

SERVE CLOCK MANUAL — 2025**1. Overview**

- The Serve Clock is operated by the Assistant Scorer.
- 4 LED Serve Clock monitors are installed in the corners of the Field of Play (FoP).
- The clock counts down from 15 seconds:
  - From 15s to 9s: normal countdown.
  - From 8s to 0s: countdown turns red.

**2. Serve Clock Operation**

Countdown Sequence:

1. End of Rally: The 1<sup>st</sup> Referee whistles to end the rally.
2. Assigning the Point: The scorer assigns the point, and the 15s countdown starts automatically.
3. Start Rally Command: When the 1<sup>st</sup> Referee whistles to authorize the serve, the scorer clicks "Start Rally", and the clock resets to 8 seconds.
4. Clock Stops: When the server initiates the service movement, the clock stops and goes blank (to avoid showing 0).

**3. Player Timing**

- The server has:
  - 7 seconds to prepare.
  - 8 seconds to complete the serve once the referee authorizes it.

**4. Serve Clock Violation**

- If the player does not serve within the 8 seconds, a buzzer sounds, it is considered a fault, and:
  - Point and next serve go to the opponent.

**5. Interruptions & Adjustments**

- Referees must consider game-related interruptions:
  - Examples: challenges, timeouts, substitutions, TV replays, court moppers, team delays.
- During interruptions:
  - The clock is stopped.
  - At the end of the interruption, the clock is reset to 8 seconds minimum.
    - E.g., if only 5s remained before the interruption, it will still reset to 8s.

**6. Referee Control**

- The 1<sup>st</sup> Referee oversees the 15-second interval and:
  - Ensures teams do not delay the game.
  - May issue warnings or sanctions in case of improper delays.