

Pickleball Rules

All players need to have registered their team using the registration link found on the [Campus Recreation website](#), in the Student News and Events email, the Stall Study, social media, and/or the campus bulletins. All players will be required to sign the Activity Consent and Release form BEFORE they may participate in their first game. All players must sign-in prior to each game. No exceptions!

All rules will be governed by USA Pickleball Association except for those exceptions listed below.

1. TEAM/EQUIPMENT

1. A team is comprised of 2 participants.
2. Players may bring their own paddles, but only authorized paddles will be allowed.
3. If a player does not show up during their game time, they may arrive late, but the opposing team will be awarded 1 point for every minute the player is late.
 - a. If a player is 10 minutes late, their team will start down one set.
 - b. If a player is 20 minutes, the matchup will be forfeited and marked as an 0-2 loss.

2. SCORING

1. A team can only score a point when serving.
2. A player who is serving will continue to do so until a fault is made by the serving team.
3. All games are best 2 of 3 sets.
4. Each set is played to 11 points, win by 2.

3. SERVING

1. Players must keep at least one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist.
2. One serve attempt is allowed, unless the ball lands in the volley zone and touches the top of the net beforehand. In that case, the server is given another attempt.
3. At the start of each game, the 1st serving team is allowed only one fault before giving up the ball to the opposing team. Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team.
4. Player in RIGHT HAND court serves diagonally across court to receiver in opposite RIGHT HAND court when their score is an even number (0, 2, 4...). The ball must clear the non-volley zone (kitchen) and land in the opposite RIGHT HAND serving court.

5. Player in LEFT HAND court serves diagonally across court to receiver in opposite LEFT HAND court when their score is an odd number (1, 3, 5...). The ball must clear the non-volley zone (kitchen) and land in the opposite LEFT HAND serving court.
6. Server 1 will serve, alternating service sides after each point is won, until a rally is lost or a fault is called on the server's team. After Server 1's team loses a rally or faults, Server 2 will serve.
7. Once Server 2 loses a rally or faults, a side out has occurred. This means the opposing team now serves, starting with the player in the RIGHT HAND court as in rule 3.4

4. PLAYING

1. The receiver of the serve must let the ball bounce before returning the serve.
2. The serving team must also let the return bounce before playing it.
3. After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
4. If the fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch courts on their side and the same player will continue to serve. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay on the same courts and turn the ball over to the other team.
5. Players switch courts only after scoring.
6. A ball landing on any line is considered in play.

5. FAULTS

1. Stepping into the non-volley zone (NVZ) (kitchen) and volleying the ball without the ball first bouncing in the NVZ is a fault.
2. Volleying the ball before it has bounced once on each side of the net while receiving the serve or the ball hit immediately after.

Games are self-officiated. Any discrepancies must be settled by the players within 1 minute, or the match will be declared a forfeit for both teams by the Campus Recreation Staff.