

Pickleball Rules Summary- see <http://www.USAPA.org> for Official Rulebook

Equipment: The ball is a plastic whiffle-type ball with holes. The paddle is usually 8 inches wide and 15 inches long, including the handle, and has a solid smooth surface. The court is 20'x 44'. The net is 34" in middle and 36" at the ends.

Scoring: Points are scored only by the serving team and are earned when an opponent faults and loses the rally. The first team scoring 11 points and leading by at least two points wins. The server should say the score before serving. There are 3 digits to the score: your score, the opponents' score and if you are server #1 or #2. For example: 8-6-2.

Serving Requirements: The serve is underhand and is made diagonally cross-court to the opponent's service box. The paddle must contact the ball below the waist. You may not bounce a ball on the ground to serve it. The serve must clear the 7-foot horizontal line from the net. All other lines are considered in-bounds at all times. Only one service attempt is allowed, except in the event of a let (the ball touches the net on the serve but still lands in the proper service court). All let serves are replayed. At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface behind the baseline and neither foot may touch the baseline or the outside of the imaginary extension of the center line and sideline.

Serving Rotation: At the start of each game, only one person serves for the first team. Thereafter, each player on each team is allowed to serve. The very first score called by the very first server is "0-0-2" or "0-0-Start." When the serving team wins a rally, they get a point and then switch positions for the same server to continue serving from alternate sides. When the serving team faults, they do not switch positions; the serve either goes to the second server on their team or to the first server on the other team. Each time a team receives the serve, whoever is in the right-hand court (facing the net) will serve first for that team and will be Server #1, regardless if they were #1 or #2 the last time their team served.

Double Bounce Rule: Both teams must play their first shot off the bounce. That is, the receiving team must let the serve bounce before hitting the ball back and the serving team must also let the return of serve bounce before hitting it. Once those two bounces have occurred, the ball can either be hit in the air (volleyed) or hit off the bounce.

The Non-Volley Zone: is the 7-foot zone on both sides of the net, and is also referred to as the "Kitchen." To volley, means to hit the ball in the air without first letting it bounce. Players may not step on or over the Kitchen line, while volleying the ball. It is also a fault if a player's momentum, after hitting a volley, causes the player, or anything the player is wearing or carrying (paddle), to touch the non-volley zone, even if the ball is declared dead before the player touches the zone. A player may be in the non-volley zone at any other time (to hit a ball that will bounce or has already bounced).

Singles Play: The server serves from the right side, when their score is even, and from the left side, when their score is odd. The court is the same size for singles and doubles.

Fault examples:

- * Failing to return the serve
- * Hitting the ball out of bounds or into the net
- * Non-Volley Zone (or Kitchen) violation
- * Double Bounce Rule violation
- * Being touched by the ball (other than hand holding paddle) while standing in the field of play
- * Serving before the score is announced
- * Failing to serve underhand
- * Foot fault while serving