



OFFICIAL RULEBOOK

TYPTI is a fast-paced racket sport played on a pickleball court, combining heavy spin, high bounces, and powerful shot-making with a totally unique “Stakes” scoring system.

COURT	Standard pickleball court (20 ft x 44 ft)
BALL	3.5-inch channeled foam ball
RACKET	22-inch carbon body strung racket (multiple string patterns available)
SCORING	Stakes system — win 3 consecutive points to win a game
MATCH	Best of 3 sets (doubles); best of 1 or 3 sets (singles)
SET	First to 5 games wins — win by one (5-4 wins). No tiebreak format.

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1. THE GAME

TYPTI is a fast-paced new racket sport played on a pickleball court, combining heavy spin, high bounces, and powerful shot-making with a totally unique “Stakes” scoring system.

With wild rallies, creative ball control, and even legal body and racket-edge saves, points get spectacular and unpredictable.

Most importantly, it's insanely fun and lets players do things with a ball that other racket sports just can't.

2. GLOSSARY OF TERMS

Ad Court: The left-side service position.

Ball In Bounds (“In”): A ball that contacts any portion of the relevant boundary lines or lands within the court boundaries as defined in the Lines In Play section.

Ball On: When a ball from a neighboring court comes onto the court. In most racquet sports, the point is stopped and played over. In TYPTI, the point is played until completion even if there is a ‘Ball On.’

Closer: Deuce Court Returner

Deuce Court: The right-side service position.

Fault: Any rule violation that results in the immediate end of a rally and the awarding of a point to the opposing team.

Game: A game is won when a player/team wins three (3) consecutive points using the Stakes Scoring System.

Hindrance: An external condition or object not caused by a player that interferes with play and results in the point being replayed. ‘Ball On’ is not considered a hindrance.

Live Ball: A ball in play after a legal serve has been struck and before a point has ended.

Match: A match consists of a prescribed number of sets, typically best of three (3) for doubles, unless otherwise specified.

Opposing Team: The player or team positioned on the opposite side of the net.

Peddler: Ad court returner.

Peddling: When opponents repeatedly trade points at 1-Up and 1-Down.

Player: An individual participant in a match of TYPTI.

Point: A completed rally resulting in a fault or other rule-based termination of play.

Receiving Player/Team: The player positioned diagonally opposite the server who is entitled to receive the serve in singles or the Team in doubles.

Rally: The sequence of play beginning with a legal serve and continuing until a fault, hindrance, or other rule-defined termination occurs.

Service Box: The area diagonally opposite the server bounded by the baseline, sideline, centerline, and service line.

Serve: The act of initiating a rally by striking the ball in accordance with the rules governing service.

Serving Player/Team: The player or team that initiates a point by serving.

Set: A set is won by the first player/team to win five (5) games. A two-game margin is not required. There are no tie-breakers.

Side: The area of the court occupied by a player or team during a rally.

Stakes Scoring: The TYPTI scoring system in which a game is won by achieving three (3) consecutive points (e.g., 1-Up, 2-Up, Game).

Strike: Any intentional contact with the ball using a racket or body part in a single continuous motion.

3. COURT AND LINES

3.A Court Dimensions

The TYPTI full court shall measure 20 feet by 44 feet. It is bisected by a net extending the entire 20-foot width of the court. This is identical in dimensions to a standard pickleball court.

COURT SIZE	20 ft x 44 ft
NET — CENTER	34 inches
NET — SIDES	36 inches

3.B Net Height

- The net height shall measure 36 inches at the sidelines.
- The net height shall measure 34 inches at the center.

3.C Lines In Play

Boundary lines include:

- The baselines (rear of the court)
- The sidelines (on right and left sides of the court)
- The service line (connects to each sideline, 7 feet back from the net)
- The centerline (extending from the baseline to the service line)

If the ball comes in contact with any portion of the relevant lines it shall be considered “in.”

