Simplified New Rally Points Scoring System

Scoring System

- A match consists of the best of three games, each game played to 21 points.
- The side winning a rally adds a point to its score.
- At 20-all, the side that gains a 2-point lead first wins the game.
- At 29-all, the side scoring the 30th point wins the 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 40-second interval in order to change ends of the court.
- A 2-minute rest interval between each game is allowed.
- In the third game, players change ends when either side scores 11 points.

Singles Scoring

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

Doubles Scoring

- There is only one service opportunity per side in doubles. Both partners no longer get a chance to serve. Your score dictates which partner will serve. When the serving team commits a fault, the service changes to the opposing team. Their score then determines which side the next serve will be delivered from.
- At the beginning of the game and when the server's score is even, the server serves from the right court. When the server's score is odd, 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.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The player of the receiving side who served last stays in the same service court from where he or she last served.
- 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.