

How to Play the Game

Basic Overview Pickle-ball® is played on a badminton-sized court: 20' x 44.' The ball is served diagonally (starting with the right-hand service-square), and points can only be scored by the side that serves.

Players on each side must let the ball bounce once before volleys are allowed, and there is a seven-foot no-volley zone on each side of the net, to prevent “spiking.” The server continues to serve, alternating service courts, until he or she faults. The first side scoring eleven points and leading by at least two points wins. Pickle-ball® can be played with singles or doubles.

The Serve Serves are to be made diagonally, starting with the right-hand service-square and alternating each serve. The serve must clear the seven-foot non-volley-zone in front of the net and land in the diagonal service court.

Serves should always be done underhand with the paddle below the waist, and the server must keep one foot behind the back line when serving. The ball should be hit into the air without being bounced. The serving side will continue to serve until there is a fault on the service, at which point the service will be given to the opposing side. (However, if the ball touches the net but still lands within the appropriate service court, the serve may be taken over.)

Volleys To volley means to hit a ball in the air without first letting it bounce. In Pickle-ball®, this can only be done when the player’s feet are behind the non-volley zone line (seven feet behind the net).

Double-Bounce Rule Each team must play their first shot off of the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. Once these two bounces have occurred, the ball can either be volleyed or played off the bounce.

Fault A fault is committed when the ball:

- Is hit out of bounds
- Does not clear the net
- Is volleyed from the non-volley zone
- Is volleyed before a bounce has occurred on each side

Determining Serving Team

The serving team may decide who will serve first with a coin toss. The winner of the coin toss will have the option to choose whether or not to serve first.