

# Millyball Rally Scoring

- The approved format for Rally Scoring doubles allows for servers to serve to both of their opponents and serve from both sides of the court.
- In Rally Scoring Doubles a point is awarded either to the serving team or the receiving team at the end of each rally.
- The Winning Team must win by two points.
- The Winning Team must win the rally on their service.
- In Rally Scoring Doubles each team serves until they lose a rally, then the opponent will be awarded a point and will serve. There is no Second Server in Rally Scoring.
- The team starting the game will designate a Starting Server who will always serve from the Even or Right side of the court when their score is even. They will serve from the Left or Odd side when their score is odd. Just like Traditional Scoring.
- The starting score is 0 – 0 (NOT 0-0-2), since there is no Second Server in Rally Scoring.
- When the serving team wins the rally, the server and their partner change positions. When the serving team's score is even (0, 2, 4, 6, 8,10) the player who was the first (initial) server in the game for that team will be in the right-side court when serving or receiving and when the score is odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.
- When the serving team loses a rally, there is a Side Out, and their opponents are awarded a point. Their server will be the server that corresponds to their new score. Even score will be the starting server, and odd score will be the non-starting server. The serve after a side out is always initiated from the right court.
- The serving team's players must change positions after every side out.
- The game must be won by the serving team. If the serving team loses a rally while the opponent is at a game point score (14), no point is awarded, and the game continues. There is no "freeze". The opponent will receive a point if the serving team fails to win the rally even at game point.

## Scoring Examples:

- Starting the game. The Starting server will serve diagonally from the right or even court at a score of 0 – 0.
- If they win the rally the serving team players will change sides, and the starting server will serve from the left or odd side at 1 – 0.
- When the starting serving team loses a rally a point is awarded to the opponent who now is the serving team as a Side Out and Point.
- The new serving team players will always change positions to align with the score.
- The winning team must win by one points on their serve. They cannot win on the opponent's serve and lose a rally.
- In a 15–point game, if the serving team has 14 points, they can serve to win.

- In a 15-point game, if the receiving team has 14 points and wins the rally, no point is awarded. It is simply a Side Out. They will now serve for game point with a score of 14.
- If teams are tied at 14 in a 15-point game, the first team to score a point on their serve wins.

The Key Points are:

1. Players switch sides when THEIR TEAM gets a point, and a side out is a point for that team.
  2. Serves are always initiated on the right side, just like in regular scoring.
  3. A team only gets one service attempt until they lose the point, just like in singles. The same server switches sides and keeps serving until they lose their serve. Then the ball goes to the other team, who gets a point, and the side-out winners switch sides.
  4. Easy rule of thumb - just like regular scoring - The initial starting right-side player for each team will always be serving on the right side during even scores 0, 2, 4, etc.
- REPEAT - If you were the initial right-side player, you will always be serving on the right side when your team's score is even, just like in regular scoring.
  - The advantages are: a hot server keeps serving versus trading servers, and you get to play both sides of the court (or you can stack).