

SECTION 1 – THE GAME

Pickleball is a simple paddle game played using a special perforated, slow-moving ball over a tennis-type net on a badminton-sized court.

The ball is served underhand without bouncing it off the court and is served diagonally to the opponent's service court.

Points are scored by the serving side only and occur when the opponent faults (fails to return ball, hits ball out of bounds, etc.). The server continues to serve, alternating service courts, until server faults.

The first side scoring 11 points and leading by at least a 2-point margin wins. For example, if both sides are tied at 10 points, then play continues until one side wins by 2 points.

UNIQUE PICKLEBALL FEATURES

Double Bounce Rule. Following serve, each side must make at least one groundstroke, prior to volleying the ball (hitting it before it has bounced).

Non-Volley Zone. A player cannot volley a ball while standing within the non-volley zone.

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SECTION 2 – COURT AND EQUIPMENT

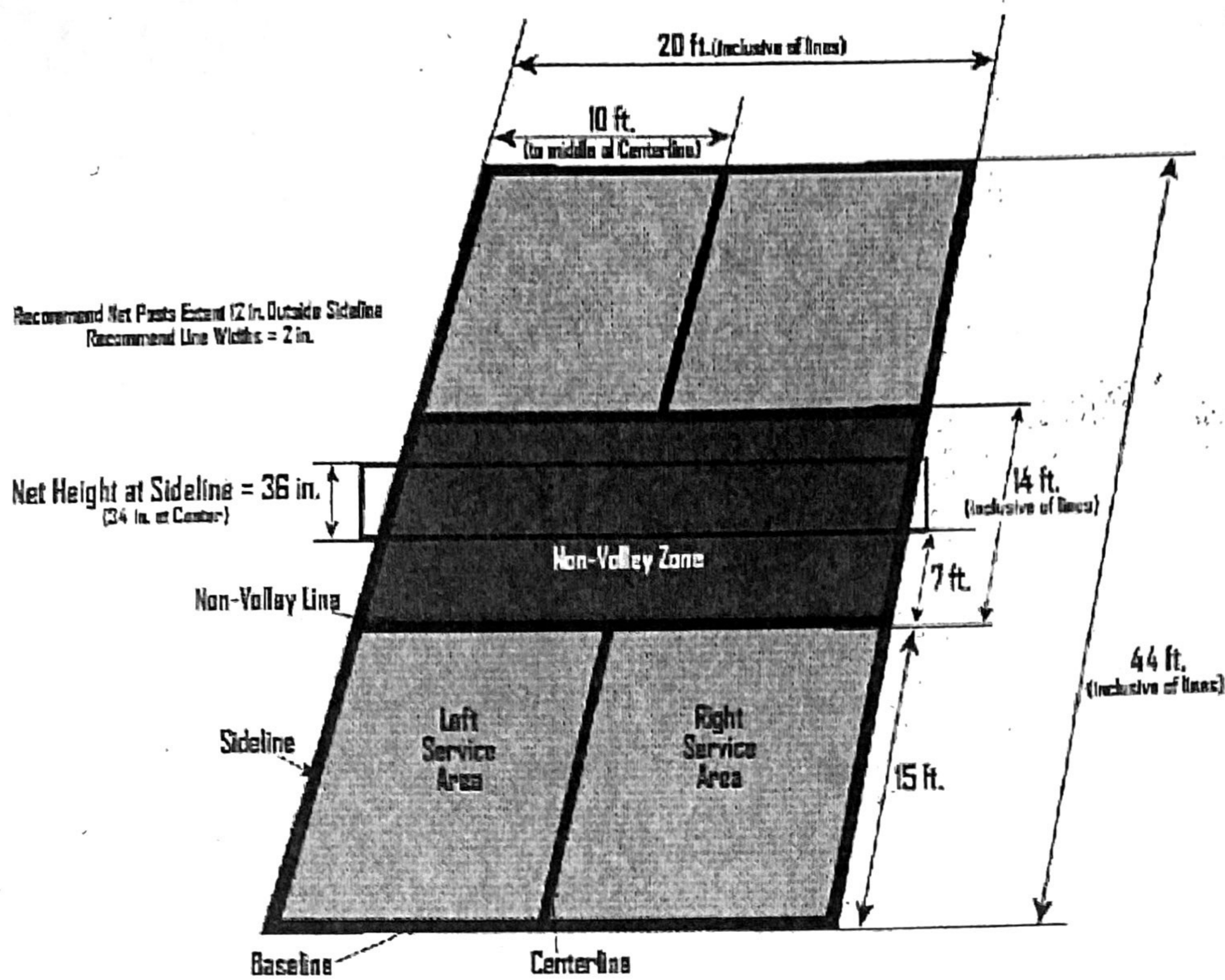


Figure 2-1 The Court

2.A. **Court Specifications.** The dimensions and measurements for the standard pickleball court are:

- 2.A.1. The court shall be a rectangle 20 feet (6.10 m) wide and 44 feet (13.41 m) long for both singles and doubles matches. See Figure 2-1.
- 2.A.2. A total playing surface 30 feet (9.14 m) wide and 60 feet (18.28 m) long is the minimum size that is recommended. A total size of 34 feet (10.36 m) by 64 feet (19.5 m) is preferred.
(revised April 1, 2011)

Section 2: Court and Equipment

- 2.A.3. Court measurements shall be made to the outside of the lines. The lines should be 2 inches (5.1 cm) wide and the same color, clearly contrasting with the color of the playing surface. (revised April 1, 2011)
- 2.B. **Lines and Areas.** The lines and areas of the standard pickleball court are:
- 2.B.1. **Baselines.** The baselines are the lines parallel to the net at each end of the court.
- 2.B.2. **Sidelines.** The sidelines are the lines perpendicular to the net on each side of the court.
- 2.B.3. **Non-Volley Line.** The non-volley line is the line on each side of the net between the sidelines and parallel to the net. These lines are located 7 feet (2.13 m) from the net.
- 2.B.4. **Non-Volley Zone.** The non-volley zone is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.
- 2.B.5. **Centerline.** The centerline is the line on each side of the net bisecting the area between the non-volley line and the baseline.
- 2.B.6. **Service Courts.** The service courts are the areas on either side of the centerline, bounded by the non-volley line, the baseline, and the sideline.

