



ADULT PICKLEBALL RULES

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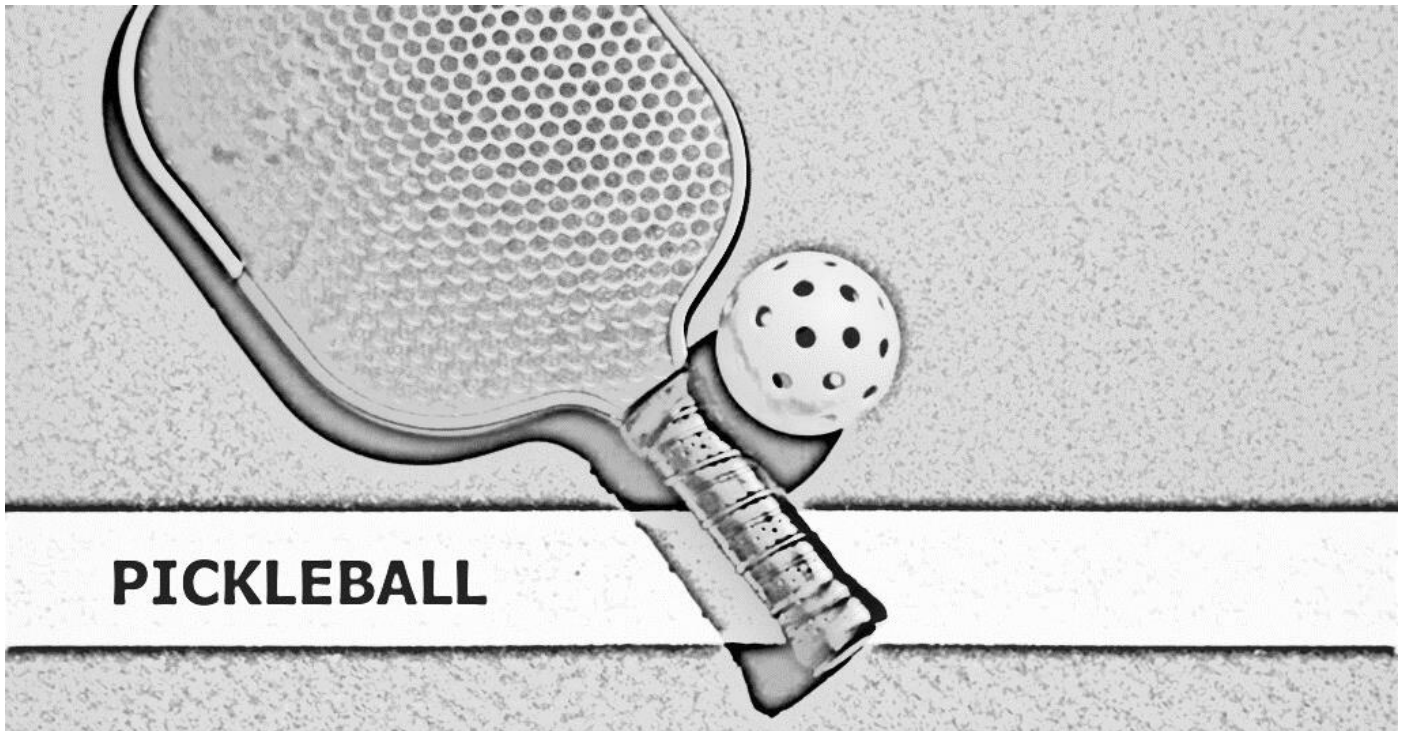


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GREAT BEND RECREATION COMMISSION

ADULT PICKLEBALL RULES

Games will be played by the USA Pickleball Association official rules with the following emphasis and exceptions:

1. GENERAL RULES

1. **Player Eligibility:** Players must be a Freshman in high school or at least 16 years of age by August 1 of current year.
2. **Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
3. **Refund Policy:** Prior to the deadline for registration the total entry fee will be refunded if a player withdraws from the program. After the closing of the registration deadline, no refund will be issued to players requesting to withdraw from adult team sports programs.

2. BASIC RULES

1. **Paddle Sport:** Pickleball is a paddle sport played using a special perforated ball on a 20-foot-by-44-foot court with a tennis-type net. The court is divided into right/even and left/odd service courts and non-volley zones.
2. **Doubles/Singles:** Pickleball is played either as doubles (two players per team) or singles; doubles is most common.
3. **Same Size:** The same size playing area and rules are used for both singles and doubles.

3. THE SERVE

1. **Determining Serving Team:** Any fair method can be used to determine which player or team has first choice of side, service, or receive.
2. **Arm:** The server's arm must be moving in an upward arc when the ball is struck.
3. **Waist level:** Paddle contact with the ball must not be made above the waist level.
4. **Wrist:** The head of the paddle must not be above the highest part of the wrist at contact.
5. **Drop Serve:** A 'drop serve' is also permitted in which case none of the elements above apply.
6. **Feet:** 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.
7. **Diagonal:** The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
8. **One Serve:** Only one serve attempt is allowed per server.

4. SERVING SEQUENCE

1. ***0 0 Start:** 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.
2. **Both Players:** 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 the game*).
3. **Right/Even:** The first serve of each side-out is made from the right/even court.
4. **Server Switches Sides:** If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
5. **Subsequent Points:** As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
6. **Partner Serves:** 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*).
7. **Continue Serving:** The second server continues serving until his team commits a fault and loses the serve to the opposing team.
8. **Opposition Serves:** 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.
9. **Singles Serving:** 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.

