**Pickleball Game Rules**

**The Game**

Pickleball is a simple paddle game, played with a special perforated, plastic, slow moving ball over a tennis type net, on a Badminton sized court. The ball is served underhanded, swinging the paddle below the waist, without bouncing it from the court. The ball is served to the opponent’s service zone. Points are scored by the serving side only and occur when the opponent faults (see fault list, page 2). The server continues to serve, alternating service courts, until server faults. A game is won by the first team which scores 11 (eleven) points, but must continue until one team achieves a two (2) point margin.

**Service Sequence Rules**

- Serve always starts in the right hand court and alternates from right hand side of court to left hand side of the court as long as the server holds the serve.
- The server must serve crosscourt.(To the court diagonally opposite)
- The team -serving the initial serve of the game called the Start is allowed only one fault before passing the serve to the opposite team. After that, each team member must serve and fault before passing service to the opposing team.
- Serving team members will rotate positions after scoring each point. The team member serving the second serve, after the first server’s team faults, must serve from whatever side the second server is playing from. Service will then continue to alternate from side to side, as long as the server holds serve.
- The receiving team does not alternate positions.
- The team’s points will always be even numbers when the game’s starting server is positioned on the right hand side of the court. Points will always be odd when the game’s starting server is positioned on the left hand side of the court.
- Players may toss a coin or rally the ball until a fault is made to determine the opening server. The winner of the toss/ rally has the option of serving or not serving first.

**Serving Rules**

**Serve Motion**

- The serve must be made with an underhand stroke so that contact with the ball is made below waist level. (Underhand Defined) The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball.
Serve Position

- The server must keep both feet behind the baseline during the serve with at least one foot on the court surface or ground at the time the ball is struck. The serve must be made while the server’s feet are within the confines of the serving court. These confines lie behind the serving court baseline and on or between the imaginary lines extended from the court centerline and each sideline.
- The serve must be made without bouncing the ball off the serving court and hitting it.

Service Bounce Rule

- The Serve the ball must be struck before it hits the court surface. The ball must land in the opponent’s crosscourt (diagonally opposite court) service court.
- Placement the serve must clear the net and the non-volley line and land in the opponent’s service court. The serve may land on any service court line except the non-volley zone line.
- Following the serving of the ball, the receiver must let the ball bounce before returning the serve. Then, the serving team must also let the returned serve bounce- before playing it. After the two bounces have occurred, the ball may be volleyed or played off a bounce until a fault is made.
- Only the player served to may receive the serve, but should the ball touch, or be struck by his/her partner, the serving side scores a point.
- A serve striking the net and landing within the service court is called a "let" and another serve is justified and there is no limit to the number of times this can occur.
- Service foot fault during the serve, when the ball is struck, the server’s feet shall not: touch the area outside the imaginary extension of the sideline.

You and your partner must discipline yourselves to look down at your feet throughout rallies played near the NVZ and call a fault on yourselves. Although your opponents opinion is always considered, there is no precedent in Pickleball that allows an opponent to call faults on the other side of the net. Therefore, all NVZ faults can only be called by the offending player or their partner.
**Non-Volley Zone Rules**

- A fault will be declared if a player or player's clothing or paddle, touches the court on or over the non-volley line while volleying the ball.
- A fault will be declared if, in the act of volleying the ball a player’s momentum causes the player, his clothing, or paddle, to touch the court, on or over the non-volley line.
- Should you volley a ball that hits your opponent or passes them on their court and your momentum causes you to step on or into the non-volley zone, it is a fault.
- Players may enter the non-volley zone or step on the non-volley line at any time as long as they are not or have not hit the ball on the volley.

NOTE: It is not a fault if the player steps on or over the line into the non-volley zone when hitting a ball that has bounced.

**Scoring**

- Only the serving team can score points.
- Points are scored by legally serving a ball that is not returned by the opponent or by winning the rally.
- GAME: Won by the first side scoring eleven (11) points and leading by at least a two (2)-point margin.
- Play continues until that has been accomplished.

**Other Rules**

- Hand Hitting the Ball: Balls hit by the paddle hand below the wrist while holding the paddle, are legal. It is a fault if a ball hits any other part of the body.
- Double/Carry Hits: A ball hit during one continuous, single direction stroke is legal, even though the ball may be unintentionally hit twice or "carried".
- Switching Hands: Paddle may be switched from hand to hand at any time. Two-handed shots are also legal.
- Injuries: Play is immediately discontinued.
• Reaching over net: If the ball bounces onto your side of the court and spins back over the net, you may reach over the net (i.e. breaking the plane of the net) to hit the ball. It is considered a valid return as long as you or your paddle does not touch the net.

• Net support post: Any ball hitting the post holding the net is declared a dead ball (fault) immediately.

• Catching the ball: It is a fault to catch the ball and claim it was going out. The ball must bounce on the court surface without interference.

• Distraction Fault: When receiving the ball should a player or their partner declare the ball "out" and the ball lands inbounds it is a fault on the declaring player. It is not a fault to declare a warning such as "no", "bounce it", let it land", etc.

• Ball hits a player: When the ball hits a player on the fly whether he is inside or outside the court boundaries is a fault.

• Around the net: It is not a fault if a ball being played lands in the opponent's court by traveling around the post and not passing directly over the net.

**Singles Play**

• All rules for doubles play apply to singles play with the following exception

• When serving in singles, each player serves from the RIGHT HAND court when the score is "0" or an even number, and from the LEFT HAND court when the score is "1,3, 5, etc. or an odd number.