Section 2: Court and Equipment

- 2.F.2. **Safety/Distracton.** A player may be required to change wet, extremely loose- fitting, or otherwise distracting garments.
- 2.F.3. **Depictions.** Insignias, pictures, and writing on the clothing must be in good taste.
- 2.F.4. **Shoes.** Shoes must have soles that do not mark or damage the court's playing surface.
- 2.F.5. **Violation.** If a player's clothing violates these rules, the Tournament Director has the authority to enforce clothing changes. If the player refuses, the Director may declare a forfeiture of the match.

SECTION 3 – DEFINITIONS

- 3.A. **Carry** – Hitting the ball in such a way that it does not bounce away from the paddle but tends to be carried along on the face of the paddle during its forward motion.
- 3.B. **Cross-court** – The court diagonally opposite your court.
- 3.C. **Dead Ball** – A dead ball is declared after a fault. See fault.
- 3.D. **Dink Shot** – A soft shot that is intended to arc over the net and land within the non-volley zone.
- 3.E. **Double Bounce** – A ball that bounces more than once, on one side, before it is returned.
- 3.F. **Double Hit** – One side hitting the ball twice before it is returned over net. Double hits may occur by one player or could involve both players on a team.
- 3.G. **Drop Shot** – A groundstroke shot that falls short of the opponent's position.
- 3.H. **Drop Shot Volley** – A volley shot that is designed to “kill” the speed of the ball and return it short, near the net, to an opponent positioned at or near the baseline. This shot is especially effective when initiated close to the non-volley line.
- 3.I. **Fault** – A fault is any action that stops play because of a rule violation. (revised April 1, 2011)

Section 3: Definitions

- 3.J. **Groundstroke** – Hitting the ball after one bounce.
- 3.K. **Half Volley** – A groundstroke shot where the paddle contacts the ball immediately after it bounces from the court and before the ball rises to its potential height.
- 3.L. **Hinder** – Any element or occurrence that affects play. Examples: a stray ball that enters the court or people who disrupt play by walking across the court.
- 3.M. **Let** – A serve that hits the net cord and lands in the service court. Let may also refer to a rally that must be replayed for any reason.
- 3.N. **Lob** – A shot that returns the ball as high and deep as possible, forcing the opposing side back to the baseline.
- 3.O. **Non-Volley Zone** – The section of court adjacent to the net in which you cannot volley the ball. It includes all lines surrounding the zone.
- 3.P. **Second Serve** – A term used to describe the condition when a serving team begins the game or subsequently loses the first of its two allocated serves. (revised April 1, 2011)
- 3.Q. **Overhead Slam/Smash** – A hard, overhand shot usually resulting from an opponent's lob, high return, or high bounce.
- 3.R. **Passing Shot** – A volley or groundstroke shot that is aimed at a distance from the player and is designed to prevent return of the ball (e.g., a line drive close to sideline).

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- 3.S. **Permanent Object** – Any object near the court or hanging over the court that interferes with the flight of the ball. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, the stands and seats for spectators, the referee, line judges, spectators (when in their recognized positions) and all other objects around and above the court. (revised July 1, 2013)
- 3.T. **Rally** – Continuous play that occurs after the serve and before a fault.
- 3.U. **Replays** – Any rallies that are replayed for any reason without the awarding of a point or a side out.
- 3.V. **Service Court** – The area on either side of the centerline, bounded by the non-volley line, the baseline, and the sideline. All lines are included in the service court except the non-volley line. (revised April 1, 2011)
- 3.W. **Side Out** – Declared after one side loses its service and other side is awarded service.
- 3.X. **Technical Foul** – The referee is empowered to add one point to a player's score or a team's score when the opponent violates one of the rules calling for a technical foul or, in the referee's judgment, the opponent is being overly and deliberately abusive.
- 3.Y. **Volley** – Hitting the ball in the air, during a rally, before the ball has a chance to bounce onto the court.

SECTION 4 – SERVICE RULES

4.A. **Serve Motion.** The serve must be made with an underhand stroke so that contact with the ball is made below waist level (waist is defined as the navel level). (revised Feb. 1, 2013)

4.A.1. **Underhand Defined.** The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball (paddle head is that part of the paddle excluding handle. The highest point of the paddle head cannot be above any part of line formed where the wrist joint bends). (revised Feb. 1, 2013)

4.B. **Server Position.** At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface or ground behind the baseline and the server's feet may not touch the playing surface in an area outside the confines of the serving area. The serving area is defined as the area behind the baseline and on or between the imaginary lines extended from the court centerline and each sideline. (revised April 1, 2011)

4.C. **The Serve.** The ball must be struck before it hits the playing surface. The ball must land in the opponent's crosscourt (diagonally opposite court) service court. (revised April 1, 2011)

4.C.1. **Placement.** The serve must clear the net and the non-volley line and land in the opponent's