

# PICKLEBALL RULES

## 1. **Game:**

- a. Best 2 out of 3 games to 11.
  - i. If the score is tied, then the game continues until one player or team wins by two points.
  - ii. Players switch sides after the first game.
- b. Make sure your opponents are ready
- c. Call out the score so your opponents can hear you

## 2. **Serving:**

- a. Both feet must remain behind the baseline until after the ball is struck
- b. The serve must be made underhand.
- c. Paddle contact with the ball must be below the server's waist (navel level).
- d. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- e. 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; let serves are replayed).

## 3. **Service Sequence**

- a. Both players on the serving doubles team can serve and score points until they commit a fault \*(except for the first service sequence of each new game).
- b. The first serve of each side-out is made from the right/even court.
- c. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- d. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- e. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game\*).
- f. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- g. Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team can serve and score points until their team commits two faults.
- h. In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.
- i. \*At the beginning of each new game only one partner on the serving team can serve before faulting, after which the service passes to the receiving team.

## 4. **Score/Calls announcement**

- a. Points are scored only by the serving team.
- b. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.
- c. A ball contacting any line, except the non-volley zone line on a serve, is considered "in."

- d. A serve contacting the non-volley zone line is short and a fault.
  - e. Sometimes a score will be announced at the end of a heated rally, but the score should be announced again immediately prior to serving the ball.
  - f. When announcing the score make sure it is complete. In pickleball, the score consists of three numbers. Your team's score – Your opponent's score – Which server you are. (Example 5-4-2). When you announce the score, you should announce all three numbers.
  - g. Calls should be made by those playing the game not spectators.
5. **Two-Bounce Rule**
- a. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
  - b. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
  - c. The two-bounce rule eliminates the serve and volley advantage and extends rallies.
6. **Non-Volley Zone/Faults**
- a. The non-volley zone is the court area within 7 feet on both sides of the net.
  - b. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
  - c. 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.
  - d. 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.
  - e. A player may legally be in the non-volley zone any time other than when volleying a ball.
  - f. The non-volley zone is commonly referred to as "the kitchen."
  - g. A fault is any action that stops play because of a rule violation.
  - h. A fault by the receiving team results in a point for the serving team.
  - i. A fault by the serving team results in the server's loss of serve or side out.
7. **Ball Etiquette**
- a. Ball on court: Any time a ball comes onto your court, you should call out "BALL!" or "PICKLE!" and play should be stopped immediately. You should also alert players on adjacent courts when your ball is hit into their court.
  - b. Returning a ball that rolls onto your court: When a ball comes rolling across your court you should: Stop play, see who needs the ball, toss or hit the ball directly to that person. If no one wants the ball back, either put it in your pocket or toss it aside.
8. **Rotation:**
- a. We currently are using the paddle stacking system. Whenever there are more players than can be accommodated by the number of available pickleball courts, some "order of play" rules are necessary to ensure everyone gets fair access for play time.
    - i. When you come off the court after your game put your paddles at the end of the paddle line. Winners have the option of putting their paddles down first.
    - ii. Paddles must always be placed at the end of the line.
    - iii. You may put your paddles down as a single paddle, two stacked paddles, or four stacked paddles. Two stacked indicated you want to play partners with the other paddle owner, while four stacked paddles indicates four players who wish to play together.

- iv. Players may not stack their paddle with someone else's without that player's permission.
- v. Players may only stack paddles at the end of the line. If you want to stack with players further along in the line, they must bring their paddles back to the end of the line to be stacked.
- vi. Those stacking paddles will give up playing time for the chance to play with a partner (2 paddles stacked) or in a 4-some (4 paddles stacked).
- vii. If you are a single paddle and do not wish to play with a particular group you may ask the owner of the next single paddle in the rotation to take your place.
- viii. You may not move a paddle unless it is your own. Players are limited to only placing one paddle in the stack rotation.

9. **Setting up and taking down nets**

- a. Be respectful of those who did the work to set up the nets and allow them the first game
- b. If those that set up the net are not ready to play, then they will not be awarded the first game.
- c. If it's towards the end of the session and no one is waiting for a game, take down the net from the court you last played on.

**Unsportsmanlike Conduct:**

The JCC will not tolerate unsportsmanlike conduct and swearing. Our expectation is that players and spectators will at all times practice respect and conduct themselves in a positive manner. Any decisions regarding unsportsmanlike conduct are at the discretion of the JCC Staff.

- 1. If you deem behavior as unsportsmanlike, find a JCC Staff member to come to the court immediately. The decision of JCC Staff is final and cannot be debated. This is true even if the JCC Staff call is wrong. Debating a JCC Staff's call is considered unsportsmanlike conduct.
- 2. For any "flagrant unsportsmanlike conduct" on the part of players or spectators the offending team without warning can immediately forfeit the game. Further sanctions (including, but not limited to, member suspension/expulsion) can be enforced at the discretion of JCC Staff.
- 3. If any individual participant receives two instances of unsportsmanlike conduct in one day that individual is disqualified from the remainder of that day AND the following week. The individual must leave the facility immediately upon disqualification. Failure to do so will be considered "flagrant unsportsmanlike conduct".
- 10. The JCC Staff reserves the right to involve themselves in the monitoring of the issue of "flagrant unsportsmanlike conduct" of players or spectators, even if these actions supersede the role of the game official