries.
- Service line — running parallel to the net, 2.13 m from it, joining both sidelines.
- Centreline — running from the baseline to the service line, splitting the service area in two.

A ball touching any part of a relevant line is judged “in.” For a serve, the sideline, centreline, and the applicable sections of the baseline and service line apply. For any other rally shot, the full baseline and both full sidelines apply.

3.4 No Restricted Volley Zone

TYPTI carries no “kitchen” or non-volley zone. Once the two-bounce requirement (Section 8.7) has been satisfied in a point, either side may volley the ball from any position on their half.

4 Approved Equipment

- **Ball:** an 8.9 cm channeled foam ball, ITF-approved.
- **Racquet:** a 55.9 cm carbon-body strung racquet using a 10×11 string pattern.

Equipment used in ITF-sanctioned events must carry current ITF approval markings; state and regional bodies may publish an approved-equipment list consistent with this section.



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Conduct and Self-Officiating Duties

5.1 Calling Lines

- Each side is responsible for calling the opposing side's shots “in” or “out” on its own half of the court.
- In doubles, either partner may make the call.
- Calls must be given immediately once the ball strikes the court, by voice or by hand signal.
- If doubles partners disagree on a call, the ball is treated as “in.”
- A side must call consistently and promptly; disputes over a call may only be raised once the point is over.
- Absent a match official, the calling side's decision is final.

5.2 Foot Faults on Serve

- Foot faults are self-called; the receiving side may not call a server's foot fault.
- Concerns can be raised only after the point ends.
- If a server admits to a foot fault, the point goes to the receiving side. If not admitted, the point result stands.

5.3 Hinders

- A hinder is an outside interference beyond the players' control — for example, a ball or object entering from another court.
- Self-inflicted disruptions (a dropped racquet, a hat falling off, clothing catching) are not hinders.
- Any player may call a hinder; play stops and the point is replayed.
- Absent an official, both sides must agree a hinder genuinely occurred. Without agreement, this is treated as an unauthorised stoppage by the side that made the call (see 5.4).

5.4 Stopping Play

Other than for a valid hinder, no side may unilaterally halt a rally. A side that stops play without cause forfeits the point to its opponents.

5.5 Communication Between Partners

Doubles partners may talk to each other freely during a point, including calls such as “back,” “bounce it,” or “out” while the ball is live — this does not count as an official line call. Communication used excessively, abusively, or purely to unsettle an opponent is treated as interference (5.6).

5.6 Interference

No player may deliberately distract, obstruct, or otherwise interfere with an opponent during a live rally. Verbal or physical distraction that disrupts an opponent's attempt to play the ball is a fault.



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Stakes Scoring System

6.1 Games

A game is decided by Stakes scoring: whichever side strings together three (3) points in a row wins the game.

- First point in a row: score reads 1-Up (server's side won it) or 1-Down (receiver's side won it).
- Second point in a row: score reads 2-Up or 2-Down.
- Third point in a row: the game is over.

The score is always announced relative to the serving side: “Up” if the server won the last point, “Down” if the server lost it. A streak resets to 1 whenever the lead changes hands. For instance:

- Server wins a point (1-Up), then loses the next — score becomes 1-Down.
- Server loses a point (1-Down), then wins the next — score becomes 1-Up.
- Server wins twice in a row (1-Up, then 2-Up), then loses the next — score becomes 1-Down.
- Server loses twice in a row (1-Down, then 2-Down), then wins the next — score becomes 1-Up.

6.2 Sets

A set goes to the first side to win five (5) games; no two-game cushion is needed (e.g. 5–4 is a valid finish).

6.3 Matches

Matches are ordinarily played best-of-three sets. ITF-designated national and state championship events may specify best-of-five.

