



## Rally Scoring BPC Club tournament

There are several common formats in rally scoring. For our tournament we will use 1-11, win by 1 with no scoring freeze and final point may be won by either side.

### 1: Determining Service and Side:

At the announcement of each match, a score sheet will be randomly issued to one of the two teams playing in the match. On the back of each sheet will be a number 1 or a number 2, randomly assigned by the Operations Desk. The team holding the sheet will ask the opposing team to guess what number is on the back of the sheet. If the opposing team guesses the number correctly, that team may choose one of the following:

- A. Serve or Receive
- B. End of court to begin match (ends will change at the “halfway” point.)
- C. Defer

The remaining option goes to the team holding the score sheet.

If the guessing team defers or guesses incorrectly first choice goes to the team holding the score sheet and the remaining option goes to the opposition.

### 2: Playing positions and Scoring:

Each partner on a team determines which side of the pickleball court (the left side or the right side) to start on. Players will remain on those sides throughout the entire game. (However, a team may switch sides of the pickleball court on a time out or end change.)

The team that serves first will start the game. The player on the right-hand side of the court will serve first (serving crosscourt).

Each team may use one 1-minute time out. Changing ends at mid-game should be accomplished in one minute.

If the serving team wins the rally, then they will win a point and continue to serve. However, the partner on the left-hand side of the court will serve (but, remember, the players will stay on their respective sides of the court). The serve alternates between the players on the left- and right-hand side of the court (without the players changing positions) until they lose a rally. When the team score is an even number, the serve will always be made from the right side. Conversely, when the team score is an odd number, the serve will always be made from the left side.

If the serving team loses the rally, then the receiving team will win a point and the receiving team will win the serve. Note, there is no second server (so the score will only be two numbers—the

serving team score and the receiving team score—and there will be no third number for the server number).

Which player will serve on a team is determined by the score of the serving team. If the score is even, then the player on the right-hand side of the court will serve. If the score is odd, then the player on the left-hand side of the court will serve. For example, if the score is 0-0, and the receiving team wins the rally, then the receiving team will win a point and the right to serve. The score will now be 1-0, so the player on the left-side of the receiving team will serve next.

The teams will change ends of the pickleball court when a team reaches 6 points as the first team to 11 points wins (win by 1 point). Neglecting to change sides will not result in any point replays. The winning point may be scored by the first team reaching 15 points regardless of which team served (no freeze at 14).

A short youtube video showing rally scoring in action is available here:

[https://www.youtube.com/watch?v=v2dGoJB6\\_6g](https://www.youtube.com/watch?v=v2dGoJB6_6g)