

Pickleball League Rules

League Authority

1. The operation of this league will be fully governed by the regulations and policies set forth by the Garden City Parks & Recreation. The Recreation staff will be responsible for the overall operation of the league.
2. There shall be no refund of team entry fees under any circumstances unless the program is cancelled due to the lack of participation.
3. The Garden City Recreation Commissions, its staff, officials, participants, and sponsors are not responsible for any injury sustained due to participation.
4. Games will only be rescheduled because of adverse weather conditions or conflicts in facility rental. Requests for conflicting nights will not be honored in the event of rescheduling.
5. The Garden City Recreation reserves the authority to forfeit any games and which an infraction of league rules has been committed.
6. Recreation Commission Personnel - this being supervisors, officials, etc. - have the right to evict players from the game, from the bench, or to stop and forfeit a game to the opposition, if in their opinion unsportsmanlike conduct is being demonstrated by a player, his team, or fans. If evicted, you must leave the building within two minutes or the game will be forfeited to the opposing team.
7. If a player, team, or fan is evicted from a game that person if deemed necessary could be evicted for not only that game but also the entire season. **This is recreation and we will not tolerate any unsportsmanlike conduct.**
8. Beer or alcoholic beverages are **NOT ALLOWED** in the building. Please pick up any trash brought into the building or parking area.
9. No Food or Drink will be allowed in the buildings or halls. Failure to obey this rule will result in the dismissal of the player involved for the evening. **NO EXCEPTIONS.**
10. No Dunking on basketball goals. If you break it, you've bought it.

Basic Rules Overview

- Pickleball is played either as doubles (two players per team) or singles; doubles are most common.
- The same size playing area and rules are used for both singles and doubles
- The current USA Pickleball Association (USAPA) rules will be used with the following modifications
 - Website: usapa.org

The Serve

1. The serve must be made underhand
2. Paddle contact with the ball must be below the server's waist (navel level).
3. 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.
4. The serve is made diagonally crosscourt and must land within the confines of the diagonally opposite service court (the area between the non-volley zone and the baseline).
5. 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

1. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
2. The first serve of each service sequence is made from the right-hand court.
3. If a point is scored, the server switches sides and initiates the next serve from the left-hand court.
4. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
5. When the first server loses the serve the partner then serves from the correct side of the court (except for the first service sequence of the game*).
6. The second server continues serving until his/her team commits a fault and loses the serve to the opposing team.
7. Once the service goes to the opposing team (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
8. 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.
 - o At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

Scoring

1. Points are scored only by the serving team.
2. Games are played to 11 points, win by 2.
3. Tournament games may be to 15 or 21, win by 2.
4. 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-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.

Doubles Scoring

1. Points are scored only on the serve; the receiving side cannot score a point.
2. At the start of the game, the player on the right side (even court) serves to the diagonally opposite court.
3. If a point is scored, the server moves to the left side (odd court) and serves to the diagonally opposite court.
4. Players on the serving side continue to move from the right to left or left to right each time a point is scored.
5. Players on the serving team do not alternate sides unless a point is scored. The receiving side never alternates sides.
6. The first server continues to serve until the serving team loses a rally by committing a fault; then the serve passes to the second server on the team. [See * below for an exception]
7. When the second server loses the serve, the serve goes to the other team and the player on the right serves first. That pattern continues throughout the game.

- Games will be played to 11 points win by 2 points, best of 2 out of 3 matches.
- If the game goes to the third match the teams will switch ends when the first team reaches a score of 6. Serve remains with the player holding serve.

Calling the Score:

1. The score should be called as three numbers.
 2. Proper sequence for calling the score is: server score, receiver score, then, for doubles only, the server number: 1 or 2.
 3. To start a match, the score will be called as: zero - zero – two*
- The server number (1 or 2) applies for that service turn only. Whoever is on the right side (depending on the score) when the team gets the serve back is the first server for that service turn only. The next time that the team gets the serve back, it might be the other player that is on the right and is therefore the first server for that service turn only. Beginning players often mistakenly assume that the player keeps the same server number throughout the game.
 - *First Server Exception: To minimize the advantage of being the first team to serve in the game, only one player, the one on the right side, gets to serve on the first service turn of the game. Since the serve goes to the other side when that player loses the serve, that player is designated as the second server. Therefore, at the start of the game, the score should be called, “0-0-2.” The “2” indicates the second server and means that the serve goes to the other side when the serve is lost.
 - When a team’s score is even, the player who served first in that game must be on the right (even) side of the court and on the left (odd) side when the score is odd. Or, expressed alternately, when the first server of that game is on the right side of the court, that team’s score should be even. If this is not the case, then either the players are positioned on the wrong side of the court or the called score is inaccurate.

Singles Scoring

1. Singles scoring is very similar to doubles except that there is no second server.
2. The serve is always done from the right side when the server’s score is even and from the left side when the server’s score is odd.
3. It is the server’s score that determines serving position, not the score of the receiver. The receiver lines up on the right or left side according to the server’s score.
4. The score is called simply as: server score, receiver score.

Two-Bounce Rule

1. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
2. 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).
3. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone

1. The non-volley zone is the court area within 7 feet on both sides of the net.
2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
3. 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.
4. 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.
5. A player may legally be in the non-volley zone any time other than when volleying a ball.
6. The non-volley zone is commonly referred to as “the kitchen.”

Line Calls

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

Faults

1. A fault is any action that stops play because of a rule violation.
2. A fault by the receiving team results in a point for the serving team.
3. A fault by the serving team results in the server’s loss of serve and side out if second server.
4. A fault occurs when:
 - a) The ball is hit into the net or out of bounds
 - b) A serve does not land within the confines of the receiving court
 - c) The ball is volleyed before a bounce has occurred on each side after the serve
 - d) A ball is volleyed from within the non-volley zone
 - e) A ball bounces twice before being struck by the receiver
 - f) 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
 - g) There is a violation of a service rule
 - h) A ball in play strikes a player or anything the player is wearing or carrying
 - i) A ball in play strikes any permanent object before bouncing on the court
 - j) The server serves before the referee calls the score in an officiated match

Zero Tolerance Rule - There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

The Garden City Recreation has the authority to suspend individuals from participation in programs due to unsportsmanlike conduct towards officials, spectators, and players of staff for a determined amount of time or for life.