

# GOODWILL GAMES 8 RULE BOOK



## Team Sports

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3. Volleyball
4. Handball
5. Dodgeball
6. Ultimate Frisbee

## Individual Sports

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  - Double
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  - Single
  - Double
3. Badminton
  - Single
  - Double
4. Long Jump
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# Team Sports Basic Rules

## 1. Basketball Basic Rules

### Number of Players

- 5 players/ team
- Open substitutions

### The Match

- 4 quarters; 6 minutes each during group stage and first round
- 5 minute break between halves
- 1 minute between quarters
- Every team has one 30 second timeout per quarter
- Unused timeouts cannot be used in later quarters
- Teams change sides between halves

### Scoring

- If a shot is made from outside the 3-point line, it is worth 3 points; otherwise, it is worth 2
- Free throws are worth 1 point

### Times

- 24 seconds possession time per team
- 8 seconds to pass half court
- 5 seconds out of bounds

### Violations

- Backcourt violation
- Up and down
- Goaltending
- Footing
- Held ball

Occasionally, two or more opposing players will gain possession of the ball at the same time. In order to avoid a prolonged and/or violent tussle, the referee stops the action and awards the ball to one team or the other on a rotating basis.

- Traveling:
  - Walking/Traveling: Taking more than 'a step and a half' without dribbling the ball is traveling. Moving your pivot foot once you've stopped dribbling is traveling.
  - Carrying/palming: When a player dribbles the ball with his hand too far to the side of or, sometimes, even under the ball.

- Double Dribble: Dribbling the ball with both hands on the ball at the same time or picking up the dribble and then dribbling again is a double dribble.

## Fouls

- Hitting
- Kicking
- Punching
- Pushing
- Tripping
- Holding
- Elbowing
- Charging (offensive foul)
- Free throws are awarded when a shooting foul occurs (2 shots for midrange, 3 shots for 3 point shot, and 1 shot if team scores)
- Technical fouls: severe contact, foul language, obscenity, obscene gestures, and REFeree ARGUING: 1 free-throw shot, the possession remains to the team who already has possession.
- NO unsportsmanlike foul if a player has a clear fast break and opposition fouls him.
- Disqualifying fouls are given to players who foul with the intent to hurt.

## Overtime

- No overtime during group stage
- 5 minute overtime during later stages

## 2. Football Basic Rules

### Number of Players

- 5 players/ team (4 field players and 1 goalkeeper)
- Open substitutions (substituted players can re-enter)

### The Match

- 2 halves; 12 minutes/ half
- 6 minute half time break
- Teams change sides between halves

### Start and Restart of Play

- A kick off is taken at the center of the court to start the halves or after a goal has been scored
- Each team must be in its own half of the field and opponents must be 4+ meters away from the ball
- The ball must be played forward
- A goal cannot be scored directly from a start or restart of play

## Scoring

- A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar, provided that the team scoring the goal has not previously infringed on any of the rules
- The team scoring more goals during the match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is a draw during group stage
- Penalties will determine the winner of the match in case of a draw in stages after the group stage (3 penalties for each team. In case of a draw after the respective 3 penalties, then 1 by 1 penalties will be played until one team wins)
- The goalkeeper cannot be changed once penalties are taken

## The Ball

- The ball is considered out of play when it completely crosses the base line or the side line, whether on the ground or in the air. It is also out of play when play is stopped by the referee
- The ball is in play at all other times, including when it rebounds from a goalpost or crossbar and remains in the field of play, and when it rebounds off the referee when he is in the field of play

## Fouls and Misconduct

A free kick is awarded to the opposing team if a player

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Strikes or attempts to strike an opponent
- Charges an opponent
- Pushes an opponent
- Holds an opponent
- Prevents the goalkeeper from releasing the ball from his hand
- Touches the ball with his hands (on purpose)
- In such cases only, the free kick will be a DIRECT one

A penalty kick is awarded to the opposing team if any of these offences are committed by a player inside his own penalty area, irrespective of the position of the ball, provided that it is in play.

