



ADULT PICKLEBALL LEAGUE GENERAL RULES PACKET

- REGISTRATION SITES:** Pearland Recreation Center & Natatorium Offices or online at pearlandparks.com
- LEAGUE FEE:** \$40 per team at registration
- SCHEDULES:** After registration ends, we will formulate the league schedules and they will be emailed to the manager or designated contact as well as being available on teamsideline.com/pearland. Teams are responsible for checking the website often for schedules and standings.
- REFUNDS:** Once the schedules have been written there will be no refunds issued for teams that choose not to play. Schedules will be started a week before the season starts and released the Friday before season starts.
- LEAGUE FORMAT:** The regular season will consist of 6 weeks of game play. At the end of the regular season we will have a double elimination playoff where the top teams will participate.
- ROSTERS:** Rosters consist of six players per team. Changes to the roster can be made up until the start of the third week and are frozen at the start of first game.
- DIVISIONS:** Tuesdays Morning & Nights | Open Recreational
- AGE REQUIREMENT:** Minimum age for participation in Pearland adult pickleball leagues is eighteen (18) years old.
- RULES:** USA Pickleball rules will govern play unless otherwise noted within this rule book. USA Pickleball rules are as follows:

Basic Rules

Pickleball is played either as doubles (two players per team) or singles; doubles is most common

The same size playing area and rules are used for both singles and doubles

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 the 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 in which case none of the elements above 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.
- Only one serve attempt is allowed per server.

Serving Sequence

- Both players on the serving doubles team have the opportunity to 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/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd 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/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.

*At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

Scoring

- Points are scored only by the serving team.
- Games are normally played to 11 points, win by 2.
- Tournament games may be to 15 or 21, win by 2.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

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.

Line Calls

- A ball contacting any part of 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.

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."

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.

PEARLAND PARKS AND RECREATION PICKLEBALL RULES

Teams and Players

a. Teams

- i. A team must have one player designated as the team captain. The team captain also acts as the team's point of contact.

b. Roster

- i. Captains must submit an official team roster to the Athletics Specialist prior to the first game of the session. Roster changes are allowed up until the start of the first match during third week of play (i.e. once the first match begins on week 3, the rosters are frozen).
- ii. No new names may be added to a team's roster after the deadline. Only players on the roster will be eligible to play.
- iii. All teams must have at least 2 registered players for the season.

c. Substitutions

- i. Substitute players are allowed during regular season games only if they are listed on the approved roster.
- ii. Teams may have a maximum of 2 substitute players per roster.
- iii. Substitute players are only eligible to participate in the playoffs if they have played in at least one regular season match.

Court Layout

Whichever team is home team will be playing on the side closest to the bleacher.

Timeouts

Times outs will be allowed during the game. A team can take 2 timeouts per during the game

Forfeit

A team must start with two (2) players. If a team does not have enough players within the first ten-minute, a grace period will be instituted before the match is forfeited.

Protest

Protest will not be allowed on any judgment calls. Teams who wish to protest because of rule misinterpretation or ineligible players should submit to the Pearland Parks and Recreation Department a written explanation within 48 hours for the protest to be considered.

Behavior/Conduct

It is expected that every participant and spectator respects each other and staff. Inappropriate language is not allowed. Any person demonstrating unruly behavior may be asked to leave the facility and is subject to a suspension or ban from the league. Suspensions and bans are at the discretion of the Athletic Specialist.

Playoffs

All teams will go to bracket play with the first place team receiving a bye match, if a bye is necessary.

Playoff play will be as following:

If the winner of the consolation bracket beats the winner of the championship bracket another game will be played, due to each team losing a game. If the championship game is won by the winner of the championship bracket then the playoff will be completed.