Rec Sports Official Rules
[Pickleball]
The UC Davis Rec Sports Pickleball rules will be based on the rules elaborated by USA Pickleball, with modifications deemed necessary by conditions of Rec Sports competition. Any rules not covered by this supplement shall be governed by the USA Pickleball rule guide.
1. **OVERVIEW AND HOW DO YOU PLAY?**

Pickleball is a sport played by Singles or Doubles. Opposing Players line up across from each other with the Pickleball net in the center. The ball is put in play with a serve. The object of the game is to hit the ball over the net so that the opposing team cannot return it. The rally continues until the ball is not returned properly.

- Recreation Pickleball is a self-officiated sport. Participants are responsible for keeping track of the score and stating it before serving.

2. **COURT LAYOUT AND EQUIPMENT**

**Ball** - 12 inches in circumference

**Net** - nets will be provided and net tension should be consistent throughout the game.

The net is hung at 36” on ends and hangs 34” in the middle.

**2.1 Court of Play**

Court Dimensions 20’x44’ for both doubles and singles (See Image Below)

3. **GAMEPLAY**

3.1 **General Guidelines**

1. Determining the serving team- Players play rock/paper/scissors at the start of the game. The winning team of rock/paper/scissors has their choice of getting to serve first or playing on their preferred side.

2. In doubles play, at the start of the game, players are positioned in the configuration shown below.
3. Player in the RIGHT HAND court (Player 1) serves first. As they serve, they must stay behind the end line and on the right side. At least one foot must stay on the ground. If the server’s toss is not ideal, they may let the ball drop onto the ground, but they must make contact with the ball to serve within 10 seconds. The serve must be underhand. The server may serve the ball from the toss or may wait until the ball bounces once before serving.

4. Player 1 serves diagonally across the court towards receiver (Player 3). The ball must clear the non-volley zone (“kitchen”) and land in the RIGHT HAND serving court. The receiver (Player 3) must let the ball bounce before returning the serve. Serving team must also let the return bounce before playing it. After the two bounces have occurred, the ball may then either be volleyed or played off the bounce until a fault is made. (See Double Bounce Rule for more information).

5. After the ball has been served, players can move as they wish through the court. They do not need to stay on their side.

6. Play continues until a fault is committed (see Faults).

7. If the fault is made by the receiving team, a point is scored by the serving team. When the serving team wins a point, its players will switch courts and the same player will continue to serve.

8. When the serving team makes its first fault, no points are awarded to either team. The second partner will then serve. When they make their second fault, they will stay in the same side of the court. The other team then has the serve.

9. When the serves return to the receiving team the player that served first will begin (either Player 1 or Player 3 in our example). The position of service now depends on the serving team’s score. If Team A is awarded the service, and Team A has an even score (i.e. 0,2,4, etc.) then Player 1 will begin on the right side. If Team A has an odd score (i.e. 1,3,5, etc.) then Player 1 will begin on the left side. Players 2 and 4 never have to worry about this rule because they will already be in the right position.

* Singles Play: All rules apply with the following exception. When serving in singles, each player serves from the RIGHT HAND court when his or her score is 0 or an even number, and from the LEFT HAND court when his or her score is odd numbered.

### 3.2 Double Bounce Rule

- Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.

### 3.3 Faults

The following actions is considered a fault and ends play:

1. Hitting the ball out of bounds
   - a. If the ball hits the perimeter line, it is considered in

2. Not clearing the net

3. Allowing the ball to bounce more than once before contact

4. Stepping into the non-volley zone (“kitchen”) and volleying the ball;
5. Volleying the ball before it has bounced on each side of the net as outlined in the Double Bounce Rule.

6. Serving into the non-volley zone (“kitchen”) or onto the non-volley zone line

7. Failing to serve the ball within 10 seconds

8. If the ball is caught, lifted, or thrown

9. If the ball hits any part of the ground or rim

10. If the ball is hit more than once before going over the net

3.4 Length of Game
- Matches will be played best 2 out of 3 games
- Games are played to 11 points
  - Teams do NOT have to win by 2 points in league games
  - In playoff games, each game must be won by 2 points
- Teams will switch sides between games
- Matches are allotted 45 minutes and will end at 45 minutes, even if a team hasn’t gotten to 11 points yet. This means whichever team has the higher score at the end of the 45 minutes will be the winner of the match.

3.5 Scoring
- Pickleball is scored via sideout scoring, where points can only be scored by the serving team. Whenever the serving team commits a fault, the person who is serving changes, but no points are awarded to either team.
- The server is responsible for announcing the score and which server their team is on.
  - For example, the server is the second server for their team. Their team has 3 points and the other team has 5. The server would announce “3, 5, 2” before they serve to represent their points, the other team’s points, and the server number.
- Once the match ends, both teams are responsible for reporting the outcome of the game to the supervisor on shift.

4. The Players and Substitutes

4.1 Teams/Roster
- Teams will consist of 2 players on the court at all times when playing in doubles. Teams are allowed up to 1 substitute on the bench. This results in the max roster for a team being 3 players.

4.2 Eligibility
- All players must comply with the official Rec Sports eligibility rules, found here. Penalty for ineligible players: forfeit of the contest in the sport concerned and disqualification of the violator and knowing team members from further Rec Sports participation in that sport.
The following participants are eligible to participate: all undergraduate and graduate students who have paid full registration fees for the current term, as well as University Affiliates (staff, faculty, alumni, IEPP, etc.) who possess a current Rec Sports ONE pass. Proper identification is required to participate in all Rec Sports activities.

4.3 Substitutions
Substitutions can only take place when play is deemed “dead” (i.e., ball is out).

There is no limit on substitutes.

4.4 Timeouts
Each team is allowed one timeout per 11 point game. The timeout lasts for one minute.

5. Violations and Misconduct

5.1 Unsportsmanlike Conduct
Players and team representatives are expected to conduct themselves in the tradition of fair play and sportsmanship, which is inherent in this game.

Any player violating Rec Sports guidelines and policies is subject to an unsportsmanlike conduct penalty.