A free kick is also awarded to the opposing team if the goalkeeper:

- Releases the ball from his possession and then touches it with his hands before any other player touches it
- Touches the ball with his hands after it was kicked to him by his teammate
- In these cases, an INDIRECT free kick should be taken at the point of the offence

## Offside

There is no offside



### Free Kicks and Penalties

- For free kicks, opponents should be 5+ steps away from the ball.
- For penalties, all players except the defending goalkeeper and the kicker must be outside the penalty area and at least 4 meters away from the penalty mark.

### Yellow Card Offenses

- Unsportsmanlike behavior
- Showing dissent by word or action
- Persistently infringing on the laws of the game
- Delaying the restart of play

### Red Card Offenses

- Serious foul play
- Violent conduct
- Spitting at any person
- Using insulting or abusive language
- Two footed tackle
- Receiving two yellow cards in a match will result in a red card
- The player who receives a red card gets disqualified for the rest of the game. The team plays for 2 minutes with a missing player.

After 2 minutes, a substitute (other than the disqualified player) can enter the field once the play has stopped

### Throw-ins, Corner Kicks, and Goal Kicks

- For any of these three to be awarded, the entire ball must cross the line.
- All kicks are played with the foot with the ball on line
- Goals CANNOT be scored directly from a throw-in, corner kick, and goal kick. If such kicks touch any player or object (except the referee) and then enter the goal, then the goal WILL be awarded
- For corner kicks, the opposing players must remain 5+ steps away from the ball until it is in play.
- The corner kicker may not touch the ball again until it has touched another player. If he does, a free kick is awarded to the opposing team.
- Goal kicks can be played by the goalkeeper or any other player on the team

## 3. Volleyball Basic Rules

### Number of Players

- 6 players/ team
- Open substitutions (substituted players can re-enter)

## The Match

- Two minutes break between each set
- One 30 second time out for every team in each set
- Teams change sides between sets

## Scoring

- Each set is played to 15 points (fixed)
- The team should win 2 sets to win the match.
- In case of a 1-1 draw in sets, the 3<sup>rd</sup> set is played to 10 points (fixed)
- **In case the game time ends during any of the sets (1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>) then the team with more points wins.**

## Points

- If a player touches any part of the net, his team loses the point.
- If a player holds the ball, or catches it and throws it, his team loses the point.
- When a point is lost, the other team gains possession
- If a player hits the ball out of bounds, the other team wins the point

## The Play

- The serve goes to the team that won the last hand
- The server should stand behind the back court line
- Rotation on servers
- A team is allowed at most 3 passes before hitting the ball over the net. Otherwise, it loses possession.
- A player cannot consecutively touch the ball unless he blocks it while jumping during an opposing player spike
- A block is not considered 1 of the 3 passes in case the ball stays in the play
- A player can hit the ball with any part of his body (head, hands, legs).
- If the ball hits the upper white part of the net and manages to get to the other side, the game continues normally

