

Rally point scoring: - a 10 point quick guide.

1. The rally point is awarded to the side that wins each rally. If this is the receiving side they also win the right to serve.
2. Singles is very easy to understand with the server serving from the right service-court when the score is even and the left when the score is odd, following the same pattern as with the past scoring system. The only thing to note is that at 'service-over', the receiver scores the rally point and serves from the service-court appropriate to the new score.
3. In doubles there is only one service per side, and the service alternates between the partners. At each 'service-over' the serve goes to the partner who did not serve the last time the side served. No player shall serve in two successive service hands, or receive two successive serves in a service hand. Excepting service court errors the new server should also be in the service-court matching the new score i.e. Right for an even score.
4. If a service court error occurs it shall be corrected when noticed, but the score shall be uncorrected.
5. A match comprises three games to 21 points unless otherwise arranged.
6. If the score reaches 20-20, the game is won by establishing a two-point lead e.g. 24-22. If the score reaches 29-29, the winner of the next point shall win the game. (There is no option like the old "setting"; the extended game automatically comes into play at 20 all).
7. At each 'service-over' the player who has lost the right to serve should take note of the service-court they occupy – which should correspond to that side's score (i.e. Left court if the score is odd). The player should start each rally in this service-court until their side next scores a point while serving.
8. The order of serving remains the same throughout a game. If A & B play C & D, and A starts serving to C, then the serving order will be A, D, B, C, A and so on (see other attached sheet "Rally Point Scoring for Doubles")
9. When one side reaches 11 points there is an interval not exceeding one-minute, and between games an interval not exceeding two-minutes. Players may leave the court during games but must be ready to commence the next game before the two minutes elapse, up to two coaches may come on court during these intervals.
10. Players change ends after the first game, before the third game - if there is to be one, and when the first side reaches 11 points in the third game.