

## **Simplified New Rally Points Scoring System**

### **Scoring System**

- A match consists of the best of 3 games of 21 points.
- The side winning a rally adds a point to its score.
- At 20 all, the side which games a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point wins that game.
- The side winning a game serves first in the next game.

### **Intervals and Change of Ends**

- When the leading score reaches 11 points, players have a 60 second interval.
- A 2 minute interval between each game is allowed.
- In the third game, plays change ends when a side scores 11 points.

### **Singles**

- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server.

### **Doubles**

- There is only one serve in doubles (see diagram below). The service passes consecutively to the players as shown.
- At the beginning of the game and when the score is even, the server serves from the right court. When it is off, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- The players do not change their respective service courts until they win a point when their side is serving.
- If players commit an error in the service court, the error is corrected when the mistake is discovered.

### **Service Law – changes**

- A new interpretation of "service delayed" is added so that the backward movement of the racket head becomes significant. This is mainly intended to prevent the "stop" that is sometimes used on the backhand serve.
- The definition of the waist (line level with bottom rib) is now included in the law whereas it was only in the English Operational Guideline previously.
- The racket head is no longer restricted to be below the hand holding the racket. This law simply restricts the shaft of the racket to be pointing downwards.

Course of Action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the Rally		
				A & B	C	D
	0-0	Right Service Court	A serves to C. A is the initial server & C the initial receiver	A & B	C	D
					B	A
A & B win a point and will change service courts. A serves again from left service court. C & D do not change service courts.	1-0	Left Service Court as the server's score is odd	A serves to D	C & D	C	D
					A	B
C & D win a point and therefore the right to serve. Nobody will change their respective service courts.	1-1	Left Service Court as the server's score is odd	D serves to A	A & B	C	D
					A	B
A & B win a point and therefore the right to serve. Nobody will change their respective service courts.	2-1	Right Service Court as the server's score is even	B serves to C	C & D	C	D
					A	B
C & D win a point and therefore the right to serve. Nobody will change their respective service courts.	2-2	Right Service Court as the server's score is even	C serves to B	C & D	C	D
					A	B
C & D win a point and will change service courts. C serves again from left service court. A & B do not change service courts.	3-2	Left Service Court as the server's score is odd	C serves to A	A & B	D	C
					A	B
A & B win a point and therefore the right to serve. Nobody will change their respective service courts.	3-3	Left Service Court as the server's score is odd	A serves to C.	A & B	D	C
					A	B
A & B win a point and will change service courts. A serves again from right service court. C & D do not change service courts.	4-3	Right Service Court as the server's score is even	A serves to D	C & D	D	C
					B	A