## 4. Handball Basic Rules

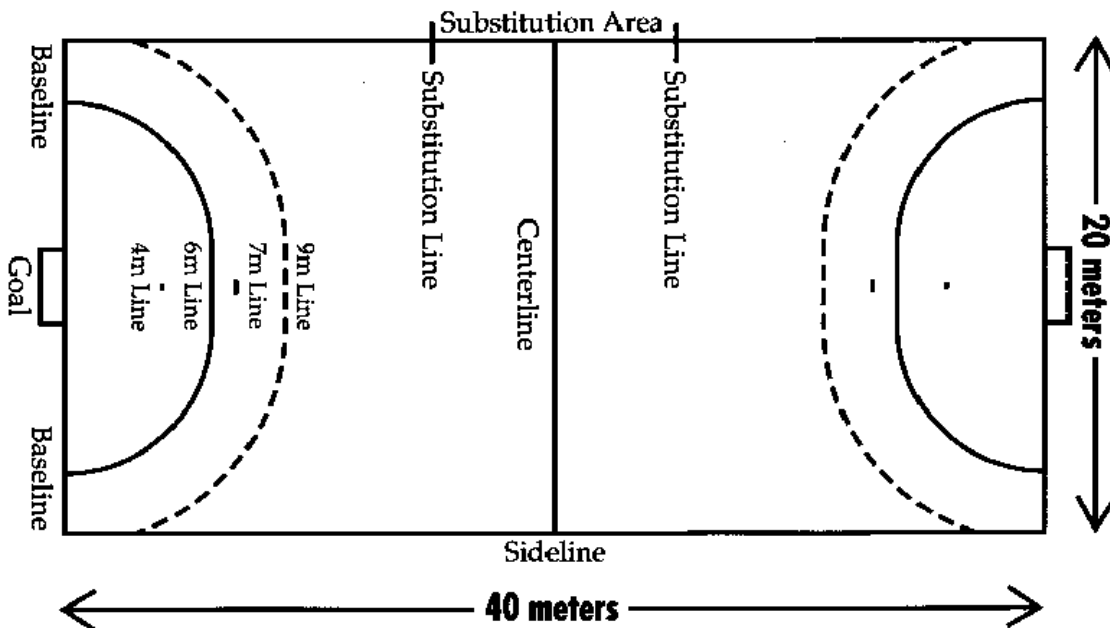
### Number of Players

- 7 players/ team (6 players and 1 goalkeeper)
- Open substitutions (substituted players can re-enter)

### The Match

- 2 halves; 12 minutes each
- 6 minutes half time break
- Each team is allowed one 30 seconds time-out per half
- Teams change sides between halves
- No one except the goalie is allowed to stand in the goal area.
- Players may jump into the goal area if they release the ball from their hand before landing in the area.

### The Court



### Scoring

- A goal is scored when the entire ball crosses the goal line.

### The Ball

- A player is allowed to run with the ball for 3 steps, and to hold the ball for 3 seconds.
- A player is allowed unlimited dribble with 3 steps before and after dribbling.
- A player can dribble the ball for as long as he wants (he can switch hands while dribbling), just as long as he keeps his hand on top of the ball. After dribbling, he still gets the usual three steps/three seconds rule. If he dribbles again, that's a "double dribbling" violation and the ball goes to the other team.





- Other offenses that a player can commit include carrying the ball into the crease (the goalie's area), setting an illegal screen, and charging.

## Fouls and Misconduct

A free-throw is awarded to the opposing team if a player:

- Endangers an opponent with the ball
- Pulls, hits, or punches the ball out of an opponent's hands
- Contacts the ball below the knee
- Charges into a defending player

## Free-Throws

- Free throws are awarded to the opponent at the exact spot the foul took place.
- If the foul or violation occurs between the goal area line and the 9-meter line, the throw is taken from the nearest post outside the 9-meter line.
- Free throws can be scored directly.

## Goal-Throws

- A goal-throw is awarded to a team when the ball is thrown over their baseline by the opposing team, or if the ball rebounds off their goalkeeper and over their baseline.
- The goalie takes the throw inside the goal area and is not restricted by the 3-step/3-second rules.
- The goalie can pass the ball and exit his goal area. In this case he becomes a normal player.
- Goals can be scored with goal throws.

## Throw-Ins

- A throw-in is awarded to a team when the ball goes out of bounds after last touching a member of the opposing team, whether over the sideline or the baseline.
- The throw-in is taken from the spot where the ball crossed the sideline. If it crossed the baseline, it is taken from the nearest corner.
- Side line throws cannot be scored directly
- Corner throws can be scored directly.
- All opposing players must stay 3+ meters away from the ball.

## 7-Meter Throw

The 7-meter throw is awarded to a team when:

- A foul by the opposing team destroys a clear chance for the team to score.
- The goalie of the opposing team carries the ball back into his goal area after having left it.
- A court player from the opposing team intentionally plays the ball to his team's goalie in the goal area and the goalie touches the ball.

- A defensive player from the opposing team enters his goal area to gain an advantage over an attacking player in possession of the ball.
- All players must be outside the free-throw line when the throw is taken. The player taking the throw has 3 seconds to shoot after referee's whistle. Any player may take the 7-meter throw.
- The goalie can stand anywhere between the goal and the 4 meter line

### Warnings & Disqualifications

- A player is given only one warning for his first rule violation.
- For any subsequent violations, the player is given a 2-minute suspension.
- The suspended player's team plays one player short for 2 minutes. After that, the player can re-enter.
- Warnings are not required prior to giving out a 2-minute suspension.
- 2-minute suspensions are given for serious violations, unsportsmanlike conduct, and illegal substitutions.
- If a player receives three 2-minute suspensions, he is disqualified and the team continues short one player for the rest of the game
- The team can replace the player after the 2-minute suspension expires.