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Correcting Errors During a Match

7.1 Incorrect Score Announced

- The server must announce the correct score before every serve.
- An incorrect score spotted before the serve is struck must be fixed immediately.
- If the serve has already been struck, the point is played out and the result stands.
- After the point, the score is restored to the last score both sides had agreed on.
- If the sides cannot agree even on that, play reverts to the most recent score both had accepted without dispute.

7.2 Wrong Server or Receiver

- Service must follow the fixed rotation set for that set.
- An error spotted before the serve is struck is corrected on the spot.
- An error spotted only after the serve is struck does not undo that point.
- The correct rotation resumes before the next point begins.

7.3 Serving From the Wrong Side



- Spotted before the serve: the server moves to the correct box before serving.
- Spotted after the serve: the point stands as played.
- Serving then resumes from the correct box based on the actual score.



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Positioning, Rotation and Service

8.1 Opening a Match

A toss (coin, racquet spin, or similar) decides which side chooses first among: serving first, receiving first, choice of end, or deferring the choice to the opposing side. Whoever does not choose first picks from whatever options remain. Example: if Side A wins the toss and elects to serve, Side B then chooses which end to start from.

8.2 Switching Ends

Ends are swapped once per set, at the point either side first reaches three games (e.g. at 3–0, 3–1, or 3–2), to balance conditions such as sun, wind or lighting.

8.3 Receiver Positioning (Doubles)

- At the start of each set, each player picks either the Ad or Deuce side to receive from, and keeps that side for the whole set.
- The partner not receiving may stand anywhere on their own half.
- A receiver may shift position as the serve is delivered, so long as this does not interfere with the serve itself.

8.4 Server's Court Position

- The opening serve of every game is always struck from the Deuce side.
- Any score containing a '2' (2-Up or 2-Down) is served from the Deuce side.
- Any score containing a '1' (1-Up or 1-Down) is served from the Ad side.
- Because of this, two straight serves can both come from the Ad side — for example when the score moves from 1-Up to 1-Down, or 1-Down to 1-Up.

8.5 Serving Rotation

- A server keeps serving for the whole of one game.
- The other side serves the following game, and this alternation continues even across a set boundary (whoever was serving as a set ends, the other side opens the next set).
- In doubles, teammates alternate serving turns whenever it is their side's turn.
- At the start of a new set, either partner on the serving side may open the set.

Example rotation for a doubles set, with Team A (P1, P2) serving first against Team B (P3, P4):

Game 1	P1 serves
Game 2	P3 serves
Game 3	P2 serves
Game 4	P4 serves
Game 5	cycle repeats – P1 serves



8.6 Executing the Serve

- Before serving, the server announces the score — the set score (e.g. 2–1) to open a game, and the game score (e.g. 1-Up, 2-Down) before every serve after that.
- The ball must be struck below the server's navel, either off a bounce or straight out of the air.
- At contact: at least one foot must be touching the ground behind the baseline; no foot may touch the baseline or land inside the service box; and no foot may land beyond the imaginary extension of the sideline or centreline on the server's side.
- Only one attempt is allowed per point — there is no second serve.
- The serve must land inside the diagonally opposite service box, including its boundary lines.
- There is no let: a serve that clips the net and still lands in the correct service box is good; one that clips the net and lands outside it is a fault.

8.7 Two-Bounce Rule

- The serve must bounce once on the receiving side before the receiver plays it.
- The return of serve must bounce once on the serving side before the server plays it.



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Contact With the Ball

9.1 Legal Contact Surfaces

A player may play the ball with the racquet or with any part of the body at any point during a live rally.

9.2 Where the Ball May Be Struck

Players must contact the ball on their own side of the net. The one exception: if an opponent's shot lands in bounds and then rolls or carries fully back across the vertical plane of the net before being played, a player may reach across and play it.

9.3 One Continuous Motion

Contact with the ball must form a single continuous motion. Multiple touches, double-hits and carries are all permitted as long as they occur within that one continuous swing.

