

# Pickle-Ball Study Guide Page

## OFFICIAL PICKLE-BALL RULES

**1. COURT--** The size of the court is 20' x 44' for both doubles and singles. The net is hung at 36" on ends, and hangs 34" in the middle. When laying out a court, allow adequate space at each end and sides of the court boundary lines for player movement. (Three to five feet on ends and one to two feet on sides.) However, it should be noted that many families play Pickle-ball with little or no back and side court and enjoy the game.

**2. SERVE--** Player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist. The server must hit the ball in the air on the serve. He is NOT allowed to bounce it, and then hit it. The service is made diagonally cross-court and must clear the non-volley zone. Only one serve attempt is allowed, Except if the ball touches the net on the serve and lands in the proper service court. Then the serve may be played over. At the start of each new game, the 1st team is allowed only ONE fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When receiving team wins the serve, the player in the right hand court will always start play.

**3. VOLLEY--** To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with player's feet BEHIND the non-volley zone line. NOTE: It is a fault if the player steps over the line on his volley follow though.

**4. DOUBLE BOUNCE RULE--**Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it. After the bounces have occurred, the ball can be either volleyed or played off the bounce.

### **5. FAULT--**

- a. Hitting the ball out of bounds
- b. Not clearing net
- c. Stepping into the non-volley zone and volleying the ball
- d. Volleying the ball before it has bounced once on each side of the net as outlined in rule 4

**6. SCORING-** A team shall score a point only when serving. A player who is serving shall continue to do so until his team makes a fault. The game is played to 11 points; however, a team must win by 2 points.

**DETERMINING SERVING TEAM--** Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.

## **DOUBLES PLAY**

A. Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the RIGHT HAND serving court. The receiver before playing it. (rule 4 double bounce rule). After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.

B. If the fault is made by the receiving team, the serving team scores a point. When the serving team wins a point, its players will switch courts and the SAME player will continue to serve. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring.

## **SINGLES PLAY**

All the rules apply with the following exception: When serving in singles, each player serves from the RIGHT HAND court when his score is 0 or an even number, and then from the LEFT HAND court when his/her score is odd numbered.

## **GENERAL TIPS**

- a. Both member of the SERVING TEAM should be back near the base line at the time of the serve so that neither will forget to let the first returned ball bounce before they return it. (doubles bounce rule)
- b. After the ball is in play, lobbing it over the opponent's head can be effective strategy.
- c. A ball landing on any line is considered good.
- d. If a player sees that the ball is going to land in the non-volley zone, and he is going to let it bounce, s/he may move into the zone before it bounces, but must let it bounce before returning it.