## 5. Dodgeball Basic Rules

### Number of Players

- 8 players/ team

### The Match

- The team should win 2 sets to win the match.
- In case the last set exceeds the 50-minute time assigned for the game, then the team with the most number of players currently inside the court wins

### Objective

- The objective of the game is to eliminate all opposing players.
- If the player is hit by a ball below the shoulders, on condition that the ball has not touched anything since being thrown (including the floor/ground, another ball, another player, official or other item), he is eliminated.
- If the player catches the ball, a new player from the team that caught the ball is asked to come in and the shooter is eliminated.
- If a ball hits a player and is then caught by another player before touching the ground, then the first player is not eliminated but NO new player from the team that caught the ball is asked to come in. ("The Catch" eliminates "The Hit")

## Boundaries

- All team members should remain within boundary lines or they will be eliminated.

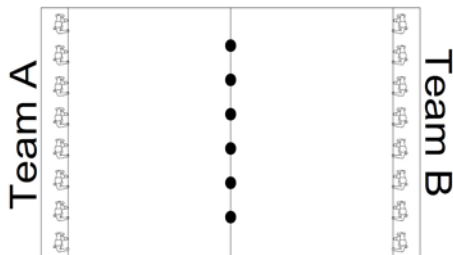
## Start of Play

- The game starts with 6 dodgeballs on the centerline.
- Players take a position behind their end line, facing the other team, as seen below.
- Following a signal by the referee, the teams may approach the centerline to retrieve the balls.
- Once a ball is retrieved, teams must wait for the referee's signal "DODGE" to begin the play after the initial rush. The signal will be given after few seconds BUT the play will not start if the referee did not indicate so.
- A player may not steal a ball from an opponent once it is in their possession.

## General Rules

- Every player can only grab ONE ball.
- Players CANNOT kick the ball to their field to take it.
- All throughout the game, players CANNOT cross their back or side lines, otherwise they will be eliminated.
- Eliminated players will collect the balls going out of bounds and pass them to their team (balls in their respective half court ONLY).
- The Audience CANNOT collect the balls.
- Players CANNOT keep the balls with them for more than ONE minute. (Players have to keep the play moving at all times and CANNOT take advantage of the game's time limit.)
- If a ball hits a player and is then caught by another player before touching the ground, then the first player is not eliminated but NO new player from the team that caught the ball is asked to come in. ("The Catch" eliminates "The Hit"). The SHOOTER is ELIMINTAED in this case.
- If a ball hits a collection of players (2 or more) and then falls to the ground, ONLY the FIRST player who touched the ball is eliminated.
- **In case the game time ends during any of the sets (1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>) then the team with the most players on field wins.**

## The Court



## 6. Ultimate Frisbee

### Number of Players

- 7 players/ team
- Open substitutions

### The Match

- Two 12 minutes halves with a 6 minute halftime.
- Both teams stand on the end zones opposite to each other. Defending team throws the Frisbee to the other team.
- General Notes:
  1. The defending player stands one disc distance away from the offense player.
  2. The offense player has **10 seconds** to throw the disc. The defending player must count the 10 seconds in a clear voice.
  3. If a player catches the disc and falls to the ground, he **MUST** stand up before throwing the disc again.
  4. When a player catches the disc when running, he can complete 2 steps before stopping with the ball. This does **NOT** apply to point scoring. The player must already be present in the goal area when he catches the ball for the point to be counted.
  5. Whenever a point is scored, the team who scored the goal, stands in front of the goal area (where the point was scored) and throws the disc to the opposing team (the defense team). This team must be standing on the other end and runs to catch the disc whenever it is thrown.
  6. Double team is **NOT** allowed on defense.

### Fouls

No physical contact is allowed. Contact results in a foul. If the foul is serious, the player who commits the dangerous foul is expelled from the game. No picks and screens are allowed.

### Change of possession

When a pass is not completed (out of bounds, drop, block, touch, interception) the defense immediately takes possession of the disc and becomes the offense.

