

Casco Bay Sports Pickleball Rules



NUMBER OF PLAYERS

- Rosters are 2 players of either sex, with 1-2 alternates of either sex.
- Players can sub in between games, not during games
- Teams must play with 2 players in regular season games and playoffs
- If a team shows with one player, they must pick up from league players onsite

Equipment and Field of Play

- CBS or facility will provide the net and balls (Indoor or Outdoor)
- Players must bring/use their own paddle
- The Court is rectangular, 44 feet long by 20 feet wide, divided into 2 halves by a center dividing net
- Each half has a line that is 7 feet away and parallel with the net. This indicates a no-volley zone or "The Kitchen"

LENGTH OF GAMES

- Regular Season - Straight to 11 points
- Playoffs - Win by 2 to 9 or 11 based on length/timing of brackets
- Pace of play: Regular season encouraged @ 15 minutes per game (4 games per/hour)

START/SERVING

- Teams rock, paper, scissors. The winner chooses to serve first or the side of the court they prefer
- The ball is served underhand and diagonally to the opponent's service court
- The serve CAN bounce before making contact with the servers paddle
- Serves must cross the non-volley or Kitchen line on the opponent's side
- If the serve lands in the Kitchen or on the Kitchen non-volley line, it is considered a fault
- Serves must be made underhand and below the waist
- "LET" serves or serves that hit/bounce off net first are considered IN play
- The server must be positioned behind the baseline and on their quadrant of the court
- **The Double-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".

DOUBLES PLAY SERVING ROTATIONS

- At the start of the game, the player on the right side (even court) serves to the diagonally opposite court.
- If a point is scored, the server moves to the left side (odd court) and serves to the diagonally opposite court.
- Players on the serving side continue to move from the right to left or left to right each time a point is scored.
- Players on the serving team do not alternate sides unless a point is scored. The receiving side never alternates sides.
- The first server continues to serve until the serving team loses a rally by committing a fault; then the serve passes to the second server on the team.
- **[See * below for an exception at start of each match]**
- When the second server loses the serve, the serve goes to the other team and the player on the right serves first. That pattern continues throughout the game.

*** First Server Exception:** To minimize the advantage of being the first team to serve in the game, only one player, the one on the right side, gets to serve on the **FIRST SERVICE TURN** of the game. Since the serve goes to the other side when that player loses the serve, that initial player is designated as the second server. Therefore, at the start of the game, the score should be called, "0-0-2 or 0-0-START." The "2 or START" indicates the second server and means that the serve goes to the other side when the serve is lost.

- **Calling the Score:**
 - The score should be called as three numbers.
 - Proper sequence for calling the score is: server score, receiver score, then, **For doubles only**, the server number: 1 or 2.
 - To start a match, the score will be called as: zero - zero – two or zero-zero START*

SCORING

- Serve to score
- A point is scored if the returning team fails to return the ball or if the returning team commits a fault

FAULTS

- A fault is any action that stops play because of a rule violation.
- The ball is hit into the net on the serve or any return
- 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 ball is hit twice or double hit 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 (See above)
 - 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
 - Any Kitchen violation (See below)

Non-Volley Zone aka "The Kitchen"

- 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
- No players can start any point standing in the kitchen or be in the kitchen at anytime prior to attempting to receive a ball that has bounced in the kitchen prior.