

## SHORT FORM – PICKLEBALL RULES

The Serve: To determine who serves first, a coin toss, or a rally until a fault is made may be used. A minimum of three hits must be made for the rally to be valid. The winner has the option of serving or receiving first.

At the start of each game in doubles play, the first serving team is allowed only one fault before giving up the serve to the opponents. Thereafter, both members of each team will serve before the ball is turned over to the opposing team.

In singles play the server's score will always be an even number when serving from the right court and an odd number when serving from the left court.

Players must keep both feet behind the base line and at least one foot on the ground when serving.

The serve is made with an underhand stroke, without bouncing the ball on the court, so that contact with the ball is made at or below waist level. For physical reasons a player may not be able to serve with an underhand stroke. If the server is not gaining an advantage then it may be considered a good serve.

The serve is made diagonally cross-court and must clear the non-volley zone.

Only one serve attempt is allowed, except in the event of a 'let' (the ball touches the net on the serve, and lands on the proper service court) then the serve is taken over.

When the receiving team wins the serve, the player in the right hand court will always start play.

Except on the serve, a ball in play that lands on any court line is good. On the serve, a ball landing on the non-volley line is a fault.

Only the player served to may receive the service. If the ball touches or is hit by the player's partner, the serving side scores a point.

A server may not serve until his opponent is ready. The opponent shall be deemed ready if a return of serve is attempted.

The Volley: To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with the player's feet behind the non-volley zone line. If a player sees that the ball is going to land in the non-volley zone the player must let it bounce before returning it.

The hand below the wrist holding the paddle is considered part of the paddle and shots off any part of it are good.

It is a fault if the player steps into the non-volley zone on hitting the ball on the follow through.

A player cannot volley a ball while standing in the non-volley zone.

Double  
Bounce  
Rule

Each team must play their first shot off the bounce. That is, the first receiving team must let the served ball bounce, and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball may be volleyed or played off the bounce.

Broken/  
Cracked  
Ball

Play continues until the end of the rally. If, in the referee's judgment, the broken or cracked ball affected the outcome of the rally, then the referee will call for a replay. When not playing in a tournament, and the broken ball is noticed during the play of a point, the rally is finished and the outcome stands. A new ball is used for the net serve.

Faults:

Hitting the ball out of bounds.

Not clearing the net

Stepping into the non-volley zone and volleying the ball.

Volleying the ball before it has bounced once on each side of the net.

If a player is playing a ball that has bounced in the non-volley zone and the player touches the net with the paddle or any part of the body or clothing it will constitute a fault for that player.

A service fault occurs when the server swings the paddle with the intent of striking the ball but misses.

The Court:

Court specifications of 20-feet x 44-feet are standard for singles and doubles play. It includes a **non-volley line** that is 7 feet from the net, running across the 20-foot width. A service centerline connects the baseline to the non-volley line. A badminton court is often used.

Equipment:

Net: Fixed at 36 inches above the court on end posts and 34 inches at the middle.

Balls are made of a durable poly material molded with a smooth surface and free of texturing. They are 2-7/8 inches in diameter and weigh between .8 and 1.02 ounces. Spacing of holes and overall design conform to the straight flight characteristics required for play. A ball that bounces erratically should not be used. Any ball may be used, but it is highly recommend you use the JUGS or COSOM for indoor play and the SINGAPORE for outdoor play.

Paddles: The combined length and width including any edge guard and butt cap shall not exceed 24 inches (60.96 cm). The common paddle measures about 8" wide by 15-3/4 " long. There is no restriction on paddle thickness or weight.

Scoring:

Game: The first side scoring eleven points and leading by at least a two-point margin wins. If both sides are tied at ten points then play continues until one side wins by two points.

Match: Best two of three games or if there are time constraints or court restrictions, one game to twenty-one points.

Forfeiture:

A forfeit implies that a player or team is completely out of an event. You cannot forfeit a match and remain in the event. A referee may impose a forfeit when a player fails to continue play after a fifteen-minute injury timeout.