



## Basic Rules of Pickleball

The serve must be hit underhand and each team must play the first shot off the bounce.

After the ball has bounced once on each side, both teams can either volley the ball in the air (not in the no volley zone (NVZ)/kitchen) or play it off the bounce.

To volley a ball means hitting it in the air without letting the ball bounce.

No volleying is permitted within the 7-foot non-volley zone thus eliminating smashes from this area on both sides of the net.

Other than the game starting serve which is for one player only both players on the serving team are allowed to serve and points for a team can only be scored when serving.

A game is played to 11 points and a team must win by at least 2 points.

Points are lost by hitting the ball out of bounds, hitting the net, stepping into the non-volley zone and volleying the ball, or by volleying the ball before the ball has bounced on each side of the net.

### More Detailed Rules of Pickleball

#### The Serve

Players must have both feet behind the backline when serving

The serve is made underhand.

The paddle must pass below the waist.

The ball must be hit in the air for serve not bounced.

The serve is made diagonally cross court and must clear the non-volley zone.

Only one serve attempt is allowed other than a let.

Other than the game starting serve which is for one player only both players on the serving team are allowed to serve and points for a team can only be scored when serving. The serve starts in the right hand court.

#### Double Bounce Rule

Each team must play its first shot off the bounce.

The receiving team must let the serve bounce and the serve team must let the return of serve bounce.

After the two bounces have occurred the ball can be volleyed or played off the bounce.

#### Rules Specific to Doubles Play

If the receiving team faults, a point is scored by the serving team.

When the serving team makes its first fault, player will remain in the same court and the second partner will then serve.

When the serving partnership wins a point, players will switch courts and the first server continues to serve until there is a fault.

When the serving partnership makes its second fault the serve goes over to their opponents.

Players switch courts only after winning a point.

A ball landing on any line is considered good.