- For a serve, the relevant lines are the sideline, centerline, portions of the baseline and service line.
- For a strike during a rally, the relevant lines are the full baseline and both sidelines.

3.D No Kitchen Restriction

There is no non-volley zone (‘kitchen’) restriction in TYPTI. After the two-bounce requirement has been satisfied, players may volley the ball from anywhere on their side of the net.

4. EQUIPMENT

- The official TYPTI ball is a 3.5-inch channeled foam ball.
- The official TYPTI racket is a 22-inch carbon body strung racket available in multiple string patterns.

5. PLAYER RESPONSIBILITIES

5.A Line Calls

- It is the responsibility of each team to call the opposing team’s ball strikes (shots) either “in” or “out” on their side of the court.
- In doubles play, either player on a team can make a call.
- Calls shall be made immediately after the ball contacts the court.

- Calls can be indicated with an audible “in” or “out” or via hand gestures.
- In doubles, if the players on the team disagree, the ball shall be considered “in.”
- The responsible team shall make every effort to make prompt, consistent calls.
- Concerns about any call or lack thereof may be raised after the completion of the point.
- In the absence of an official, the responsible team’s ruling is final.

5.B Service Foot Faults

- Foot faults are self-officiated and cannot be ruled by the opposing team.
- The opposing team may not call foot faults during play.
- Concerns may be raised after the completion of the point.
- If a server acknowledges a foot fault, the point is awarded to the opposing team. If the server does not acknowledge a foot fault, the result of the point stands.

5.C Hindrance

- A hindrance is any condition or object that interferes with play, such as a ball or other object entering from outside the court. Again a ‘Ball on’ is not a hindrance in TYPTI.
- A hindrance must be caused by something outside the control of the players.
- Disruptions caused by a player (e.g., hats flying off, dropped rackets, clothing interference) do not constitute a hindrance.
- Any player can call a hindrance, which will result in stoppage of play and the point being replayed.
- In the absence of an official, the teams must agree that a valid hindrance occurred for the point to be replayed. If there is no agreement, it is categorized as a non-hindrance stoppage of play by the team that incorrectly called it.

5.D Stoppage of Play

- Except in the case of a valid hindrance, a team may not stop play of a point.
- If a team stops play, the point will be awarded to the opposing team.

5.E Player Communication

- In doubles play, partners may communicate with each other at any time during a point.
- This includes communication to convey likely ball position such as “back,” “out,” “let it bounce,” etc. Such communication while the ball is still in play will not constitute a line call.
- Communication that is excessive, abusive, or clearly intended to distract an opponent shall be considered player interference.

5.F Player Interference

- Players shall not intentionally distract, hindrance, or interfere with an opponent during a rally.
- Verbal or physical distractions that interfere with an opponent’s attempt to strike the ball constitute a fault.

6. SCORING

TYPTI uses a game/set/match format. Points are won as a result of faults as defined in the Faults section.

6.A Games — Stakes Scoring

A player/team must win three (3) consecutive points to win a game. The score is always called with respect to the serving player/team:

- The score will be “Up” if the serving player/team won the previous point.
- The score will be “Down” if the serving player/team lost the previous point.

Scoring Sequence:

- 1st consecutive point won → 1-Up (server won) or 1-Down (receiver won)
- 2nd consecutive point won → 2-Up or 2-Down
- 3rd consecutive point won → Game won
- A point is lost after a streak → score resets to 1-Up or 1-Down

Examples:

- Server wins a point → 1-Up. Server loses the next point → 1-Down.
- Server loses a point → 1-Down. Server wins the next point → 1-Up.
- Server wins a point → 1-Up. Wins again → 2-Up. Loses the next → 1-Down.
- Server loses a point → 1-Down. Loses again → 2-Down. Wins the next → 1-Up.

6.B Sets

- The first player/team to win five (5) games wins the set.
- A two-game margin is not required (e.g., 5-4 wins the set).

6.C Matches

- Doubles: Typically best of 3 sets. Best of 5 sets may be used in finals or designated tournaments.
- Singles: Can be best of 1 or 3 sets depending on the format.

