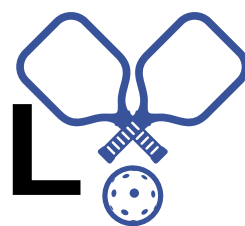




LEAGUE PLAY RULES

SINGLES

PICKLEBALL



The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server.

The Serving Sequence

- The server serves from the right/even court when his/her score is even and from the left/odd when score is odd.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd 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.

Scoring

- Points are scored only by the serving player.
- Games are played to 11 points, win by 2 points.
- Match is won by player who wins 2 of 3 games.
- If match is not determined at the end of 30 minutes, player in the lead wins.

Two-Bounce Rule

- When the ball is served, the receiving player must let it bounce before returning, and then the serving player must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each player's court, both players may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Line Calls

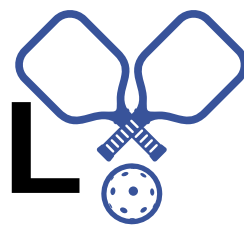
- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- A server contacting the non-volley zone line is short and a fault.



LEAGUE PLAY RULES

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Non-Volley Zone

- 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, 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.
- The non-volley zone is commonly referred to as "the kitchen."

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving player results in a point for the serving player.
- A fault by the serving player results in the server's loss of serve or side out.

Determining Serving Player

- Player listed first on the schedule will be first to serve.

The following rules are from USA Pickleball. For a copy of the complete rulebook and videos for how to improve your pickleball game, please visit:
www.usapickleball.org