

Pickleball 100 Rules and Game Handout

2. 7 Serve Reminders: feet must be on or inside imaginary side-line extension, behind baseline, one foot on ground at impact; paddle head below wrist; below waist; below waist; upward motion.

3 Non-Volley Zone [NVZ]

3. 1 The NVZ is the rectangular court surface bounded by the side lines, NVZ line and the net. The airspace above the surface of the court is not part of the NVZ.

3. 2 Cannot hit the ball in the air [volley] when standing in the NVZ.

3. 3 Momentum caused by the act of volleying the ball cannot carry you into the NVZ after a volley. There is no time limit regarding this momentum, it only ends when the player has regained control over the momentum. A player can reach over the NVZ line and hit a volley as long as neither the player nor anything the player is wearing or carrying touches or falls into the NVZ.

3. 4 There is no rule against standing in the NVZ, but since you cannot hit the ball in the air while in the NVZ, it is best to stand outside the NVZ.

3. 5 Can go into the NVZ to hit a ball that bounces in the NVZ. If you see that a ball is going to land in the NVZ you can go into the NVZ and wait for it to bounce and then hit it. Once a player enters the NVZ they cannot hit a volley until both of the players feet have touched the court outside the NVZ.

3. 6 It is not a fault if any ball has bounced elsewhere on the court and your momentum causes you to enter the NVZ.

3. 7 The NVZ does not extend outside of the side lines of the court. Lines are part of the NVZ.

4 Score Keeping

4. 1 Games are normally played to 11 points.

4. 2 Must win by two points 11-9, 12-10, 13-11 etc.

4. 3 Only the serving team can score points.

4. 4 You must always call the score before serving for two reasons: First, you are letting the other team know you are ready to serve and they need to be ready; second, it helps everyone remember what the score is and thereby avoids arguments.

4. 5 If the server fails to call the score before serving, the receiver of the serve has three options: they can let the serve go past without playing the ball; can catch the ball and return it to the server; or can play the ball as if the score was called. In the first two examples there is no fault and the serve is considered a let serve and the server gets to serve again after properly calling the score.

4. 6 For the team that starts the game, only one person serves, and the team gets to make only one fault. The person who starts serving serves until their team fails to make a point. (Then the other team serves.) Thereafter each team gets two faults (that is, each person serves until their team makes a fault/fails to score a point.