



HOW TO SCORE

General Rules

- Each side gets **two chances** to serve, except at the beginning of the game. The side that starts serving first only has once chance (rather than two) to avoid an unfair advantage.
- The first serve always starts with the person in the right court. At our courts, the team on the north end of the court (closest to Cactus Rd) starts serving first. This will vary depending on where you play. Exception: Tournaments.
- When you serve be sure to say the score every time and loud enough for everyone to hear. This will help to avoid disputes. Everyone should always know the score.
- Saying the score:
 - Say your team's score first
 - Say your opponent's score second
 - Say what number server you are (1 or 2)

Example: Your team has 3 points, your opponents have 1, and you are the second person on your side to serve. The score would be: **1-3-2**

- The server number is just a way to keep track that your side has had their allotted chances of serving. The same server number does not stay with you throughout the game. Your server number will vary through the game depending on where you're located on the court. It all depends on who is standing in the right court when your team gets the ball back. The person in the right court who starts the serve will always start as server number 1 for that round.
- You only get points when your side is serving. If you are serving and get a point, you switch places your partner and serve from their side. As long as you are winning points, you continue to switch back and forth until you fault. If you fault, then you stay where you are, hand the ball to your partner, and they have a chance to serve as server #2.
- Games are typically played to 11. You must win by 2.



Trick for Keeping Track of the Score

At the beginning of the game, pay attention to what court you start out on. Every time you serve from that court, your score will be even (i.e. 0,2,4,6,8,10, etc.). When you serve from the adjacent court your score will always be odd (i.e. 1,3,5,7,9,11, etc.). This same concept applies to receivers. Your opponent's score would be even if the receiver started in that court at the beginning of the game, or odd if not if they started in the other court!