



Iredell County Parks & Recreation



PICKLEBALL RULES

All games will be played on the pickleball courts at the Iredell County Recreation Center.

PLAYERS & EQUIPMENT

1. Each participant must sign in at the court upon arrival.
2. There will be no more or less than two (2) players on each team to compete in Doubles play.
3. Games are allotted 15 minutes max. A five minute period will be provided between each game. Round Robin play times are 9:30am/9:50am/10:10am/10:30am/10:50am/11:10am. Championship Rounds are at 11:30am and 11:50am.
4. In case of injury, a team is given a 5-minute injury timeout. After the timeout, that team must retire from the match. Each team is allowed 1 injury timeout per match.
5. **Shoes** – athletic shoes must be worn for all games. No opened- or steel-toed shoes may be worn.
6. If glasses are worn, each individual is responsible for the safety of his/her glasses.
7. There will be a coin toss prior to each match to determine who serves first.
8. Players may bring their own paddles – there will be some available for those who don't have their own.
9. Pickleballs will be provided.

SCORING & TIMEOUTS

1. Points are scored only by the serving team.
2. A match will consist of one game to 11 or when the time limit reaches 15 minutes.
3. Timeouts: A team is entitled to 1 timeout per game; each timeout period shall last only 1 minute.

SERVING

1. The serve must be made underhand.
2. Paddle contact with the ball must be below the server's waist (naval level).
3. A serve may not land in the kitchen, hit the kitchen line, or land anywhere outside the opposite serving area. A serve that hits a non-kitchen line is considered fair.
4. 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.
5. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
6. Only **one** serve attempt is allowed.
7. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (except the first service sequence of each new game).
8. The first serve of each side-out is made from the right court.
9. If a point is scored, the server switches sides and the server initiates the next serve from the left.
10. As additional points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
11. 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 each game).
12. The second server continues serving until his/her team commits a fault and loses the serve to the opposing team.
13. Once the serve goes to the opposition (at side out), the first serve is from the right court and both players on that team have the opportunity to serve and score points until their team commits two faults.

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

NON-VOLLEY ZONE (KITCHEN)

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 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.
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.

LINE CALLS

1. A ball contacting any line, except the non-volley zone line hit on a serve, is considered "in."
2. A serve contacting the non-volley zone line is short and considered 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 or side out.
4. A fault can be one of the following:
 - a. Carry – hitting the ball in such a way that it does not bounce away from the paddle, but tends to be carried along on the face of the paddle during its forward motion.
 - b. Double hit – hitting the ball twice before it is returned.
 - c. Double bounce – allowing the ball to bounce twice on one side before returning it.
 - d. Contacting the ball while standing in the non-volley zone.
 - e. Serving into the non-volley zone.
 - f. The incorrect player serves the ball.
 - g. The server misses the ball while trying to hit it.
 - h. The server hits the ball into the net.
 - i. The server hits the ball outside the service court.
 - j. The server hits the ball into the net, and it falls outside of the service court.
 - k. The incorrect player returns a serve.
 - l. The receiver does not allow for a bounce.

DISTRACTIONS

1. Players may not yell, stamp their feet, or otherwise try to distract an opponent when the opponent is about to play the ball. A player, or anything the player is wearing or carrying, may not cross the plane of the net (or the extension of the net beyond the posts) except when striking the ball. In Doubles, team communication is not considered a distraction.