

BREWTOWN RECREATION:

PICKLEBALL RULES



SECTION 1: GAME FORMAT

- Teams will play 1 match per week (3 Games)
- If a team wins the first 2 games (to secure the match), the 3rd game should still be played.
- Games will be played to 11 points
 - A game is finished when one team reaches 11 points.
 - If the score is tied at 10-10, then the game continues until one team wins by two points with no cap.
- There is a 50-minute time limit
 - If the 50-minute time limit is reached, the current game score will be solidified as a 'complete match.'

SECTION 2: EQUIPMENT

- Teams must provide their own personal equipment (i.e. paddle)
- Brewtown Rec will provide pickleball nets & balls. Please make sure to give the balls back to the League Supervisor after your match.

SECTION 3: LEAGUE SUPERVISOR

- The League Supervisor will be present for all matches and responsible for the following:
 - Collecting Match Scores

SECTION 4: ROSTER REQUIREMENTS

- Full Time Roster = 2 players
- Gender = Roster may consist of any combination (male/female, female/female or male/male)
- Eligible Players must:
 - Be on your online roster
 - Play at least 1 regular season game
 - Only be on one roster per league night
- Subs = Teams are allowed up to 2 subs
 - Subs must be the SAME ability as the 'self-ranked' team.
 - Subs must be listed on your active roster, labeled as (S) behind their name

SECTION 5: STARTING THE MATCH

- Home Team will be allowed to choose their side, choose to serve or choose to receive.

SECTION 6: ANNOUNCING THE SCORE

- You can ONLY score when your team is serving.
- Players must announce the score prior to serving.
- The server will say their score first, the other teams score second, and then what number server they are.
 - If I'm losing 3-8 and I'm my teams first server, I would call out 3-8-1.
 - If we lose that "point" my partner would serve and call 3-8-2.
 - If we win that point, my partner serves again and calls out 4-8-2.
 - When we lose the serve again, the other team's first server (which is whoever is on the right side) would call out 8-4-1 (as they would call out their score first).

- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

SECTION 7: CHANGING SIDES

- Teams would switch sides of the court when the first team reaches 6 points.
- It doesn't matter who reaches 6 points first.
- Teams would only make the switch once per game.

SECTION 8: APPROPRIATE SERVING MOTION

- 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 sideline or centerline and at least one foot must be behind the baseline on the playing surface.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Each player is allowed only one serving attempt unless it is a "let" serve. A let serve occurs when the serve hits the net and still lands in the correct service court. If this occurs, the serve is played over.

SECTION 9: SERVING RULES

- The server will continue service until they lose the point.
- If a point is scored, the server switches sides and serves 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.
- When the first server loses the serve their partner then serves from their correct side of the court (except for the first service sequence of the game – see below).
- Both players on the team will get their chance to serve before there is a true side out.
 - The only exception to this is the very start of the game. The team to serve first will only get one server but you still serve until you don't score.
 - The server would start at 0-0-2 (second server) but it's the player on the right who starts no matter what.
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

SECTION 10: WHAT ARE FAULTS?

- Serving the ball into an incorrect area.
- Hitting the ball out of bounds.
- Volleying the ball before it has bounced once on each side.
- Hitting the ball into the net or hitting the net with your paddle or body.
- Hitting the ball while in the non-volley zone before it is allowed to bounce.
- Touching the non-volley zone with your paddle or clothes while attempting to hit a volley.
- Stepping on or over the non-volley zone line on a follow through.
- Swinging the paddle with the intent of hitting the ball but missing.

SECTION 11: TWO BOUNCE RULE

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has 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).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

SECTION 12: THE KITCHEN (aka 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 zone, 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.

SECTION 13: LINE CALLS

- A ball contacting any part of 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.

SECTION 14: PLAYOFF TIE BREAKERS

- The order of tiebreakers = Overall Record > Head to Head/Like Opponents > Overall Games Lost

SECTION 15: FORFEIT RULE

- Any forfeit must be communicated 24 hours prior to game time.
- Same day forfeits will result in a \$40 fine. Fine must be paid to be eligible for future games.
- Any team with more than 2 forfeits will not be eligible for the League Championship Tourney.