9.4 Serve Striking a Receiving Player

- If a serve hits a receiving-side player or the frame of their racquet (not the strings) before bouncing, the point does not automatically end.
- If the ball then fails to legally clear the net and land in bounds, the point goes to the server.
- If the ball clears the net and lands in bounds afterward, play simply continues.
- Exception: if a receiving player deliberately steps into the path of the serve, this is interference and a fault.

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Net-Cord Recovery Provision

10.1 Attempting a Recovery

- If a struck ball touches any part of the net structure (net, tape, post or cord) and does not cross over, a recovery attempt is allowed.
- This does not apply to a serve that catches the net and fails to cross — that is an immediate fault.
- A player may play the ball one further time, using the body or the racquet frame (not the strings), to try to keep the point alive.
- In doubles, both partners may each attempt a recovery touch, for up to two additional contacts.
- The recovery must be completed before the ball bounces a second time.

10.2 Bounce Limit

During a recovery attempt the ball may bounce no more than once more — this applies in both singles and doubles. A second bounce during the attempt is a fault.

10.3 Outcome

- If the recovered ball then clears the net but lands out of bounds, it is a fault.
- If it clears the net and lands in bounds, the recovery has succeeded and the rally continues.



11 **Fault Conditions**

Any of the following ends the rally immediately and awards the point to the opposing side:

- A shot crosses the net but lands out of bounds.
- A shot lands back on the striker's own side of the net.
- The ball strikes a fixed structure outside the net assembly (ceiling, rafters, fencing, lighting rig, fan, etc.).
- The ball bounces twice before being played.
- The ball is played while on the opponent's side of the net.
- A shot goes into the net, fails to cross, and is not recovered under Section 10.
- A serve fails to land inside the correct diagonal service box.
- The receiving side plays the serve before it bounces, or the serving side plays the return before it bounces.
- A player touches the net while the ball is live.
- A receiving partner deliberately steps into the path of a legal serve.
- Any act of player interference as described in Section 5.6.



12 **ITF Governance and Dispute Resolution**

12.1 Recognised Structure

The Indian TYPTI Federation (ITF) is the national governing body for the sport in India. Competitive play recognised by the ITF is organised through State/UT TYPTI Associations, each affiliated to the ITF and responsible for conducting district- and state-level competition under this rulebook.

12.2 Match Officials

- Where no certified official is present, self-officiating rules under Section 5 govern the match in full.
- ITF-sanctioned events above district level should appoint a Match Referee wherever possible, whose ruling on any question of fact is final for that match.
- State Associations maintain a panel of certified officials trained to ITF standards.

12.3 Technical Rules Committee

The ITF Technical Rules Committee is the sole body authorised to interpret this rulebook where a situation is not explicitly covered. Written interpretation requests may be submitted by any State Association and will be answered in advance of the next sanctioned event where practicable.

12.4 Grievance and Dispute Redressal

- Any dispute over a match outcome, eligibility, or conduct that cannot be resolved on court by the players or the Match Referee may be referred, in writing, to the State Association's Grievance Cell within 48 hours of the match concluding.
- Unresolved disputes, or disputes at national-level events, may be escalated to the ITF Dispute Resolution Committee, whose decision is binding.
- Nothing in this section prevents a player from raising a concern about a specific call informally with the opposing side once a point has concluded, as already permitted under Sections 5.1 and 5.2.

12.5 National Ranking and Sanctioning

Only events conducted under this rulebook, and notified in advance to the ITF, count toward the ITF National Ranking. State Associations are responsible for submitting results of sanctioned events to the ITF within the timeframe set out in the ITF Competition Manual.



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Revision History

Edition IN-1.0

- First edition issued by the Indian TYPTI Federation.
- All dimensions converted to and standardised in metric (SI) units.
- Rules reorganised and rewritten for this edition.
- Added Section 12: ITF governance structure, match officials, technical interpretation process, and grievance/dispute redressal procedure.
- Added national ranking and event-sanctioning provisions.