



Pickleball Rules

League Contact Information

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Overview

The ball is served diagonally (starting with the right-hand service-square), and points can only be scored by the side that serves. Players on each side must let the ball bounce once before volleys are allowed. There is a seven-foot no-volley zone on each side of the net, to prevent “spiking.” (As indicated in the diagram below). The server continues to serve, alternating service courts, until he or she faults.

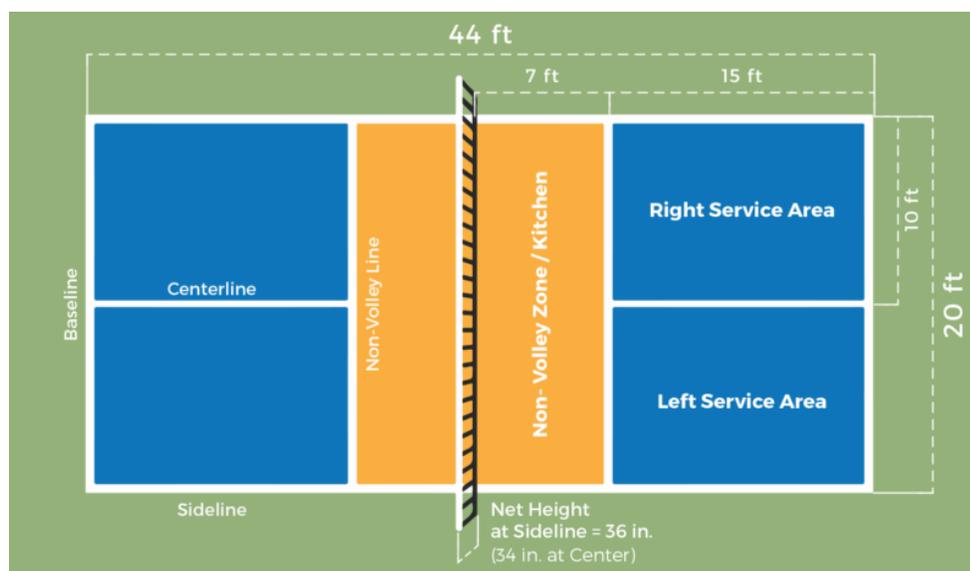
The first side scoring eleven points and leading by at least two points wins. Pickle-ball® can be played with singles or doubles.

Matches will consist of three games played to 11 (First team to 11 wins – you do not need to win by two – cap at 13).

Warm-up time will be included in the match time. The match should take roughly 1 hour to complete. If games have not been completed with 10 minutes left in the 1 hour time slot, games shall switch to rally scoring. In rally scoring, teams score a point regardless of which team is serving. The entire official USA Pickleball rule book can be found [here](#).

Court Size

Pickle-ball® is played on a badminton-sized court approximately 20' x 44.'



Equipment

Paddles, Balls and Nets will be provided by the league. Players are allowed to use their own



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paddles.

Players and Substitutes

All players must register online through the website and accept all league waivers. If an illegal player is discovered during game play, that player will be removed from the game and the team with an illegal player must finish the game short handed. If they do not have any additional rostered players, they must play the remainder of the match short handed.

Team rosters are open, there is no gender requirement. Teams may consist of male or female players.

Uniforms

Team shirts are provided by the league on a first come first serve basis. Players must be registered one week prior to the start of the season, or they may not receive a league shirt.

The Game

Game Duration

- 1 match = 3 games. Each game played 11 points. You do not have to win by two points. Points are only scored by the side that serves, up until the 50 minute mark in the hour time slot. With 10 minutes remaining in the hour time block, teams will switch to rally scoring. This means that any team winning a rally will be awarded a point (similar to rally scoring in volleyball)
- At least 3 games need to be played for the match to be official

Start of Play

Teams will play rock, paper, scissors. The winner can choose to serve first or the side of the court they prefer.

