A MATCH

A match shall consist of the best of any odd number of games.

THE ORDER OF SERVING, RECEIVING AND ENDS

The right to choose the initial order of serving, receiving and ends shall be decided by lot and the winner may choose to serve or to receive first or to start at a particular end.

When one player or pair has chosen to serve or to receive first or to start at a particular end, the other player or pair shall have the other choice.

After each 2 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game, unless both players or pairs score 10 points or the expedite system is in operation, when the sequences of serving and receiving shall be the same but each player shall serve for only 1 point in turn.

In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.

The expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.

OUT OF ORDER OF SERVING, RECEIVING OR ENDS

If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the player having the right to serve first in the game during which the error is discovered.

If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the start of the match.

In any circumstances, all points scored before the discovery of an error shall be reckoned.

THE EXPEDITE SYSTEM

Except as provided in 2.15.2, the expedite system shall come into operation after 10 minutes' play in a game or at any time when requested by both players or pairs.

The expedite system shall not be introduced in a game if at least 18 points have been scored.

If the ball is in play when the time limit is reached and the expedite system is due to come into operation, play shall be interrupted by the umpire and shall resume with service by the player who served in the rally that was interrupted; if the ball is not in play when the expedite system comes into operation, play shall resume with service by the player who received in the immediately preceding rally.

Thereafter, each player shall serve 1 point in turn until the end of the game, and if the receiving player or pair makes 13 returns in a rally the receiver shall score a point.

Introduction of the expedite system shall not alter the order of serving and receiving in the match, as defined in 2.13.5.

Once introduced, the expedite system shall remain in operation until the end of the match.
DEFINITIONS

A rally is the period during which the ball is in play.

THE SERVICE

Service shall start with the ball resting freely on the open palm of the server's stationary free hand.

THE RETURN

The ball, having been served or returned, shall be struck so that it touches the opponent's court, either directly or after touching the net assembly.

THE ORDER OF PLAY

In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.

A POINT

A point is the period of play until the ball is put out of play by an error or a let.

A GAME

A game shall be won by the player or pair first scoring 11 points unless both players or pairs are in wheelchairs owing to physical disability and the ball, provided the service is otherwise good, because the conditions of play are disturbed in a way which could affect the outcome of the game.

A):(4) A LET

A let is a rally of which the result is not scored.

A rally shall be a let if in service the ball touches the net assembly, provided the service is otherwise correct or the ball is obstructed by the receiver or his partner.

Play may be interrupted to correct an error in the order of serving, receiving or re-touching the ball, to warn a player of the disabled partner or adviser; to introduce the expedite system; to warn or penalise a player or adviser; or to declare a point.

A point will not be replayed because the conditions of play are disturbed in a way which could affect the outcome of the game.

A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.