



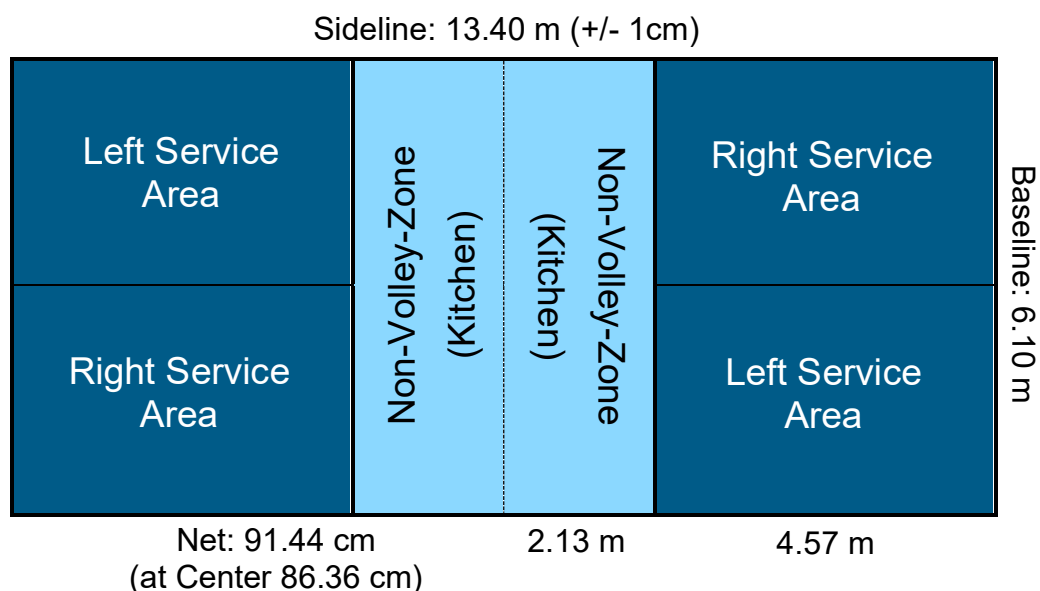
R U L E B O O K
S H O R T E D I T I O N

Pickleball rules short version

v1.00 - EN

1 Basic Rules

- Pickleball is played either as doubles (two players per team) or singles; doubles is most common
- The court size and rules are the same for singles and doubles matches. The court size corresponds to the badminton doubles court, with the small exception of the service/non-volley line, which is 15 cm further away from the net. See details here.



2 The Serve

- The server's arm must move in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A "drop serve" is also permitted, in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground 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 per server.

3 Serving 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 service sequence of each new game).
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues switching 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 service sequence of the game*).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), 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.
- In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.

*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.

4 Scoring

- Points are scored only by the team serving.
- Games are normally played to 11 points, win by 1 or 2 (golden point at 15).
- Tournament games may be to 15 or 21, often with win by 2 and golden point at 19 or 25.
- Tournament matches are often played in 2 or 3 sets. The side of the court is changed at the start of each set. If the game is played to 2 winning sets and 11 points, the side is changed at point 6 at 1:1 in the 3rd set.
- 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.

5 Two-Bounce Rule

- 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.
- 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 (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

6 Calling the score

This is often the confusing part of the game, but it's not difficult and you'll master it pretty quickly once you've played a few games.

The guidelines for indicating the score (scores)

1. The server calls up the game state.
2. When calling up the points, the server's score is called up first.

6.1 Doubles matches

The score is called (e.g. 6:4), followed by the number 1 or 2, which indicates whether server 1 or server 2 is playing the serve.

6.2 Example

6:4-1 means that the serving team has won "6" points and the receiving team "4" points. The "1" means that the first server serves. If the team now loses the point (the team makes a mistake), the score becomes 6:4-2. The "2" indicates that the second server is serving and that in the event of another own mistake, the serve passes to the other team (side-out) - the score is then 4:6-1.

6.3 Start of the game

At the start of a doubles match, only one team member is given the opportunity to serve. So when the server calls the first score, it starts with: 0:0 and 2. This number 2, that is called, means that the ball goes directly to the opponent after losing the serve.

7 Line

- A ball contacting any part of 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.

8 Non-Volley-Zone

- 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 on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are 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.
- The non-volley zone is commonly referred to as "the kitchen."

9 Fault

- 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 or side out.

9.1 Examples

1. ball flies into the NVZ when serving (including the line), or touches the ground outside the court. The sidelines count as part of the court.
2. ball gets caught in the net! However, if the ball touches the net on the serve and lands in the correct court, it is NOT a fault!
3. the ball is picked up directly at the opponent's service before it has touched the ground. (double bounce rule)
4. hits a player or a solid object before it bounces on the court.
5. grazes the player, his clothing or his paddle during play.
6. is played directly back from the NVZ.
7. or if the player, his clothing or his paddle comes into contact with the NVZ during a volley.

10 Determination of the serving team

- Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: coin flip)

11 Game strategy

Unlike tennis, pickleball is played close to the non-volley zone.

11.1 Dink

"Dinking" is an effective, important double strategy. The player stands as close as possible to the kitchen line and tries to play the ball just over the net and into the opponent's non-volley zone or in front of the opponent's feet.

11.2 The aim of the Dink is

by playing many short rallies to tempt your opponent to make mistakes by trying to score with a sharp shot. If your opponent dinks, it is best to respond with a dink until a ball is a little too far over the net and you can use the opportunity of a fast ball to put pressure on your opponent.

Skill components to consider for the dink.

Note the following for a successful dink:

1. stay facing the net
2. keep your feet as close as possible to the non-volley zone
3. hit the ball bent forward in front of you
4. make smooth movements
5. when dinking, try to play the ball into your opponent's non-volley zone, also cross-court.
6. by "volleying and dinking", the time your opponents have to react to your ball is shortened.



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Change History

Version	Date	Change
v1.00	May 16, 2024	Initial English version, based on Rules Summary by USA Pickleball and v1.01 of the German Short Rules by the Swiss Pickleball Association