

PICKLEBALL SCORING & SERVER ROTATION CHEAT SHEET

The Essential 1-Page Pocket Guide to the 3-Number Call, 0-0-2 Start & Court Positions • [PickleballScope.com](#)

MATCH DURATION First to 11 (Must Win by 2)	POINT RULE Only Serving Team Scores	STARTING CALL 0 - 0 - 2 (One Serve Only)	SIDE-OUT RULE Turnover on 2nd Server Fault
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1. THE 3-NUMBER DOUBLES SCORING SEQUENCE (RULE 4.D)

1st Number: Our Score Serving Team	Always announce your team's current points first (e.g., '4'). You only score points when your team serves.
2nd Number: Their Score Receiving Team	Announce your opponent's score second (e.g., '2'). This gives both teams immediate clarity before the rally begins.
3rd Number: Server # Server 1 or Server 2	Indicates whether the current server is the team's first server or second server during this service turn (e.g., '1').
Practical Example: '4 - 2 - 1' Match Translation	Serving team has 4 points, receiving team has 2 points, and Server #1 is serving. If they lose the rally, it becomes '4 - 2 - 2'.

2. STEP-BY-STEP DOUBLES SERVER ROTATION & COURT POSITIONING

Rule: Starting on the Right Side Whenever a team wins a side-out, the first serve is ALWAYS made from the right-hand service court diagonally to the opponent's right court.	Rule: When Do Players Switch Sides? The serving team switches right/left sides ONLY when they win a point on their serve. The receiving team NEVER switches positions during a rally or point loss.
The Even / Odd Benchmark Rule Your starting server will always be on the RIGHT side when your score is EVEN (0, 2, 4...) , and on the LEFT side when your score is ODD (1, 3, 5...) .	What Happens on a Fault? If Server 1 faults, Server 2 immediately serves from wherever they are standing. If Server 2 faults, it is a Side-Out and the opponents take over serving.

3. THE 5 CORE SCORING RULES & ROOKIE FAULT TRAPS

Scoring Rule	Official USA Pickleball Standard	Common Beginner Mistake to Avoid
The '0 - 0 - 2' Starting Rule Rule 4.B.8	The first serving team only gets ONE service turn to start the match to prevent unfair early lead advantages.	FAULT: Allowing the second partner on the starting team to serve after the opening rally loss.
Traditional Side-Out Scoring Rule 4.B	Points can ONLY be scored by the serving team. If the receiving team wins a rally, they earn no points—only the serve.	FAULT: Adding a point to the receiving team's score after they win a defensive rally.
The 10-Second Service Call Rule 4.D	The server must announce all 3 numbers aloud before striking the ball. The serve must occur within 10 seconds of call.	FAULT: Serving the ball silently or while still speaking the score numbers.
Win-By-Two Requirement Rule 12.B	Games to 11 points cannot end 11-10. Play continues into deuce/overtime until a clear 2-point margin is reached.	FAULT: Stopping play at 11-10 instead of continuing until someone leads by two points.
Singles Scoring Sequence Rule 4.K	In singles, only TWO numbers are called: 'Server Score - Receiver Score'. Right box on even score, left on odd.	FAULT: Calling a third server number in singles or serving from left side on even points.

4. ADVANCED ROTATION & DOUBLES STACKING CHEAT CODE

What is Stacking in Doubles? A strategy where partners arrange themselves so the stronger forehand or lefty/righty combination stays on their preferred side regardless of who is serving.	The Legal Rule on Stacking (Rule 4.B.7) The correct server must hit from the correct court box. However, as soon as the ball is struck, partners can legally slide or switch sides immediately!
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