



Anderson Park District

Pickleball League Rules

The following rules are a quick overview of how the game is played. There are rule modifications made to meet the recreational nature of the park district's league. All other rules will be governed by the USA Pickleball Association. The park district has the right to modify the league rules for the betterment of the league.

GENERAL GAME INFORMATION

Players:	Doubles league consisting of men's, women's and mixed couples. Teams consist of two players on the court.
Serve/Side:	Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose court side or to serve or receive. If the winner chooses to serve or receive, the loser picks the starting court side. If the winner chooses the starting court side, the loser chooses to serve or receive.
Game:	Teams play two or three games each date. The number of games played each date depends on the number of teams signed up for the league. The first side scoring 11 points and leading by at least a two-point margin wins. If both sides are tied at 10 points, then play continues until one side wins by two points.
Serve:	At the beginning of each new game, only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team. After that, each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.
Scoring:	Points are scored only by the serving team.
Faults:	A fault is any action that stops play because of a rule violation.
Subs:	All substitute players must complete an ATPD waiver before play. If a team is unable to find a substitute player, the team will forfeit that date's scheduled game(s).

GAME PLAY

- The game ball will be provided by the ATPD. Players are responsible for their own paddles.
- Teams are responsible for recording their score (on-site) following each game.
- If the sun is an interference for one team, teams may switch sides once one team has reached six points.

SERVICE SEQUENCE

- At the beginning of each new game, only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team. After that, each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.
- The first serve of each side out is made from the right-hand court. Side out is declared after one side loses its service and other side is awarded service.
- 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. 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.

SERVE

- The serve must be underhand. The ball should be hit into the air without being bounced.
- Paddle contact with the ball must be below the server's waist (navel level).
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).
- Serves shall not be made until the receiver is ready and the score has been called. Serving before the score is called shall result in a fault, and loss of serve.
- If a ball from another court interferes with your game, you may call it and re-do the serve.

DOUBLE 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).

SCORING

- Points are scored only by the serving team.
- The score should be called as three numbers. The proper sequence for calling the score is: Server Score—Receiver Score—Server one or two. To start a game, the score will be called: Zero—Zero—Start.
- The team's points will be even when the game's starting server is on the right-hand side. Points will be odd when the game's starting server is on the left-hand side.

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.
- A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds if there are official line judges present.
- Players will call the lines on their side of the court.
- No player should question an opponent's call unless asked. A player should ask the opponent's opinion if the opponent was in a better position to see the call. An opponent's opinion, if requested, shall be accepted. The opinion of a player looking down the line is more likely to be accurate than one looking across the line.

NON-VOLLEY ZONE (COMMONLY REFERRED TO AS “THE KITCHEN”)

- The non-volley zone is the court area within seven 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 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.
- A player may enter the non-volley zone before or after returning any ball that bounces.
- If a player has touched the non-volley zone for any reason, that player cannot volley the return until both feet have made contact with the playing surface completely outside the non-volley zone.
- The act of volleying the ball includes the swing, the follow-through, and the momentum from the action. If the paddle touches the non-volley zone during the swing, it is a fault regardless of whether the touch occurred before or after contacting the ball.
- Non-volley zone faults may be called by any player on either team.

FAULTS

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server’s loss of serve or side out.
- A player must have possession of the paddle when it makes contact with the ball.
- 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 and/or non-volley zone 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.

**The Anderson Park District reserves the right to modify any rules as deemed necessary.
Teams are subject to disqualification for inappropriate behavior.**

Revised 2/8/18