5. SCORING

1. **Points:** Points are scored only by the serving team.
2. **11 Points:** Games are normally played to 11 points, win by 2.
3. **Tournament:** Tournament games may be to 15 or 21, win by 2.
4. **Even/Odd:** 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.

6. TWO-BOUNCE RULE

1. **Two Bounces:** 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:** 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. **Serve and Volley:** The double bounce rule eliminates the serve and volley advantage and extends rallies.

7. NON-VOLLEY ZONE

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

8. LINE CALLS

1. **Contacting the Line:** A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
2. **Non-Volley Zone Line:** A serve contacting the non-volley zone line is short and a fault.
3. Players call all lines on their side of the court, including NVZ and service foot faults.
4. Players may call NVZ faults and service foot faults on the opponent's side of the court. If there is any disagreement among players about the called fault, a replay shall occur.

9. FAULTS

1. **Rule Violation:** A fault is any action that stops play because of a rule violation.
2. **Receiving Team:** A fault by the receiving team results in a point for the serving team.
3. **Serving Team:** A fault by the serving team results in the server's loss of serve or side out.
4. **Faults:** A fault occurs when:
 - a. A serve does not land within the confines of the receiving court
 - b. The ball is hit into the net on the serve or any return
 - c. The ball is volleyed before a bounce has occurred on each side
 - d. The ball is hit out of bounds
 - e. A ball is volleyed from the non-volley zone
 - f. A ball bounces twice before being struck by the receiver
 - g. 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
 - h. There is a violation of a service rule
 - i. A ball in play strikes a player or anything the player is wearing or carrying
 - j. A ball in play strikes any permanent object before bouncing on the court

10. OTHER RULES

1. **Shots Around the Net Post:** A player may return the ball around the outside of the net post. The ball does not need to travel back over the net. There is no restriction on the height of the return, meaning a player may return the ball around the net post below the height of the net.
2. **Double Hits:** Balls can be hit twice, but this must occur during an unintentional, continuous, single-direction stroke, by one player. If the stroke is deliberate, or not continuous or not in a single direction, or the ball is struck by a second player, it is a fault.
3. **Paddle Possession:** A player must have possession of the paddle when it makes contact with the ball.
4. **Plane of the Net:** After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net or the imaginary extension line of the net beyond the posts but may not touch any part of the net system or the opponent's court.

11. PROTESTS

Protests that shall be received and considered, concerning matters of the following type:

1. **Player Eligibility:**
 - a) Players not properly signed on team's roster.
 - b) Players participating on more than one team in the same league.
 - c) Players participating under a false name.

Teams have until the time limit or until the last point is scored to protest player eligibility. If a protest is not registered before this time, the game is official. To protest player eligibility, the manager must notify the facility supervisor who will inform the opposing manager. Managers involved in player eligibility protests will be notified after 4:00 p.m. the next working day, of the decision of the Assistant Sports Director/Sports Director.

2. **Rule Interpretation:**
 - a) Misinterpretation of a playing rule.
 - b) Failure of an official to apply the correct rule to a given situation.
 - c) Failure of an official to impose the correct penalty for a given violation.

In all cases, a rule interpretation protest must be made at the time of play.

For a protest to be considered by the GBRC, the protest must be 3 typed copies and must be accompanied by a \$25.00 cash protest fee which will be returned if the protest is upheld but forfeited if not upheld. A formal protest must contain the following information:

- a) The date, time and place of the game.
- b) The names of the officials, scorekeeper and or supervisor.
- c) The rule and section of the official rules under which the protest is made, if player eligibility, player's first and last name.
- d) The decision and conditions surrounding the making of the decision.
- e) All essential facts involved in the matter protested.

12. CONDUCT

1. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
2. **Penalty:** For unsportsmanlike conduct by any member of a team, the supervisor may penalize that team by side out or point, disqualify the team from further competition or eject the team member from the premises, as to the degree of behavior.
3. **Refusal to Leave Facility:** Any player who, when asked to do so, refuses to leave the floor or gym, must leave the facility within two minutes or his/her team forfeits that game. The player will also serve a two-game suspension. If ejection occurs at the end of the season, the two-game suspension will carry over into the next season.

13. LEAGUE INFORMATION

1. Requests for Postponements and Rescheduling League Games:

- a) The team requesting the reschedule will contact the opposing team manager to get their approval to reschedule the game. After contacting the opposing team manager, the requesting team will contact the Assistant Sports Director for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled.

2. Forfeit Notification: Team managers wishing to notify the GBRC Office that their team must forfeit a game shall follow one of the two following procedures:

Written Notification: An email or text sent by the team manager and must contain the opponent's team name, date and time of game to be forfeited. The document must be received by the GBRC office by 5:00 p.m. on the day of game to be forfeited.

Verbal Notification: Verbal notification may be made by the team manager and include opponent, date and time of game to be forfeited. Verbal notification must be made to the Sports Supervisor and the opposing team manager by 5:00 p.m. on the day of game to be forfeited.

Either form of above notification of forfeiture must be confirmed with the manager of the team submitting the notification.

3. League Awards: League awards include a Chamber Gift Certificate for 1st place or championship T shirts.

4. League Tie Breaker Procedure: The tie breaker procedure for teams in league award positions will be as follows:

- a) Head to head competition.
- b) Largest positive margin in points scored vs points given up in games between the teams that are tied.
- c) Play-off game will be used to determine League Champs only. This procedure takes into account only the games that count toward league standings.

5. Inclement Weather: For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com Make-up games will be rescheduled as soon as possible.

6. Facilities: GBRC facilities are smoke free, drug free, alcohol free and weapon free.