

PICKLEBALL STUDY GUIDE

Game: 21 points. Win by two, singles or doubles.

Shots:

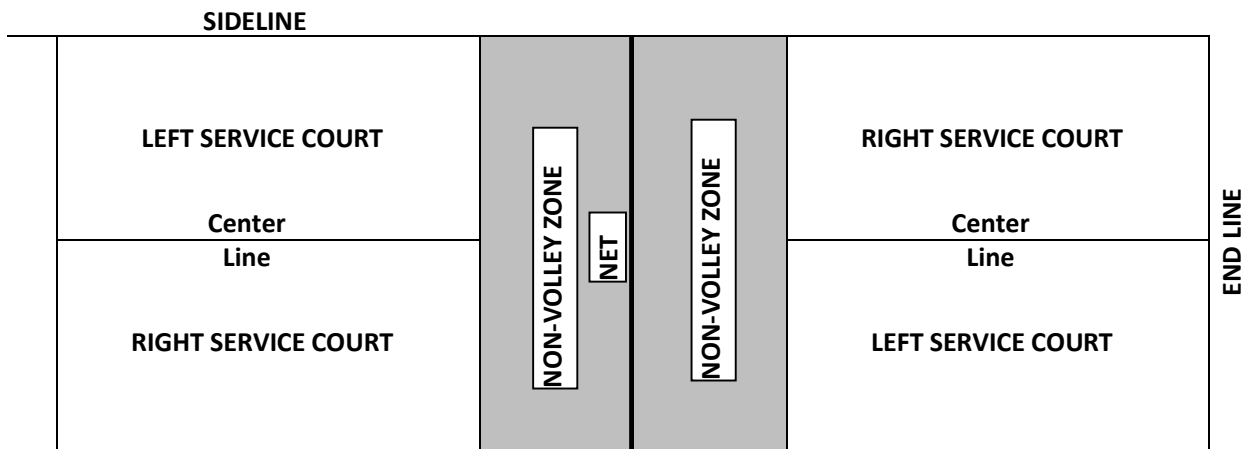
1. Drop Shot clearing the net and dropping in the non-volley zone. Good shot to use after receiving the serve.
2. Lob Shot deep, high shots to force opponents back.
3. Overhead Smash a hard, overhead shot.
4. Cross Court Shot placing the ball from one side of the court across the net to the diagonal opposite court.
5. Chop Shot movement in which the paddle is drawn down and under the ball causing backspin.
6. Volley Shot hit in the air without first letting the ball bounce. All volleying must be done with the player's feet behind the non-volley line.

Serving Rules

1. One foot behind the back line.
2. Serves must be made underhand.
3. Paddle must pass below the waist.
4. Server may not bounce the ball before serving.
5. Serve is made diagonally cross court and must clear the non-volley zone and land inbounds.
6. One serve attempt. EXCEPTION: Let-if the ball touches the net and lands in the correct service court the serve is taken over.

Double Bounce Rule

Each team must play their first shot off the bounce. In other words, the first two shots of each rally must bounce before being hit without a bounce.



Scoring (general rules)

1. Rally scoring – winner(s) of each rally scores a point
2. A shot that lands on a line is good
3. Ball may be contacted only once per side
4. May not play a shot in the non-volley zone without a bounce
5. Only the player served to may receive the service

Faults

1. Hitting the ball out of bounds
2. Not clearing the net
3. Stepping into the non-volley zone and volleying the ball
4. Volleying the ball before it has bounced once on each side of the net
5. Player contacts the net with his/her body or paddle
6. A player is hit by the pickleball whether he/she is inside or outside the court boundaries
7. A ball seemingly going out of bounds must be allowed to hit the floor out of bounds. You can't catch the ball and claim it was going out.

Doubles:

1. Game begins with the serving team serving from the right service court.
2. If a fault is made by the receiving team, the serving player switches serving courts and receives a point. The same player will continue to serve. The receiving team should not switch.
3. If a fault is made by the serving team, the receiving team will serve next.
4. The new server is determined by the serving teams' score.
 - If score is odd, the player standing in the left service court is the server.
 - If score is even, the player standing in the right service court is the server.

Singles

1. Rules are the same as doubles with the server following the following serving rules.
 - If server's score is even, serve from the right court.
 - If server's score is odd, serve from the left court.

Sportsmanship

1. Never chase after a pickleball and interfere with play on another court.
2. Rather than jumping/stepping over the net to switch sides, walk around or go under net.
3. Look at a pickleball that rolls onto your court to see which court it belongs to.
4. Tossing, flipping, spinning, or dropping the paddle out of your hand should never occur.
5. Call out score prior to serving.
6. Correctly calling a rule that has been broken during play.
7. Being able to identify the four boundary lines and making proper calls during play.
8. Properly playing the double bounce rule after each serve.