

SUMMARY OF PICKLEBALL RULES

The Serve

- . The serve must be made underhand.
- . Paddle contact with the ball must be below the server's waist (naval level).
- . The serve is initiated with both feet behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- . The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- . 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.

Service Sequence

- . At the start of the game only one player of the doubles team have the opportunity to serve and score points until a fault is committed.
- . After the start of the game both players of the doubles team have the opportunity to serve and score points until a fault is committed.
- . The first serve of each side-out is made from the right-hand court.
- . If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- . As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- . When the first server loses the serve the partner then serves from their correct side of the court.
- . The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- . Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

Scoring

- . Points are scored only by the serving team; the score must be announced before the serve is initiated.
- . Games are normally played to 11 points, win by 2.
- . When announcing the score you must state the current points the serving team has, than the current points the opposing team has, and if you are the first our second server of the team.

Example: Service team has 5 points, opposing team has 3 points, and you are the first server. The score would be announced 5, 3, first server.

Example2: Service team has 9 points, opposing team has 6 points and you are the second server. The score would be announced 9, 6, second server.

Double-Bounce Rule

- . 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.
- . After the ball has bounced once in each team's court, both teams may either volley the ball or play it off a bounce.

Non-Volley Zone (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.
- . It is a fault if, when volleying a ball, the player steps into 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
- . You may enter the non-volley zone any time other than when volleying a ball, an example would be to return a ball that bounces into the non-volley zone.

Line Calls

- . A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
- . A serve contacting the non-volley zone line is short and a fault.
- . If one player on a team sees the ball out and the other team member sees it in than the ball is considered in.

Faults

- . A fault is any action that stops play because of a rule violation.
- . A fault by the receiving team results in a point for the serving team
- . A fault by the serving team results in the server's loss of serve or side out.
- . A fault occurs When:
 1. A service does not land within the confines of the receiving court
 2. The ball is hit into the net on the serve or any return
 3. The ball is volleyed before a bounce has occurred on each side (Two Bounce Rule)
 4. A ball bounces twice before being struck by the receiver
 5. A player, players clothing, or any part of a players paddle touches the net or post when the ball is in play
 6. There is a violation of a service rule
 7. A ball in play strikes a player or anything the player is wearing or carrying
 8. A ball in play strikes any permanent object before bouncing on the court.