

Pickleball Rules

League Overview

- There are three divisions in the league (leisure, intermediate, competitive); these divisions are based on self-determined skill levels.
- The league is six weeks long. You will play other doubles teams within your same division.
- Competitive league will have a seeded tournament following the league.
- Please be on time so you have a few minutes to warm up and begin play within 5 minutes of the start time.
- Have fun, be courteous and enjoy the friendly competition.

Game Play:

- Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose side or to serve or receive.
- Each court will be self-regulated by the players. Please do your best to ensure that you are calling balls in and out of bounds fairly.
- If a match is missed, it will not be made up.
- Each team is allowed two substitutes. These subs will come into play when one of the partners is not able to make it to one of the games. If one sub and an original player play a match, it will count towards the team's record.
- You are responsible for your own substitutes.
- Substitutes must be at a similar skill level or lower. Unless approved, subs from a higher division **will not be allowed**.
- If you cannot play or find a substitute, contact Emily Hultgren either by phone (573-719-0170/573-221-0154) or email (ehultgren@hannibal-mo.gov) **48 hours prior to game to ensure everyone is notified in a timely manner.**

The Serve

- Must serve underhand making contact with the ball below the waist.
- Server must have both feet behind the service line at the time of contact with the ball.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed.
- If the server attempts to serve but misses the ball completely, it counts as a serve.

Drop Serve (Provisional)

- Must naturally fall to the ground (can't propel).
- Drop the ball from your hand or paddle.
- Hit the serve after it bounce(s).
- Ball can be dropped from any height.
- Ball can bounce anywhere but feet must be behind service line.
- You may retoss the ball as many times as needed as long as it does not exceed 10 seconds.

Service Sequence

- Both players on the serving doubles team will serve and score points until they commit a fault *(except for the first service sequence of each new game).
- 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 *(except for the first service sequence of the game).
- 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.
- Games are played to 11 points, win by 2.

Double-Bounce Rule

- The ball must bounce twice, once on each side of the court, before players can hit the ball in the air on the "volley".
- After the ball had 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).

Non-Volley Zone (Kitchen)

- You can NOT step on the non-volley line or into the non-volley zone when making a volley shot (a shot in the air).
- You can step in the non-volley zone after making a ground strike.
- You can go into the non-volley zone to get a ball that bounces in there first.
- The ball cannot hit any part of the non-volley zone including the line on the serve.

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.
- Players will call the lines on their side of the net as honestly and fairly as they can.
- All “out” calls must be made “promptly” otherwise, the ball is presumed to still be in play. “Promptly” is defined as calling “out” prior to the ball being hit by the opponent or before a dead ball is declared.

Faults

- A fault is any action that stops play because of a rule violation.
- A fault occurs when:
 - A serve does not land within the confines of the receiving court.
 - 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.