## TEAM SPORTS GENERAL NOTES

- Team sports game durations have been shortened for scheduling purposes during group stage, they will be increased during later stages.
- Referees will wait 5 minutes after the game time starts for both teams to show up to the game and start playing. Any team who doesn't show up will lose the game and the present team will be declared the winner according to the below points:
  - Basketball: 20 – 0
  - Football: 3 – 0
  - Volleyball: 2 sets – 0 sets
  - Handball: 10 – 0
  - Dodgeball: 2 sets – 0 sets
  - Ultimate Frisbee: 3 – 0

## Individual Sports

1. Tennis
  - Single
  - Double
2. Ping Pong
  - Single
  - Double
3. Badminton
  - Single
  - Double
4. Long Jump
5. High Jump
6. Shot Put
7. Cross Country
8. Running
  - 100m
  - 200m
  - 400m Relay
  - 800m Relay
9. Swimming
  - Front Crawl and
  - Backstroke
  - Breaststroke
  - Butterfly
  - Medley
10. Cycling
11. Triathlon
12. Three Points Competition
13. Parkour
14. Karting
15. Spikeball



## Individual Sports Basic Rules

### 1. Tennis

#### Number of Players

- Each unité should choose 1 member to play the singles games. 2 members will play doubles. The same person can play in both.

#### Start of Play

- In doubles, the doubles alley is used, and one player should stand near the net, and the other near the baseline.
- The player who wins the coin toss at the beginning of the match is given the choice between serving and choosing which side of the court to start with.
- The server should stand behind the baseline and serve the ball into the service box on the other side.
- If the ball hits the net but goes in the correct service box, play stops and another serve is granted.
- The server loses the point if 2 faults occur during a serve.

#### Faults occur if

- The server steps on the baseline before the ball is struck.
- The server attempts to hit the ball but misses it.
- The ball hits any object before it bounces in the service box.
- The ball fails to clear the net or bounces anywhere outside the service box.

#### Points

- He fails to return the ball after it has bounced once on his side of the court
- He hits the ball before it crosses the net
- He hits the ball into the net
- He hits the ball out of bounds (the entire ball has to cross the line)
- He hits the ball into the net
- He hits the ball and it hits part of the surroundings before it bounces on the opponent's side
- He returns a serve before it bounces
- The ball touches him while in play
- He throws his racket at the ball
- He touches the net
- He hits the ball twice

#### Scoring a Match

- 2 tie breaks till 5 (fixed): 1 point is awarded every time a player wins ONE game (NO 15-30-40-game rule)
- In case each player earns a set, then a third set is played till 3 (fixed)
- The first player to win two sets is the winner of the match.
- A maximum of 3 sets are played.

### Serves in a Single Match

- Player A serves 1 point . Player B serves 2 points ? Player A serves 2 points . Cycle goes on until set is over
- First server changes in the next set

### Serves in a Double Match

- Player 1 (Team A) serves 1 point .Player 1 (Team B) serves 1 point .Player 2 (Team A) serves 1 points . Player 2 (Team B) serves 1 point . Cycle goes on until set is over
- Second team serves in the next set

## 2. Ping Pong

- Each unité should choose 1 player to play the singles games. 2 of them will play doubles. The same person can play in both.
- The match is played until a competitor wins 2 games out of 3. Each game is played till 11 points.
- In case of a tie, the game will continue until one player wins by a 2 point lead.
- The player loses the point if he hits the ball before it bounces on his side of the table.
- The player loses the point if his racket or non-playing hand touches the table.
- A coin is tossed to choose which player starts serving.
- In DOUBLES, the members of one team strike the ball alternatively

## 3. Three Points Competition

- Each unité should choose 1 person for the three points competition.
- The goal is to score as many 3-pointers as possible in one minute.

Players begin shooting from one corner of the court, and move from station to station along the three point arc until they reach the other corner of the court.

## 4. Athletics

Each unité can choose up to 3 people for the athletics division which is reserved for long jump, high jump, and shot put (poids).

