

RULES FOR DOUBLES

EYE WEAR

Eye wear is not compulsory but recommended. Players play at their own risk.

SCORING

The team which wins each rally scores a point. When the server's team wins a rally it scores a point and that server retains the service. When the receiver's team wins a rally it scores a point and the service changes to the opposing team.

A match shall consist of the best of five games. The team which scores fifteen points wins the game. If the score becomes fourteen-all the winner of the next point wins the game.

THE WARM-UP

Each side/team has 2.5 minutes to warm up. The choice of warming up first or second shall be decided by the spin of a racket.

At the end each 2.5 -minute period the Referee shall call time.

SERVING

Play commences with a service, and the right to serve first is decided by the spin of a racket.

At the start of a match both teams shall indicate their order of serving which shall remain the same throughout a match.

From the start of the match the nominated first server from the team winning the spin of the racket serves first, serving from alternate boxes until a rally is lost, whereupon the Marker shall call "Handout" and the serving team becomes the receiving team.

The nominated first server from the team now serving then serves and retains service until that team loses a rally, whereupon the Marker shall again call "Handout". The process is then repeated for the second servers from each team.

At the commencement of the second and each subsequent game, the team that won the previous game shall serve first.

At the beginning of each hand and of each game, the server has the choice of serving from either box.

Any player, having commenced serving from one box, shall serve from the alternate box after the player's team wins a rally except that, if a rally ends in a let, that player shall serve again from the same box.

RECEIVING THE SERVE

At the beginning of a match both teams shall nominate one partner to receive service from the right side of the court and the other from the left side, with the team receiving first nominating first. Each partner shall receive service throughout a game from that nominated side.

Partners may exchange sides for receipt of service at the start of a new game, in which case the same conditions apply as at the start of the match.