

SINGLES PICKLEBALL RULES

(abbreviated)

The Serve

- The serve must be underhand. Paddle lower than wrist!
- Paddle contact with the ball must be below the server's waist (navel level).
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- The serve is made diagonally crosscourt and must land within the opposite service court (the area between the non-volley zone and the baseline).
- Only one serve attempt is allowed, except in the event of a "let" (the ball touches the net on the serve and lands in the proper service court; let serves are replayed).

Service Sequence

- The first serve of each service sequence is made from the right-hand court.
- If a point is scored, the server switches sides and initiates the next serve from the left-hand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the server loses the serve.
- In singles the server serves from the right-hand court when his/her score is even and from the left when the score is odd.

Scoring

- Points are scored only by the server.
- Games are normally played to 11 points, win by 2.
- When the server's score is even (0, 2, 4, 6, 8, 10...) the player 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.

Two-Bounce Rule

- When the ball is served, the receiver must let it bounce before returning, and then the server must let it bounce before returning, thus two bounces.

- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (groundstroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone, commonly referred to as **“the kitchen.”**

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps in the non-volley zone, including the line, and/or when the player's momentum causes him/her or anything the player is wearing or carrying to touch the non-volley zone, including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.

Line Calls

- A ball contacting any line, except the non-volley zone line on a serve, is considered “in.”
- A serve contacting the non-volley zone line is short and a fault.

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve and side out if second server.

A fault occurs when:

- The ball is hit into the net or out of bounds
- A serve does not land within the confines of the receiving court
- The ball is volleyed before a bounce has occurred on each side after the serve
- A ball is volleyed from within the non-volley zone
- A ball bounces twice before being struck by the receiver
- A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play
- There is a violation of a service rule
- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court