



# Pickleball Rules

## The Basics

- Played with a paddle and perforated plastic ball (like a wiffle ball).
- Games are usually played doubles (2 vs 2) but can also be singles.
- Court size: 20' x 44' (same as badminton doubles court).

## Scoring

- Games are played to 11 points (must win by 2).
- Points are scored only when serving.
- Servers call the score as: server's score – receiver's score – serve number.
  - For example, if your team has 4 points, the opponents have 6, and you're the first server, you will call "4–6–1".

## Serving Rules

- Underhand serve only. Paddle must contact ball below the waist.
- Serve must land diagonally across the court, beyond the non-volley zone (kitchen).
- Only one serve attempt is allowed per server (except if the serve is a 'let' — the ball touches the net but still lands in the correct service box, in which case the serve is replayed).
- Both players on a team serve before the serve switches to the other team, except at the start of the game when only one player serves.

## Double-Bounce Rule

- After the serve, the receiving team must let the ball bounce once.
- The serving team must also let the return bounce once.
- After these two bounces, the ball may be hit in the air (volley) or after one bounce.



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## The Kitchen (Non-Volley Zone)

- The kitchen is the 7-foot zone on both sides of the net.
- Players cannot volley (hit the ball in the air) while standing in the kitchen.
- You can enter the kitchen to play a ball that has bounced.

## Faults

- A fault ends the rally. Common faults include:
  - 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.

## ✓ Quick Reminder

- Keep serves underhand.
- Let the ball bounce once on each side after the serve.
- Stay out of the kitchen unless the ball bounces.
- Only the serving team scores points.



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# Pickleball Court Etiquette

## Be Respectful

- Wait until the point is over before walking onto or across a court.
- Apologize for let balls (balls that roll onto another court).
- Use the gate instead of jumping fences or nets to enter a court.
- Keep your language positive — no shouting or arguing, even in frustration.

## Call the Score and Lines Clearly

- The server calls the score loudly before each serve.
- Line calls should be made quickly, loudly, and honestly.
- If you're unsure whether a ball was in or out, the benefit goes to your opponent — call it in.

## Be Ready and Fair

- Make sure everyone is ready before serving.
- If a serve comes before you're ready, politely call "Not ready."
- Don't celebrate opponent errors — a quick "nice try" or "good rally" goes a long way.

## Keep the Game Moving

- Limit warm-ups to a reasonable time if others are waiting.
- Return stray balls quickly and safely to the right court (roll them behind the baseline, not through active play).

## Respect Equipment and Space

- Keep personal gear off the court and out of walkways.
- Treat shared paddles, nets, and balls with care.



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# Pickleball Court Etiquette

## **Good Sportsmanship**

- Acknowledge great shots — even from opponents.
- Shake hands or paddle tap after each game.
- Encourage newer players and keep a positive tone, especially during mixed-skill play.

## **Follow the Golden Rule**

- Play the way you'd want others to play: fair, fun, and friendly.



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## Pre-Game Paddle System

- If the box is empty, place your paddle on either side.
- If there are already paddles in the queue, place your paddle in the shared box until there are 4 total.
- Once there are 4 paddles, begin adding other paddles to the next space further out.
- The set of 4 paddles on the “slider” side are the next to play.
- After each round, all paddles in the squares move up one space toward the slider side.

## Post Game Paddle System

- Use the “Win / Loss” signs to split paddles from the game that just ended.
- After your match, place your paddle on the Win or Loss side to schedule your next game.
- This helps ensure fair player rotation for upcoming matches.
- The next 4 paddles on the slider side go in for the next game.
- All paddles behind them move one space forward.

### ✓ Quick Reminder:

- Always place your paddle in the correct spot before and after your match.
- Follow the queue order to keep games rotating smoothly.
- The paddle queue ensures fair rotation and helps everyone get consistent playtime. Please follow the rotation order and do not skip ahead.
- Refrain from touching or adjusting anyone’s paddle in the queue.