### A. Long Jump

- Competitors should run a 40-meter runway then jump into a 10-meter long, 3-meter wide sand pit.
- The jumper must take off in front of the far edge of the takeoff board, which is 20 centimeters long.
- Jumpers must land in the sand pit. Landing outside the sand pit is a foul; no distance will be recorded.
- Stepping on the foul line will also cause the distance not to be recorded

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- Distance is measured from the foul line to the nearest point the jumper touches in the sand pit. For example, if the jumper jumps 6 meters but his hand lands on the 5 meter mark, the score will be 5 meters. Distances are measured perpendicularly to the foul line.
- A competitor is disqualified from the competition if he touches the ground outside the take-off line and before the landing area.

## B. High Jump

- Competitors should run a 15-meter runway and jump over a 4-meter long crossbar.
- Competitors should take-off on one foot.
- A jump is successful if the crossbar remains in place when the jumper has left the landing area.
- Three consecutive missed jumps, at combination of heights, will eliminate the jumper from the competition.
- At every stage the horizontal bar has to be raised a minimum height of 2 centimeters.
- The measurements of the jumps taken by the athletes are taken perpendicularly from the ground.

### A jump is unsuccessful if:

- The bar is displaced during an attempt.
- The jumper touches the ground, landing area, or the pit beyond the plane of the bar or its extension.
- Not all parts of the body go over the bar.
- The jumper fails to take off from one foot.

## C. Shot Put (Poids)

- Every competitor has 3 throws.
- A competitor will be disqualified if he steps outside the circle before the ball is projected by his hands.
- Throwing the ball outside the right or left border of the landing area will result in no recorded score.
- The competitor must rest the ball close to the neck, and keep it tight to the neck during the motion.
- The shot must be released above the height of the shoulder, using only one hand.
- The winner is the competitor with the highest score in the final round.

### Foul throws occur if

- The competitor does not leave the rear half of the circle at the time of the shot put.
- The competitor touches the top of the toe board, outside the circle, or the top of the iron ring after having entered the circle.
- The shot drops below his shoulder.
- The competitor takes longer than 90 seconds to perform the throw.

## 5. Running (100m, 200m, 400m Relay, 800m Relay)

- The unité must choose 1 person only for each running type (for single races)



- 4 members from every unité must be registered in each relay.
- The unité must choose at least 1 person for each race. The same person can participate in more than one race.
- A runner committing a false start will first be warned. If this is repeated, he will be disqualified.
- A runner who obstructs his fellow runner will be disqualified.

## 6. Swimming

- The same person can swim in multiple types.
- Each unité must choose one person for each type of swimming.
- Medley relay needs 4 swimmers. The other types only allow 1 swimmer/type.
- Types: Breaststroke, butterfly, front crawl, backstroke, and medley relay.

## 7. Cycling

- Each unité should choose 1 person for cycling.
- The race will be on a path that is closed to traffic.
- A helmet is required of each competitor.
- Bikes and helmets should be brought by each competitor.
- Contact with another competitor is not allowed and is a cause for disqualification.

## 8. Cross Country

- Each unité should choose 2 people for cross country.
- The race will take place on a well-defined track (accurately provided on a map).
- Competitors can run, jog, or walk.
- Leaving the track is prohibited and is cause for disqualification.

## 9. Triathlon

- Each unité should choose 1 person for triathlon.
- The three stages are cycling, swimming and running.
- The first competitor to reach the destination, having completed all three stages successfully, wins.
- A helmet is required of each competitor for cycling.
- Bikes and helmets should be brought by the competitors.

## 10. Karting

- Each unité must choose one driver to participate.
- Drivers will be divided into groups of 6.
- Each group will have a 10 minutes qualifying session.
- The driver that takes the least time to complete one lap will stand the first on the grid.
- Each group will have a 5-lap race
- The first 2 drivers in each group taking the checkered flag first will qualify to the next round.
- The identical procedure will repeat in subsequent rounds until six drivers progress to the final round.
- The final round will be identical to the previous rounds but the top 3 will get the quality points.
- *Drivers/race might differ according to participants.*

## 11. Parkour Hebert

- Up to 3 members from every unité can participate.
- A track will be set with obstacles to be completed by participants.
- Time recordings will determine the winners with time penalties for uncompleted obstacles.
- *The same unit cannot have multiple people on the podium*

## 12. Spike Ball

### General Rules

- An official match will be the best 2 out of 3 games. Games 1 and 2 will be played to 15 points. Game 3, if necessary, will be played to 11.
- Teams are allowed one (1) time-out per game of 30 seconds in length.
- Numbers of Players: 3 players (1 of them is a sub)

