

The Basics of Rally Scoring in Pickleball

Rally scoring will move your game along at a faster pace but will still maintain the competitive aspect of the game.

Here's how rally scoring works with the GCPB Club:

1. **Transitioning the Game to Rally Scoring:** Once the other game has concluded you should transition your game to Rally scoring. If a team is in the middle of a conventional scoring game, ie 2 serves per side, finish that serve rotation. After that, the serve moves to the opposing team as it would with a normal side out, and that team will start rally scoring.
2. **Serve Rotation:** Every rally starts with a serve. If the serving team's point total is even (0,2,4,etc...), the partner on the even side (right) serves. If it's odd (1,3,5,etc...), the partner on the odd side (left) serves. The serving partner announces the score as normal except they substitute the server number with the word rally, as there is only 1 server per rotation. Example 5-2, rally.
3. **Scoring on Every Rally:** In rally scoring, a point is given to the team that wins the rally regardless if they were serving or receiving. If the serving team wins the rally, they receive a point, the partners switch sides, and the previous server serves again. If the non-serving team wins the rally, they receive the point, and they become the serving team using the same rule as number 2 (Serve Rotation) above.
4. **Scoring Games:** Rally scoring games are played to 11 win by 1. This scoring method speeds up games by increasing the frequency of points scored and minimizing scoring disruptions.