7. SCORE AND SERVICE CORRECTIONS

7.A Incorrect Score

- The server is responsible for calling the correct score prior to each serve.
- If an incorrect score is identified before the serve is struck, it shall be corrected.
- If the serve has already been struck, the point shall be played and the result shall stand.
- After completion of the point, the score shall be corrected based on the last mutually agreed-upon score.
- If players cannot agree on the score, the score shall revert to the last score upon which all players were in agreement.

7.B Service Order Errors

- Service shall follow the established order for the set.
- If an incorrect server or receiving player is identified before the serve is struck, positions shall be corrected.
- If discovered after the serve is struck, the point shall stand.
- Service order shall be corrected before the next point begins.

7.C Serving from the Wrong Court

- If discovered before the serve is struck, the server shall reposition and serve from the correct court.
- If discovered after the serve is struck, the point shall stand.
- The server shall resume serving from the correct court based on the actual score.

8. PLAYER / TEAM POSITION AND SERVING

8.A Starting a Match

At the start of a match, players/teams will flip a coin, spin a racket, pick a number, or use some other means to determine who chooses first from ('Up' and 'Down' is imprinted on all OLO racquets.) The winner of that gets to choose whether they want to serve or receive, which side they want to start on, or to defer.

The player/team that did not choose first gets to choose the remaining option. Examples:

- Team A wins and chooses to serve. Team B chooses their preferred end of the court.
- Team A wins and chooses their preferred end. Team B chooses to serve or receive.
- Team A defers. Team B chooses to serve. Team A chooses their preferred end.

8.B Changing Ends

- Players and Teams change ends one time per set when the first player or team reaches 3 games (e.g., 3-0, 3-1, 3-2).
- There is no side switch at the end of a set.
- This helps equalize the effects of sun, wind, lighting, etc.

8.C Receiving Player / Team Court Positions

For doubles games:

- At the start of each set, teams choose which players to receive on the Ad and Deuce courts.
- In doubles, the player not receiving the serve can stand anywhere on the receiving side of the net.
- Each team may choose their starting servers in every set.
- After you serve in any given set, you must receive on the right side.
- One partner may not serve two games in a row in any given set.
- A receiving player may move during the serve, provided they do not interfere with a serve in progress (singles or doubles).

8.D Server Court Position

- The first serve of each game always begins from the Deuce Court.
- All points involving a '2' (2-Up or 2-Down) are served from the Deuce Court.
- All points involving a '1' (1-Up or 1-Down) are served from the Ad Court.
- It is possible that consecutive serves can be made from the Ad Court (e.g., when score transitions from 1-Up → 1-Down or from 1-Down → 1-Up). Much like deuce/ad in tennis, this could conceivably go on for perpetuity.

8.E Serve Order

- Each server serves for an entire game. At the end of a game, service switches to the other team.
- Service alternates each game, even across set boundaries. If Team A was serving when a set ends, Team B starts serving the next set.
- In doubles, teammates alternate serving whenever it is their team's turn to serve.

- At the beginning of a new set, either player on the serving team may serve the first game.

Example — Doubles Serve Order (Team A: Players 1 & 2 vs. Team B: Players 3 & 4; Team A serves first):

- Game 1: Player 1 serves
- Game 2: Player 3 serves
- Game 3: Player 2 serves
- Game 4: Player 4 serves
- Game 5: Sequence repeats beginning with Player 1

8.F The Serve

- The server shall call out the score prior to serving the ball.
- At the start of a game, the server calls out the set score starting with their team's score (e.g., "2-1").
- Before subsequent serves the game score shall be called (e.g., "1-Up," "1-Down," "2-Up," "2-Down").
- The serve must be struck below the server's belly button, either off the bounce or out of the air.