Serving

- The ball is served underhand and diagonally to the opponent's service court
- Player A serves → If Team AB wins the point, Player A switches positions with Player B and serves. This continues until Player A faults. After Player A faults, Player B serves. After Player B faults, the serve goes to the opposing team. When a team receives the serve, the player in the right hand court will always start play.
- The server is not allowed to bounce the ball and hit it off the bounce.
- The service must be made underhand and below the waist
- The server must keep both feet behind the endline while serving

DOUBLE-BOUNCE RULE

Also called the Two Bounce Rule, each team must play their first shot off of the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. Once these two bounces have occurred, the ball can either be volleyed or played off the bounce.

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Volleys

VOLLEYS To volley means to hit a ball in the air without first letting it bounce. In Pickle-ball®, this can only be done when the player's feet are behind the non-volley zone line (seven feet behind the net). Note: Is is a fault if the player steps over the line on his volley follow-through.

Scoring

A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his/her team. The game is played to 11 points. Teams do not need to win by 2. There will be a cap at 13 points. Any ball that lands on the line is considered in.

Faults

- A fault is any action that stops play because of a rule violation.
- The ball is hit into the net on the serve or any return
- The ball is volleyed before a bounce has occurred on each side
- The ball is hit out of bounds
- A ball is volleyed from the non-volley zone
- A ball bounces twice before being struck by the receiver
- A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play
- There is a violation of a service rule
- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court

Non-Volley Zone aka "the Kitchen"

- The non-volley zone is the court area within 7 feet on both sides of the net
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens
- A player may legally be in the non-volley zone any time other than when volleying a ball

Refs

ALL GAMES WILL BE SELF-REFFED. There will be a Game On! Staff staff member on-site to help interpret rules or if there are any discrepancies between the two teams that need to be addressed. Captains are responsible for recording the results of their game on the Game On! Website. Clipboards will be provided on each court to record the scores. Our staff will provide constant reminders with regards to this process.



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Team Rankings and Playoffs

- All teams make the playoffs.
- Seedings will be based on
 - Win/loss record
 - Head to Head
 - Overall sets won/lost differential
 - Overall games won/lost differential
 - Coin flip

Only rostered players may participate in playoffs. Games may be played with one player.

Other

1. **Please be sure to remove all items from the fields at the end of your game. This includes any trash (bottle, paper, wrappers, etc.). When the grounds crews have to clean up after us, it reduces the time they can be spending on upkeep of the playing surfaces.**
2. The league has a zero tolerance policy regarding fighting. The player(s) fighting will be immediately and indefinitely expelled from the league and/or the team forfeits the game and/or season.
3. **Player Ejection**

If an official ejects a player from a game, the player will not be eligible to play in the next scheduled game for which he/she is a team member.

 - a Example 1: A player is a member of multiple teams (i.e. different divisions) in the same league, Team A and Team B. Team B is playing at 10a, and the player gets ejected for swearing at the referee. Team B has no other games that day, but Team A has a game scheduled for 2p. The player will not be eligible to play in the 2p game.
 - b Example 2: A player is a member of multiple teams in the same league, Team C and Team D. Team D has a double header at 9a and 11a. Team C has a game at 10a. The player is ejected from the 9a game, for repeated and excessive illegal contact offenses. The player will not be able to play the 10a game with Team C. However, the player will be eligible for the 11a game with Team D.
 - c **NOTE:** This does not apply to a player who is asked to sit for a play or a series of plays. The player must be ejected for the remainder of the game for this to take effect.
4. **Schedule Requests**

We will do our best to honor all schedule requests but sometimes it is not possible. Bye weeks will be given highest priority.
5. **Rescheduling of Games**

If you elect to reschedule a game (with both parties in agreement and other logistics being covered), the new date and time must be known at the time of the reschedule. You may not have an if/then/maybe or otherwise open-ended game assignment.
6. The online copy of the rules is always the most current and accurate version.
7. Game On! Sports reserves the right to alter, modify, or change these rules at any time, for any reason, and without notice.