



PICKLEBALL GAME RULES - 2026 SEASON

1. BASIC GAME FORMAT

- 1.1. Teams play 2 vs. 2.
- 1.2. Matches are played as a best-of-3 series.
- 1.3. Each game is played to 15 points, win by 2.
- 1.4. Only the serving team can score points.
- 1.5. Teams switch sides after each game.

2. SERVING RULES

- 2.1. Serves must be made underhand.
- 2.2. The serve must travel diagonally crosscourt and clear the non-volley zone (kitchen).
- 2.3. Each player on the serving team serves until a fault is committed.
- 2.4. At the beginning of the game, only one player on the first serving team serves before service passes to the opposing team (first server exception).
- 2.5. The player on the right side of the court always serves first.
- 2.6. After each point is won, the server switches sides with their partner and continues serving.

3. SERVE ROTATION

- 3.1. When the first server on a team commits a fault, the second player serves.
- 3.2. After the second server commits a fault, service passes to the other team.
- 3.3. When the serve changes teams, the player on the right side always starts the service.

4. FAULTS

- 4.1. The ball lands out of bounds.
- 4.2. The serve hits the net and does not land in the correct service area.
- 4.3. A volley is made while standing in the non-volley zone.
- 4.4. The ball is hit before it bounces once on each side following the serve (violating the two-bounce rule).
- 4.5 The honor code will be used to judge a fault. In an instance there is a disagreement, a re-do will be called.



5. NON-VOLLEY ZONE RULES (KITCHEN)

- 5.1. Players may not volley the ball while standing in the kitchen.
- 5.2. Players may enter the kitchen to play a ball only after it has bounced.
- 5.3. A player's momentum may not carry them into the kitchen after a volley.

6. CALLING THE SCORE

- 6.1. The score is called as: [Serving team score] – [Receiving team score] – [Server number (1 or 2)].
- 6.2. Example: “4 – 3 – 1” means the serving team has 4 points, the receiving team has 3 points, and the first server is serving.

7. WINNING THE MATCH AND STANDINGS RESULTS

- 7.1. The first team to win 2 out of 3 games wins the series.
- 7.2. Each game is played to 15 points and must be won by 2 points.

8. STANDINGS TIE-BREAKERS

In the event two or more teams are tied in the standings at the end of the regular season, the following tiebreakers apply in order:

- 8.1. Winning percentage

9. ZERO TOLERANCE POLICY: VERBAL OR PHYSICAL ABUSE OF, PLAYERS OR STAFF WILL RESULT IN DISCIPLINARY ACTION, INCLUDING SUSPENSIONS OR PERMANENT BANS. NO REFUNDS WILL BE ISSUED FOR MISSED GAMES DUE TO SUSPENSION OR EXPULSION.

10. Forfeiting a match - whether due to lack of eligible players, use of unapproved substitutes, or voluntary withdrawal will result in a recorded match loss.
11. No refunds will be given for injuries or missed games.



TERMS AND CONDITIONS WAIVER

By registering for the SportLife Pickleball League, all participants agree to the following terms:

1. **Participation** is voluntary, and all players understand the physical nature of the sport.
2. **SportLife** is not responsible for any injuries, accidents, or medical conditions that may arise during league play or while on site.
3. Players participate at their own risk
4. All participants agree to conduct themselves respectfully toward other players, referees, staff, and facilities.
5. SportLife reserves the right to remove any participant for unsportsmanlike behavior, safety concerns, or violation of league rules.
6. By registering, participants grant SportLife permission to use any photos or video taken during league activities for promotional purposes.

By signing up, you acknowledge that you have read and understood these terms and voluntarily agree to release SportLife and all associated parties from any liability related to your participation.