

Scoring

1. A team shall score a point only when serving.
2. The game is played to 11 points; however, a team must win by 2 points. In tournament play games may go to 15 or 21.
3. The serving team scores a point when the receiving team makes a fault. This is the only time points are scored.
4. In doubles when the serving team wins a point, its players will switch court sides and the same player will continue to serve until the serving team makes a fault.
5. In doubles, when the serving team makes its first fault players will stay in the same court and the second partner will then serve.
6. The server will announce the score prior to serving the ball. The first number is the points on server side. The second number is the points on opposite side and the third number is the service order 1 or 2. Service order resets at each service change.
7. Start of game, the first server attempts a serve. Once the first server loses a rally the ball goes to the opposite side and both servers serve.

Doubles Scoring Example:

Start game - server announces 0-0-2. Serves diagonally. Right hand court to the opposite right hand court.

Server wins point - 1-0-2. Players switch on same side and server serves left hand court to diagonal left hand court.

Server loses point - Ball goes to opposite side and first server in right hand court announces 0-1-1.

Server wins point - Switch and announce 1-1-1 from left court.

Server faults - Second server in right court announces 1-1-2. Continue to 11 points. Win by 2.

Interested in learning to play Pickleball?

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VERONAWALK PICKLEBALL



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VERONAWALK PICKLEBALL

What is Pickleball?

Pickleball is a paddle game played with a special perforated ball over a tennis type net, on a badminton sized court. The ball is served from behind the baseline, underhand, without bouncing it from the court into the opposite diagonal service court. Points are scored by the serving side only and occur when the opponent faults (fails to return the ball, hits the ball out of bounds, etc.).

A game is won by the first side to reach eleven (11) points but will continue until won by a two point margin.

Terminology

Fault - infringements of the rules that end the rally.

Rally - consecutive hits without a fault between players on opposing teams.

Volley - to hit the ball in the air without first letting it bounce.

Playing Rules

Service

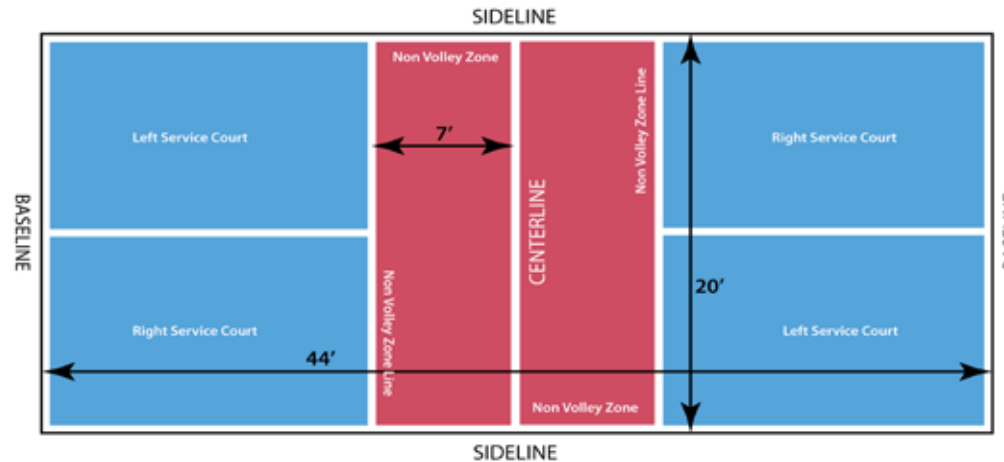
1. The player must keep one foot behind the baseline when serving.
2. Player announces the score and has 10 seconds to serve. The serve is made underhand and ball contact with the paddle must occur below the waist.
3. The serve is made diagonally cross-court and must clear the Non Volley Zone. When serving, the Non Volley Zone Line is part of the Non Volley Zone.
4. Only one serve attempt is allowed. If the ball touches the net on the serve and lands in the proper service court, play continues until rally is won.

5. At the start of each new game, the serving team is allowed only one fault before giving up the ball to the opponents. Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team.
6. When the receiving team wins the serve, the player in the right hand court will always start play.
7. A player who is serving shall continue to do so until his team makes a fault.

8. The server continues to serve, altering service courts, until the server faults.

General Rules

1. All volleying must be done with the player's feet behind the Non Volley Zone Line. It is a fault if the player steps into the Non Volley Zone on the volley follow through.



2. **Double Bounce Rule** - each team must play their first shot off 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.
3. A ball landing on any line is considered good. The single exception is when a served ball touches the Non Volley Zone line it is a fault.
4. The hand below the wrist is considered part of the paddle and shots off any part of it are good.

It is a fault when:

- * The ball is hit out of bounds.
- * The ball does not clear the net.
- * The player steps into the non-volley zone and volleys the ball.
- * The serving side hits the ball before it has bounced twice as outlined in the double bounce rule.

