

General Game/League Information

Teams and Eligibility

- A team consists of two players. Teams can use a substitute for a player (must be the similar skill level) to fill in if one of the main two players is absent. If both main players are absent the matches will be declared forfeits.
 1. Substitution can be a player from the same league or skill level.
 2. There must be a minimum of 2 players per team roster, but there is a maximum of 4 players per team roster.
 3. The league has a Substitution List – contact us as soon as you know you cannot make a match
 4. All players must fill out the waiver prior to participating.

Rules and Regulations

- USAPA rules are in effect unless otherwise mentioned below
- A match will be played 2 out of 3 games to 11, win by 2.
- Each division will be separated by skill level, not age.
- Rally scoring NOT in effect.
- Each team will advance to an end of the year single elimination tournament. The seeding for the tournament will be based on the regular season standings.
- Each regular season match WIN will be counted in your overall season standings.
- If teams are tied at the end of the regular season, overall points against will be used to determine tie breaker.
- If 2 players from a team are not present during the scheduled match start time, the game will be forfeited. There will be a 10 min grace period, following the scheduled start time.
- For clarification of these rules, please consult with our onsite Pickleball League Coordinator or Town of Castle Rock Parks and Rec. Supervisor Matt Gasser mgasser@crgov.com.

Equipment:

- All teams must provide their own equipment.
- Game balls will be provided by the District. The official game ball to be used will be the CORE ball.

Court Rules:

- Players are expected to leave the court promptly at the conclusion of their league game. If there are no players waiting and no other games scheduled for that court players may stay on the court.
- Courts will be reserved for each league game. The courts will not be reserved beyond the scheduled game.
- Harassment or unsportsmanlike conduct is prohibited and will not be tolerated.
- Players must clean up after themselves, please do not leave any trash behind.

League Responsibilities:

- Provide a schedule of all League Games.
- Provide a game ball for each court.
- Reserve a specific court for each league game.
- Provide a League coordinator.
- Handle all misconduct situations.

Site Coordinator:

- The site coordinator's responsibility is to enforce all rules of proper conduct and operation of the program.

Basic Rules

- Pickleball is played either as doubles (two players per team) or singles; doubles is most common and is the only league we have registration for.
- 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.

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 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.

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.

Determining Serving Team

Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: Write a 1 or 2 on the back of the score sheet.)