At the moment of contact with the ball:

- At least one foot must be in contact with the playing surface behind the baseline.
- Neither foot may touch the baseline or the court inside the service box.
- Neither foot may touch beyond the imaginary extensions of the sideline and centerline.
- Only one serve attempt is permitted per point.
- Serves must land within the service box (including all relevant service box boundary lines) diagonally across from the server.
- There are no lets in TYPTI. A serve contacting the net which lands in the service box is considered 'in.' A serve contacting the net but not landing within the service box is 'out' and a fault.

8.G Two-Bounce Requirement

- The serve must bounce on the receiver's side before the receiving player/team strikes the ball.
- The return of serve must bounce on the server's side before the serving player/team strikes the ball.

9. BALL CONTACT AND BODY STRIKES

9.A Permitted Strike Surfaces

- Players may strike the ball with their racket or any body part at any time during play.

9.B Ball Position During Strike

- Players must strike the ball on their side of the net with the exception that if the opposing team's shot lands in-bounds and then fully crosses back over the plane of the net before the player can strike it. In this scenario, the player may reach over and strike the ball.
- Players are allowed to finish their swing over the net. They may not hit on the opposition's side before it arrives to them.

9.C Continuous Motion Requirement

- Ball contact must occur in one continuous motion.

- Multiple contacts, double hits, and carries are permitted provided the swing is a single continuous and accelerating motion.

9.D Serve Contacting a Receiving Player

- A serve that directly contacts a player on the receiving side or their racket body (not the string bed) prior to bouncing does not end the point.
- If after contact, the ball does not cross the net and land in bounds, the point is awarded to the serving team.
- If after contact the ball crosses back over the net and lands in bounds, play continues.
- An exception: if a receiving player intentionally moves into the path of the served ball. This is deemed interference and a fault.

10. NET REBOUND RULE

10.A Net Recovery Attempt

- If a struck ball hits any part of the net (the net itself, the top tape, the post, the cord) and fails to cross it, the Net Rebound Rule comes into effect.
- This does not apply to a serve that strikes the net and fails to cross it — that is an immediate fault.
- A player may re-strike the ball one additional time with a body part or racket frame (not the string bed) in an attempt to continue the point.
- In doubles, each player may re-strike the ball once, for a total of 2 strikes per team, in an attempt to continue the point.
- The recovery attempt must occur before the ball bounces twice.

10.B Bounce Limit During Net Rebound

- During a rebound recovery attempt, the ball may only bounce one additional time (applies to both singles and doubles).
- If during a rebound recovery attempt the ball bounces twice, this is a fault.

10.C Recovery Success / Failure

- If after the allowed number of ball strikes the ball crosses the net and lands in-bounds, the net rebound recovery is successful and play continues.
- If after the allowed number of ball strikes the ball crosses the net and lands out of bounds, this is a fault.

11. FAULTS

Any fault results in a point awarded to the opposing team. A fault occurs when:

- A struck ball crosses the net and lands out of bounds.
- A struck ball lands directly on the striking player's side of the net.
- A struck ball hits a permanent structure that is not part of the net assembly (ceiling, rafters, fan, lighting, fencing, etc.).
- The ball bounces twice before being struck.
- The ball is struck on the opposing side of the net outside of the one aforementioned exception.

- A ball is struck into the net, fails to cross the net, and is not successfully recovered.
- A serve fails to land diagonally in the proper service box.
- The receiving player/team strikes the serve before it bounces, or the serving player/team strikes the return of serve before it bounces.
- A player touches the net during live play.
- The receiving partner intentionally moves into the path of a legal serve.
- Any player engages in player interference.

12. OTHER

12.A Broken Ball

- In the event the ball breaks in $\frac{1}{2}$ or any other multiple, the largest piece of the ball is still live. So if the larger piece goes 'in,' then the point is still in play. If the large piece goes 'out,' then the ball is considered out. In the event the pieces are completely even, then the point will be replayed.

13.Touching The Net

- If a player touches the net, they lose the point. If a player from each team touches the net, they the player who touches first or their team loses the point.

14.Blowing On The Ball

- It is permissible to blow on a ball to get it over the net.