



## Pickleball Rules and Regulations

- Each company may enter two teams in the Tournament, which can be a mixture of male and female.
- One person from each team must check-in at the registration table prior to playing your first game.
- All players must sign a waiver prior to playing.
- All participants must have their ID with them at all MCCC events.
- Game Time is forfeit time.

### **GAME PLAY**

The following is an abbreviated and modified version of the rules from the USA Pickleball Rule Book. These are the official rules for the Music City Corporate Challenge Pickleball Tournament. Each team is responsible for reviewing and understanding the rules before participating in the tournament.

Pickleball is played as doubles (two players per team). Teams may have two doubles teams listed on their pickleball tournament roster. All the players used in the tournament must be legal players from the company's participation list.

To begin the game, teams will coin flip for choice to serve or receive.

### **The Serve:**

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted though the above elements still apply.
- 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.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.

### **Service Sequence:**

- Both players on the serving doubles team can serve and score points until they commit a fault \*(except for the first service sequence of each new game).
- The first serve of each side-out is made from the right-hand court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- 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\*).
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.

- Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team can serve and score points until their team commits two faults.

#### Calling the Score:

- The score is called as three numbers in doubles matches. The proper sequence for calling the score is:
  - Serving team's score
  - Receiving team's score
  - The server number (one or two)
    - Example: "Zero – one – one"
- To start each game, the score will be called as "zero-zero-two"

#### Scoring:

- Points are scored only by the serving team.
- Games are played to 11 points, win by 2 or a 20-minute time limit.
- The win-loss record of each team submitted by the Company will be included in the Company's final score.

#### Two-Bounce Rule:

- 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.
- 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).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

#### Non-Volley Zone:

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

#### Line Calls:

- A ball contacting any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.

#### Faults:

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.
- A fault occurs when:
  - A serve does not land within the confines of the receiving court
  - The ball is hit into the net on the serve or any return
  - The ball is volleyed before a bounce has occurred on each side
  - The ball is hit out of bounds
  - A ball is volleyed from the non-volley zone
  - A ball bounces twice before being struck by the receiver
  - 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
  - There is a violation of a service rule

- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court

#### Determining Serving Team:

- The method used for determining the serving team will be a coin flip. Whoever wins the coin flip can decide whether they will serve or receive. The other team can choose which side of the court they want to play.

#### Game Tiebreaker:

- Teams will coin flip for service.
- Sudden death - Serving team must win point to end the game

MCCC operates under the honor system, and participants are expected to compete and comply with tournament rules. At times, players will be expected to rule whether a fault was committed.

The referees' decisions are final and arguing calls can lead to a player's elimination from the game and/or match and/or tournament.

#### **FORFEITS/POINTS**

If a team forfeits a game or games in the tournament, that forfeit will be counted as a loss and penalty points will be assessed to the team's overall MCCC point total.