



The following are the now-accepted changes to the formal rules of the game that relate to scoring. Rule #2 of the 2001 edition will read as follows – as of April 1st, 2009.

Point-A-Rally Scoring to 11

2. THE SCORING

2.1 Either player may score points. The server, on winning a stroke, scores a point and retains the service; the receiver, on winning a stroke, scores a point and becomes the server.

2.2 A match shall consist of the best of three or five games at the option of the organisers of the competition. Each game shall be played to eleven points

- The player who scores eleven points by a margin of at least two points wins the game.
- If the score reaches ten-all, the game continues until one player has a margin of two points, whereupon that player wins the game.
- The first time the score reaches ten-all, the Marker shall announce “10-all, tie break, a player must win by two points”, but if the score reaches ten-all in any subsequent game, the Marker simply announces “10 all, tiebreak”.
- The Marker shall call "Game ball" to indicate that either player requires one point to win the game in progress, or "Match ball" to indicate that either player requires one point to win the match.
- The score of each game shall be recorded with the actual number of points won by each player (e.g. 11-7, 11-3, 12-10, 25-23, etc.)

POINT-A-RALLY SCORING - TIEBREAK

In each match, when the score reaches 10 all for the first time, the marker shall announce: **“Ten all – tiebreak, a player must win by two points.”**

For any subsequent games in that match when the score reaches 10 all, the marker shall announce: **“Ten all, tiebreak.”**

After that, the score shall be announced as follows:

“11-10, game ball” (or match ball, as appropriate)

“11 all”

“12-11, game ball” (or match ball, as appropriate)

“13-11, game to” (or match to ..., as appropriate), etc.

The game score shall then be recorded as “13-11”