

## Pickleball Ghost Doubles



Player 2  
Receive Serve  
Start of Game

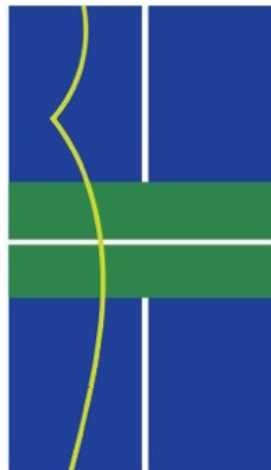


Player 1  
Server start of game

If Player 1  
wins point

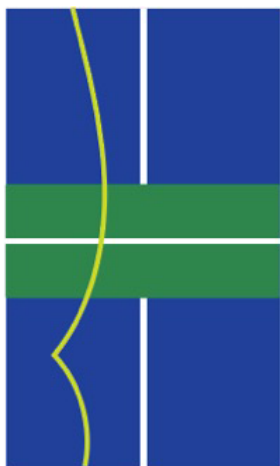


Player 2  
Receive Serve  
Second Serve



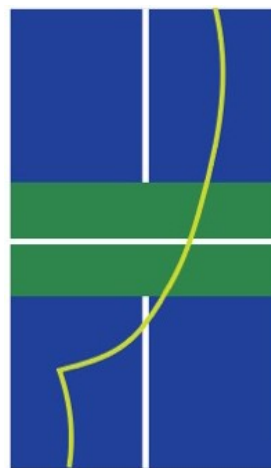
Player 1  
Serving second serve

Player 2  
First serve, right side, Score  
is 0-1



Player 1  
Receiving left side

Player 2  
Second serve, left side  
Score 1-1



Player 1  
Receiving left side

**Prior to the start of Ghost doubles Extend the Center line from the NVZ to the net by using a single strip of tape. (this will assist players in making in/out calls during match play)  
Ghost Doubles is rally scoring.**

**You start the game with Player 1 serving cross court to Player 2.**

**If Player 1 scores a point then they move to the left court position and serve again. If Player 1 doesn't score a point they stay in their original position and Player 2 moves to their left court position. You keep moving sides if you keep scoring points. You do not move if you do not score a point.**

**If your score is even you should be standing on the right side of the court.**

**If your score is odd you should be standing on the left side of the court.**

**If 1 person is being tested—That player competes against a Men's/Women's Doubles (Control) 2.5 rated player**

**If 2 people are being tested—Those players play each other as well as the Men's/Women's Doubles (Control) 2.5 rated player twice.**

**If 3 people are being tested—Those players play each other as well as the Men's/Women's Doubles (Control) 2.5 rated player once.**