### The match

- Spikeball is a team sport played by two teams consisting of two players each. Opposing team members line up across from each other with the net set in the center. A point begins when the server hits the ball off the net towards the opposing player facing him. The object of the game is to hit the ball off the net in such a way that the opposing team cannot successfully return it.
- A team is allowed up to three touches to return the ball onto the net. Once the ball is played off the net, possession switches to the opposing team. The rally continues until a team is unable to legally return the ball. Players may move as they wish during a point, so long as they do not physically impede the opponents' play on the ball.

### Scoring

- The ball contacts the ground or otherwise isn't returned on the net within 3 touches.
- The ball is hit directly into the rim at any time, including on a serve.
- The ball bounces and falls back onto the net or rim.
- The ball clearly rolls across the net.



## Serving

- If the receiving team wins the point, the next designated player serves according to the initial sequence. Otherwise, the server switches place his/her partner and serves to the other receiving team member.
- The server stands directly across from the designated receiver, who is the only player allowed to field the serve.
- “Recreational Serve Rule” Applies. This means that the serve must be reasonably playable by the receiver. The receiving team can call a service fault\* on the following:
  - The ball is out of the receivers reach
  - The ball hits a pocket
  - The ball hits the rim

## Rallies

- Touches must alternate between teammates. Consecutive touches by one player result in a loss of point.
- The ball must be contacted cleanly, not caught, lifted, or thrown.
- Players may not hit the ball with two hands, even if placed together “volleyball style”.
- Players may use any individual part of their body to hit the ball.
- If the ball is hit directly into the net, or bounces and lands back on the net or rim, the rally ends and the non-hitting team wins the point.
- After the serve, any unusual bounce (i.e. pocket) that does not contact the rim is legal and playable.
- A shot which lands on the net, rolls into the rim and then off the net (i.e.. roll-up) is played as a pocket, not a direct rim hit.

## Infractions

- If an offender collides with a defender, or a defender's position prevents a reasonable offensive play on the ball, the player imposed upon may call “obstruction” to force a replay of the point.
- If during possession (or en route to the net), the ball contacts a defender to prevent a reasonable offensive play, the imposed upon team may call “obstruction” to force a replay of the point.
- The following infractions cause a loss of the point:
  - A defensive player attempts to play a ball out of turn.
  - A player hits a shot off the net which subsequently hits himself/herself or teammate.
  - If the defensive team has no play on the ball, they should cede the point to the offense.
  - A player makes contact with the net, moving the set from its position or affecting the trajectory of the ball.

### 13. Badminton

#### Number of players

- Each unit should choose 1 member to play the singles games. 2 members will play doubles. The same person can play in both.

#### Scoring System

- A match consists of the best of 3 games of 15 points.
- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 14 all, the side which gains a 2 point lead first, wins that game.
- At 20 all, the side scoring the 21<sup>st</sup> point, wins that game.
- The side winning a game serves first in the next game.

#### Singles

- At the beginning of the game (0-0) 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 again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

#### Doubles

- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram.
- 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 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 players do not change their respective service courts until they win a point when their side is serving.


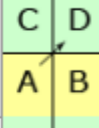
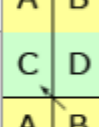
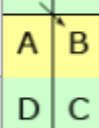
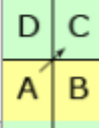
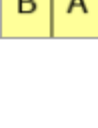

#### Serve

- If the first serve hits the net, the serve will be replayed. If the second serve hits the net the receiving team will win the point and the serve will shift to the other side.

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- In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Scenario	Score	Service From	Server	Winner
	Love All	Right Service Court because the score of the serving side is even.	A serves to C. A and C are the initial server and receiver.	A & B 
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court because the score of the serving side is odd.	A serves to D.	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court because the score of the serving side is odd.	D serves to A.	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court because the score of the serving side is even.	B serves to C.	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court because the score of the serving side is even.	C serves to B.	C & D 
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court because the score of the serving side is odd.	C serves to A.	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court because the score of the serving side is odd.	A serves to C.	A & B 
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court because the score of the serving side is even.	A serves to D.	C & D 