

Know the score.

Padel rules, made clear. Keep this guide for your next match.

0**15****30****40****Game**

Love is zero. Call the serving team's score first.

Win a game

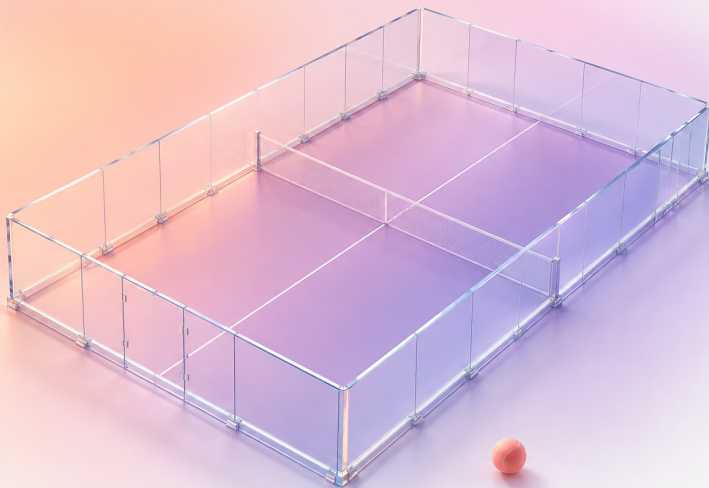
Points go 0 (love), 15, 30, 40, game. Call the serving team's score first. At 40-40, use the deuce rule agreed before play.

Win a set

Reach six games with a two-game lead: 6-4 wins; 6-5 does not. At 6-6, play a tie-break. The set then finishes 7-6.

Win the match

The standard match is best of three sets: win two sets. Agree any shorter format or a deciding match tie-break before starting.



Before you play

- ✓ Agree match length and the rule at 40-40 (deuce). Explained on PDF page 2.
- ✓ Choose first server and receiving sides.
- ✓ Wear your racket's safety cord.
- ✓ Call the score before each serve.

↺↻ Keep the rally alive.

After the return of serve, you may volley or let the ball bounce once. A floor bounce followed by glass or fence contact is still in play: return before the second floor bounce.

Your shot must reach the opponents' floor before their wall or fence, unless they volley it. You can use your own glass to send it over; your own fence is out. Never touch the net while the ball is live.

Make deuce clear.

At 40-40, the rule you agreed decides what happens next.

40 - 40

Choose your deuce rule

Classic

Win two in a row

From deuce, win a point for advantage. Win the next to take the game; lose it and return to deuce. Repeat until a team wins two consecutive points.

Golden Point

One deciding point

At the first deuce, play one deciding point to win the game. The receiving team chooses the receiving side; partners keep their established receiving positions.

Star Point

Two advantages, then a decider

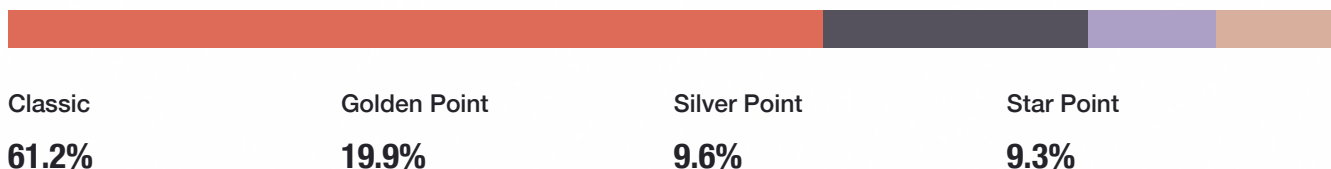
Play advantage once, then again if needed. If both are cancelled, the third deuce is one Star Point to win the game. The receiving team chooses the side without swapping receivers.

In mixed doubles, the Golden or Star Point receiver must be the same sex as the server under FIP rules.

Silver Point is a local variant. One advantage cycle, then a deciding point if deuce returns. Agree it before play; it is separate from the three FIP options above.

Did you know? Classic still leads.

Deuce rules in our August 2026 Watch scoring records



9,576 recording events, not unique matches. Read the sample and method.

