



Adult Pickleball League Rules

The Serve

- Home team serves first.
- The serve must be underhand.
- Paddle contact with the ball must be below the server's waist.
- **(Outdoor Rule)** The serve is initiated with both feet behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- **(Indoor Rule)** The serve is initiated with at least one foot behind the baseline
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed, ***let** serves are played
 - o ***Let** - ball touches the net on the serve and lands on the proper service court
- Server must announce the score so all players can hear before the serve.

Service Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a ***fault** (except for the first sequence of each new game)
 - o ***Fault** - any action that stops play because of a rule violation. A fault by the receiving team results in a point for the service team. A fault by the service team results in the server's loss of serve.
- The first serve for each team is made from the right/even court
- If a point is scored, the server switches sides and initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues to switch 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 (except for the first sequence of each new game)
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition, the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

Scoring

- Points are scored only by the serving team.
- 3 games, played to 11 straight. Teams do not have to win by 2.
- 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/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving

Two-Bounce Rule

- When the ball is served the receiving team must let it bounce before returning. The serving team must then let the ball bounce before returning.
- After the ball has bounced once in each team's court, both teams can play using ***volleys** or ***ground strokes**.
 - o ***Volley** – hit the ball out of the air and before it bounces
 - o ***Ground Strokes** – hit the ball after it has bounced once

Kitchen (Non-Volley Zone)

- The kitchen is the court area within 7 feet of the net on both sides.
- Volleying is prohibited within the kitchen.
- It is a fault if:
 - o When volleying a ball the player steps in the kitchen, including the line, and/or when the player's momentum causes them (or anything they are wearing or carrying) to touch the kitchen including any associated lines.
 - o After volleying, a player is carried by their momentum into or touches the kitchen lines, even if the ball is considered dead before this happens.
 - o If a ball hits you while in the kitchen.
 - o If a serve hits the kitchen area (including any kitchen lines)
- A player may legally be in the kitchen any time other than when volleying a ball.
- A player may make contact with a ball while in the kitchen via ground stroke.

Line Calls

- A ball contacting any line, except the kitchen line, is considered "in".
- **Any dispute on line calls is finalized by the player closest to the ball. No do overs.**

Code of Conduct

- If any of the following situations occur, that player will be required to leave the courts and will meet with the Program Coordinator before they are allowed to continue their participation in the Pickleball League:
 - Excessive use of inappropriate language or actions (i.e. - swearing, taunting, arguing, etc.)
 - Use of physical violence (i.e. - fighting, slapping, etc.)
 - Displaying any other form of unsportsmanlike conduct.
- Multiple offenses will result in expulsion from the league with no refund of league fee.

Substitute Players

- In the event a player is unable to play any given week, a substitute will be required to fill in for that player.
 - For a 9-person league – the player on a BYE week is the first person to substitute. If that person is unavailable or already subbing, then players should call from the sub list.
 - For an 8-person league – subs should be called off of the sub list.
 - If you are unable to find a sub from the sub list, please let the Program Coordinator for the Village Center know prior to the day of league play.
- Substitutes will be required to pay a daily drop-in fee to play up to the fee of the league at the rate of:
 - Resident \$4.00/Non-Resident \$5.00 (R\$25 or 6 games/NR\$35 or 7 games)
 - This fee can be paid online, in-person, or over the phone at 608-850-5992
- Subs will receive the lowest number of points scored that day +1 point for the registered league player
- If a player misses more than one week without a substitute to fill in, that player will be removed from the league with no refund of league fee.