

TRUMAN STATE UNIVERSITY INTRAMURAL RECREATIONAL SPORTS

PICKLEBALL RULES

Pickleball is played on a badminton court indoors using the doubles lines on the side and the singles lines in the back. The net is attached so that the bottom of the badminton net just touches the floor. The ball is a type of a whiffle-ball and is hit with a wooden paddle.

RULES

1. **Serving**: The server must hit the ball underhanded while keeping one or both feet behind the end line. The server must also serve the ball diagonally across the court. The player in the right hand court ALWAYS begins serving. This rule holds true throughout the game. Only one serve attempt is allowed unless the ball touches the net and lands in the proper service court (let). At the beginning of each game, the first serving team is given only one fault. After that, each player will serve and fault before giving the ball to their opponents.
2. **Non-volley zone**: The area between the net and the short service line is called the non-volley zone. If one is standing in this area the player must let the ball bounce before hitting it. All volleying must be done with a player's feet behind the non-volley zone. It is considered a fault if a player's follow through carries his/her body into the non-volley zone.
3. **Double Bounce Rule**: Each team must hit their first shot of the game off of the bounce. In other words, the receiving player must let the serve bounce, and the ball may either be volleyed or played off of the bounce.
4. **Scoring**: A player may only score while serving. A player serving shall continue until a fault is committed. A game is played to (11) points; however, one must win by (2) points.
5. **Faults**: Faults are the same as in tennis with the exception of the following:
 - a. Volleying the ball while in the non-volley zone
 - b. Volleying the ball before the Double Bounce Rule has been satisfied
6. **Determining Who Serves First**: Players rally the ball until a fault is made. A minimum of three hits must be made for the rally to be valid. The winner has the option of serving first or receiving first.
7. **Doubles Play**: The only variation pertains to serving. If a fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch courts and the same player will continue to serve. When the serving team makes it's first fault, players will stay in the same court and the second partner will then serve. When they make their second fault, they will stay in the same courts and turn the ball over to the other team. Players switch courts ONLY after scoring. A ball landing on any line is considered good.