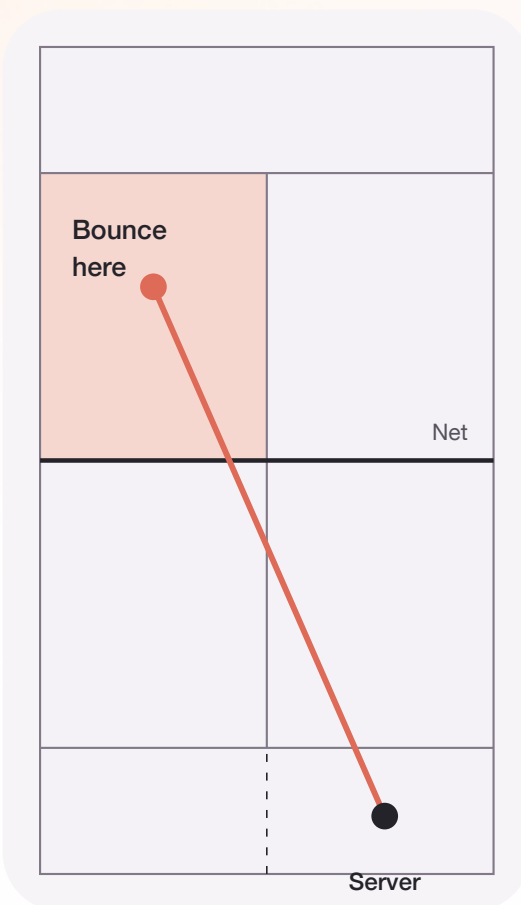
Serve with confidence.

Start on the right. Aim for the opposite service box.

Bounce

At or below waist

Diagonal



1 Start on the right

Serve diagonally into the opposite service box. Alternate right and left after each point. Lines count as in.

2 Bounce, then hit

Bounce behind the service line in your serving half. Keep the ball behind that line and the imaginary centre-line extension until contact.

3 Keep it low

Strike at or below waist height, with at least one foot on the ground. Keep your feet off the service line, centre-line extension and receiving area.

4 Give the return a bounce

The receiver must let the serve bounce, then return before its second floor bounce. A faulty first serve gives you a second attempt.

First serve shown. View from behind the server.

Glass, fence or net?

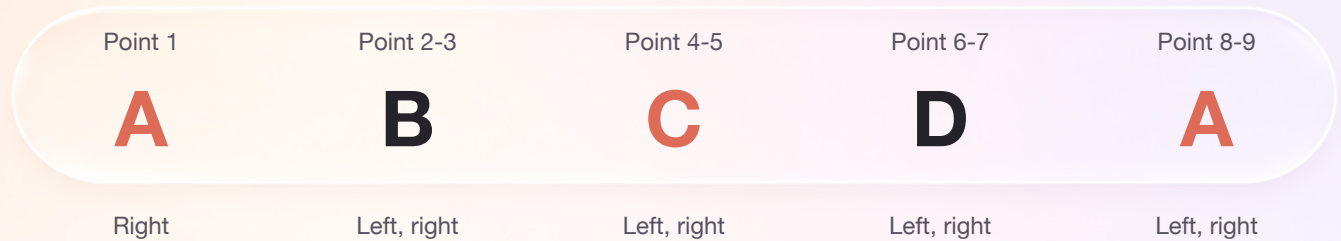
Play on **Box, then glass.** Return it before the second floor bounce.

Fault **Box, then fence.** If the fence contact is before the second bounce.

Let **Net, then a correct bounce.** Repeat that serve, unless it then hits the fence before its second bounce. A second-serve let repeats only the second serve.

Tie-break. No guesswork.

One point to start. Then two points per server.



At 6-6, play to seven.

At 6-6, count 1, 2, 3... First to seven, leading by two, wins. At 6-6 in points, keep playing until there is a two-point lead.

A and C are partners; B and D are partners. A is the next server in the set's existing order. After A's opening point, each player serves two points in that order.

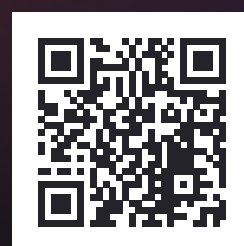
Change ends every six tie-break points. In ordinary games, change ends after the first, third and each later odd-numbered game of the set.

A 10-point match tie-break can replace the final set if agreed beforehand. It also needs a two-point margin.

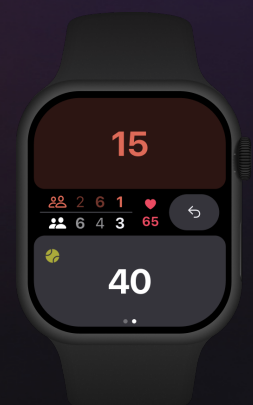
Keep the score. Keep the match.

- 🔗 Tap to score on Apple Watch.
- 📍 Follow the server and side.
- 🔄 Choose your deuce rule.
- 📊 Review matches and insights on iPhone.

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