

# Pickleball

## League Rules



### Sportsmanship

BrickHouse Fitness expects all participants to play with the highest level of sportsmanship. Rude, demeaning or disrespectful behavior to other teams, your own team, or any BrickHouse staff members will not be tolerated under any circumstance. Such behavior may result in that player being ejected from the game. Such ejection may result in further suspension from participation in current and/or future BrickHouse events/leagues. An ejected person is expected to leave the premises immediately.

Any disputes or complaints may be addressed with the Athletic Director after the day the incident took place. The day of the incident, all calls are final.

### Basic Overview

Pickleball is played on a badminton-sized court: 20' x 44.' The ball is served diagonally (starting with the right-hand service-square), and points can only be scored by the side that serves.

Players on each side must let the ball bounce once before volleys are allowed, and there is a seven-foot no-volley zone on each side of the net, to prevent "spiking." The server continues to serve, alternating service courts, until he or she faults. The first side scoring eleven points and leading by at least two points wins.

### The Serve

Serves are to be made diagonally, starting with the right-hand service-square and alternating each serve. The serve must clear the seven-foot non-volley-zone in front of the net and land in the diagonal service court. (A serve that hits the non-volley zone line is out.)

Serves should always be done underhand with the paddle below the waist, and the server must keep both feet behind the baseline when serving. The Server must hit the ball in the air on the serve. The Server is NOT allowed to bounce the ball and hit it off the bounce.

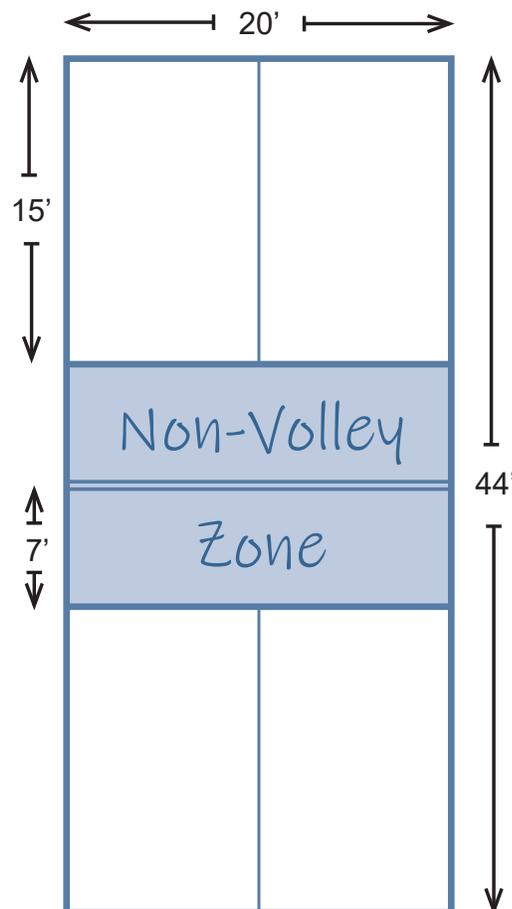
When playing doubles, alternate serves between the team until a fault occurs.

### Double-Bounce Rule

Also called the Two Bounce Rule, each team must play their first shot off of 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. Once these two bounces have occurred, the ball can either be volleyed or played off the bounce.

### Volleys

To volley means to hit a ball in the air without first letting it bounce. In Pickleball, this can only be done when the player's feet are behind the non-volley zone line (seven feet behind the net). Note: Is is a fault if the player steps over the line on his volley follow-through.



## Fault

A fault is committed when the ball:

- Touches any part of the non-volley zone on the serve (including the line).
- Is hit out of bounds
- Does not clear the net
- Is volleyed from the non-volley zone
- Is volleyed before a bounce has occurred on each side

## Scoring

A team shall score a point only when serving. When playing doubles, each player on a team shall keep serving (alternating) until their team makes a fault, then the serve moves to the opposing team - this is called a Side Out. The game is played to 11 points, however a team must win by 2 points.

## Double Play Positioning Movements

In Image A below, you can see that Server (player 1) serves from the right hand side of the serving team's court diagonally across court to the Receiver (player 3) in the opposite right hand side of the court. The receiver (player 3) must let the ball bounce before returning the serve. The serving team must also let the return bounce before playing it (the Double Bounce Rule). After two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.

## Facility

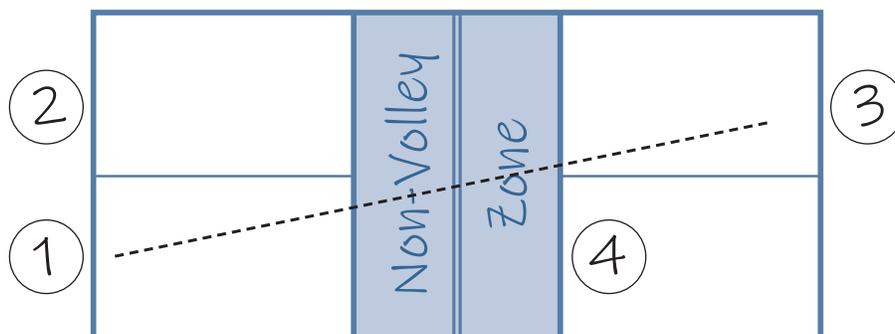
Profanity is not permitted on the court. You may be asked to leave or forfeit the game if this rule is not followed....even if you call "earmuffs".

Have fun and follow any other rules that go along with being a normal human being.

## Winning the League

Winner of the league will be determined in the following order:

- Matches Won
- Head to Head Matchup
- Games Won
- Coin Flip (or playoff if available)



Serving Position for Doubles