

PICKLEBALL RULES HANDOUT

Background: Pickleball is a slow-moving racquet game played on a badminton sized court. The net is 3' high. Pickleball is played by either two or four people. Doubles play with four people.

Serving: The ball is served underhand, diagonally without bouncing the ball. Points are earned by the serving side only. Player must keep one foot behind the back line when serving. The serve is made underhand. The server must contact the ball in the air; it cannot be hit after a bounce.

Only one serve attempt is allowed, except if the ball touches the net on the serve and lands in the proper service court. Then the serve may be taken over.

1. A point is scored by the serving team when the receiving team (or player) makes a fault.
2. When the serving team makes its first fault, players will stay in the same courts and turn the ball over to the other team.

Singles Play: All rules apply with one exception; when serving in singles, each player serves from the right hand court when the score is 0 or an even number and from the left hand court when the score is odd numbered.

Determining the Serving Team or Player: Use a coin toss or rally the ball until a fault is made. The winner has the option of serving first or receiving.

VOLLEY: All volleying must be done with player's feet behind the non-volley zone line. It is a fault if the player steps over the line on the volley follow through.

DOUBLE BOUNCE RULE: Each team must play their first shot off the bounce. The receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it.

FAULT: It is a fault when:

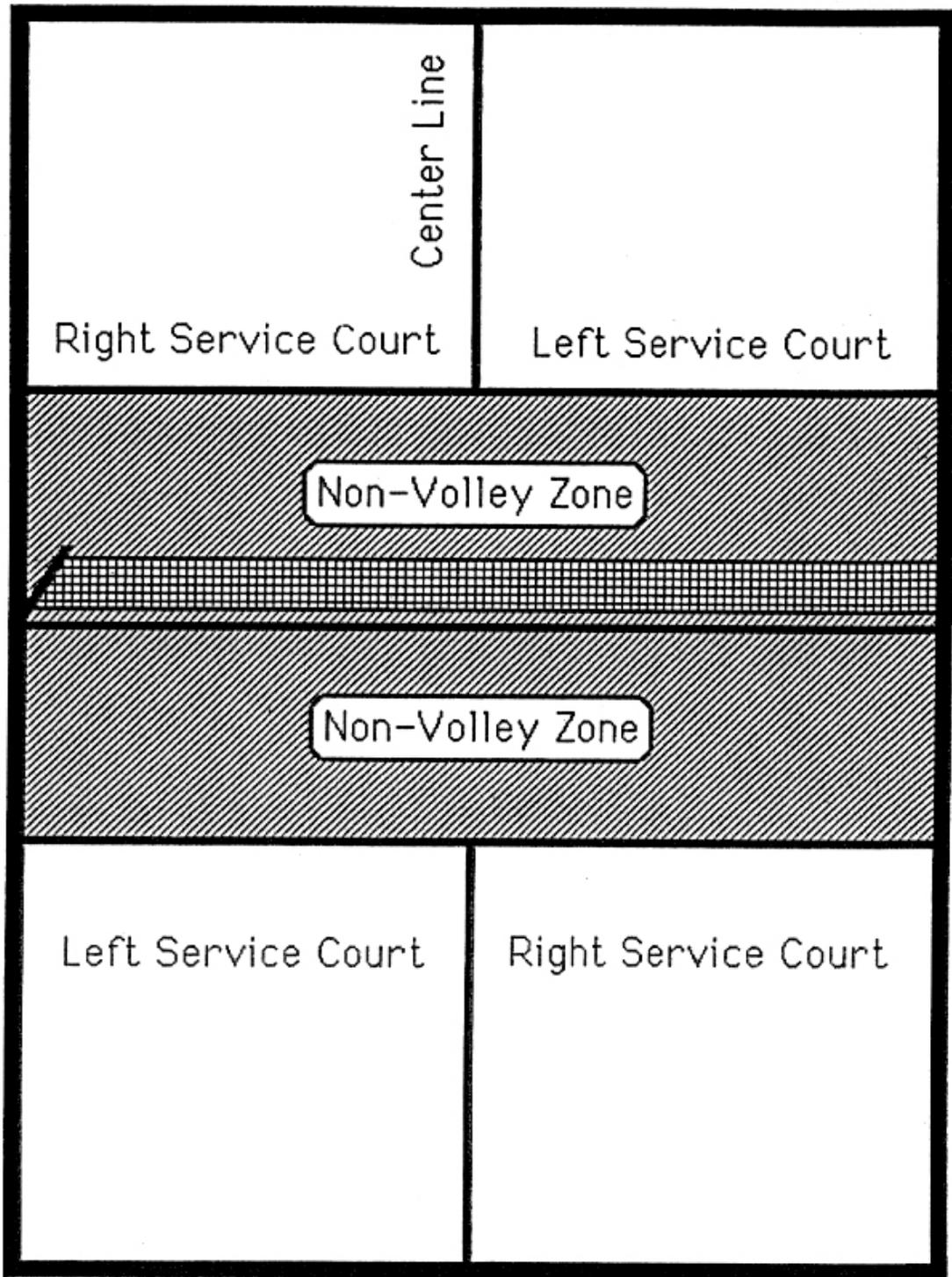
- a. A ball is hit out of bounds. A ball landing on the line is good.
- b. The ball does not clear the net.
- c. The player steps into the non-volley zone and volleys the ball.
- d. A player volleys the ball before it has bounced once on each side of the net.

SCORING: A team may score a point only when serving. A player who is serving shall continue serve until a fault is made by his/her team. The game is played to 11 points. A team must win by 2 points. Keep playing until there is a 2 point spread between teams.

ADDITIONAL RULES:

- a. The server may not serve until his opponent is ready, but the opponent shall be deemed "ready" if a return of serve is attempted.
- b. If a player is playing a ball that has bounced in the non-volley zone and she/he touches the net with the paddle or any part of the body, it will constitute a fault for that player.
- c. A service fault occurs when the server swings the paddle with the intent of striking the ball but misses.
- d. Only the player served to may receive the service, but if the ball touches or is hit by his/her partner, the serving side scores a point. Players switch courts only after scoring.

Endline



Court Size: 20' x 44'