

Wellness and Recreation

Rule 1: Equipment

- A. Pickleball balls and paddles are available for checkout at the event on a first-come, first-served basis.
- B. Participants may use their own paddles.

Rule 2: The Game

- A. To determine the team that will serve first play a game of rock paper scissors
- A. The ball is served diagonally to the opponent's service court **underhanded** without bouncing it off the court or in the kitchen (Non-Volley Zone).
- B. Points are scored by the serving side only and occur when the opponent faults (fails to return the ball, hits the ball out of bounds, etc.). The server continues to serve, alternating service courts, until the serving side faults. The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied, then play continues until a team reaches 13 points.
- C. A ball hitting any line (except the non-volley zone line on a serve) is considered in.
- D. Double Bounce Rule: Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it before it has bounced).
- E. Non-Volley Zone: A player cannot volley a ball while standing within the non-volley zone.
 - The non-volley zone is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.
 - Commonly referred to as the "kitchen"
 - Players are legally allowed to stand in the kitchen except for when volleying.
- F. The ball can be hit around the net into the other side of the courts as long as it lands in bounds

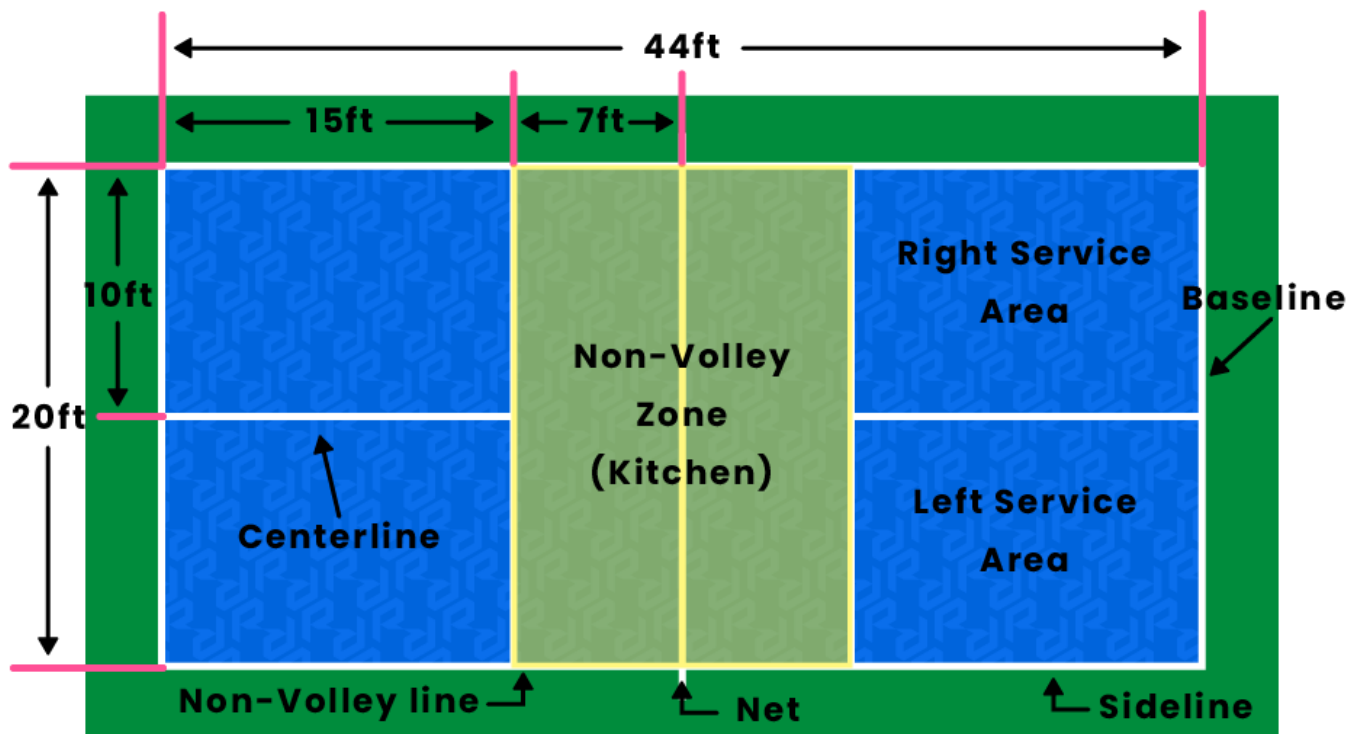
Rule 3: Scoring

- A. Only the serving team scores points.
 - B. 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-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.
 - C. The second server for that team will serve from their position before the fault occurred
- D. Before a serve, the serving team should say the score of the game using the three number system "your score, opponents score, serving order ("serving 1" or "serving 2")"
- E. At the start of a game, the serving team will start with a count of "0,0,2". After the first fault from the serving team, the serve will switch to the receiving team that will start with a count of "your score, opponent score, serving 1". After the new serving team faults the serve will switch to the second player on the serving team so the count will be "your score, opponent score, serving 2". The cycle will continue until the game is over.
- F. Games are played to 11 points, win by 2 cap is 13 for the regular season.
- G. Games are best 2 out of 3

Rule 4: Overtime

Regular Season: Games should not exceed the time allotted for the game to be played. If the game is not complete by the time of the next game and the team with the highest score is not within 2 points of 11, the target score will be the score of the team with the highest score + 2. If the games are already in overtime, continue the game as normal with a cap of 13.

Playoffs: Games will be played until completion with a game cap of 15.



Pickleball Court Rules and Dimensions