

SERVE CLOCK MANUAL — 2022**The Serve Clock:**

- a. The Serve Clock is operated by the Reserve Referee located at the scorers table.
- b. 4 LED Serve Clock monitors are located in each corner of the FoP.
- c. The countdown elapses from 15 seconds to 9 seconds, then from 8 seconds to 0 second the countdown turns red.

Regulations:

- a. A 15 second countdown starts at the end of each rally.
- b. The 1st Referee controls the 15 seconds period between the end of the rally and the player completing the serve and has some discretion in the application of the time, according to the events on the court, or Mega Rally requirements and regular TV replays.
- c. The player serving is allocated 7 seconds to be ready to serve and 8 seconds to complete the serve.
- d. Sequence of actions:
 1. The 1st Referee whistles the end of the rally;
 2. The 15 seconds countdown starts;
 3. The player serving has 7 seconds to be ready to serve;
 4. The 1st Referee allows the serve with 8 seconds remaining on the Serve Clock or before if the player serving is ready;
 5. If a player fails to execute the serve within 8 seconds, the action will be considered as a fault and the point will be awarded to the opponent team.
 6. If the player completes the serve before the 8 seconds have elapsed, the clock will go blank.
- e. The Referees must consider the game interruptions before allowing the serve:
 - Short interruptions (quick moppers entering/leaving the court, team request for service order check, etc.)
 - The Serve Clock will be stopped during the interruption, then started again with the time remaining before it was stopped.
 - A minimum of 8 seconds must always be left on the Serve Clock, e.g. a short interruption occurs with 5 seconds left on the Serve Clock — the Serve Clock will be reset to 8 seconds at the end of the interruption and the player must be ready to serve.
 - Long interruptions (challenge request, timeout, substitution, TV replay, etc.)
 - The Serve Clock will be stopped during the interruption, then reset to 8 seconds at the end of the interruption and the player must then be ready to serve.
- f. The 1st Referee controls the interruption between rallies and the service by ensuring that the Teams do not delay the game with improper requests or actions and may apply warning and sanctions as appropriate where these occur.