

City of Kelowna – Active Living & Culture
Pickleball - Doubles
RULES



OBJECT OF THE GAME

- The object of the game is to score 11 points first or to be the team ahead at the end of time.

PLAYING AREA

- Pickleball courts are striped just like a tennis court with right and left service courts and a 7' non-volley zone in front of the net.
 - 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.
 - 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.
- Please note that teams are required to play within their designated court area.
 - Do not enter an adjacent court to continue play.

PLAYERS

- 2 players on the court at all times. 1 player of the opposite gender must be on the court at all times.
- The match is forfeited if a team does not have the minimum player requirement by 10 minutes past the scheduled start time.
- Player Pick-up Rule: A team may pick up 1 player only from another team in the league to reach the minimum number of players required. If the team's regular rostered player shows up then that player must take the place of the substitute player.

RULES OF PLAY

- 1 hour time limit to complete games.
- Best two-out-of-three sets, or the leader at the end of the one-hour time limit, whichever comes first.
- All three (3) sets go to 11 points. Teams must win by 2.
- Rally for serve to start the game, 3 rallies before the ball is in play.
- The ball is served diagonally to the opponent's service court underhanded without bouncing it off the court.
 - A serve that hits the net but lands in the service area is called a "let" and is reserved.
- Points are scored by the serving side only and occur when the opponent faults (fails to return the ball, hits ball out of bounds, etc.).
- The server continues to serve, alternating service courts, until the serving side faults.
- Scoring and service order is the same as Badminton. To start the game, the serving team will be "half-out". They will continue to serve until losing the rally, then service goes to the other team. Now when the serving team loses their first rally, they are "half-out" and the second player now serves. When they lose the next rally, they are "side-out", and service goes to the other team.
- Double Bounce Rule: Following the serve, each side must make at least one ground-stroke, 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.

SCORING

- The server should announce the score.
- The player that is standing in the right-hand service area of the serving side always starts.
- That player is server number 1 for this sequence only. The next time they get the serve, their partner maybe in the right court to start and they become server number 1.
- The sequence for announcing the score is as follows; serving team's score first, opponents score second and server number third.
 - Example: Server announces 3, 4, 1, the serving team has 3 points, the opposing team has 4 points and server number 1 is serving.
 - Server only gets one fault and they lose their serve. You only get one chance to get your serve in, not two as in tennis.

FAULTS

- A fault occurs on a serve when the ball hits short of the service court including the non-volley line.
- If the ball is served to the wrong court, long behind the back service line or out of the bounds that is a fault.
- After the serve, a fault occurs if a player steps in the non-volley court or on the non-volley line while making a volley shot.
- If the ball is hit into the net or other permanent object such as the pole, that is a fault.
- A balls that hit outside the boundary lines of the court are considered out and a fault.
- If the ball hits a player they have committed a fault.
- On the serve, if a ball is hit into the wrong court and the opposing player in that court is hit or catches the ball that is considered a fault on the receiving team.
- A player should not catch a ball that is heading out of bounds because that is considered a fault. Always let the ball bounce first.
- Failing to hit the ball before it bounces twice is a fault.
 - However, if the ball bounces twice off your paddle while you are making a continuous forward motion, this is legal.
 - If the ball hits any part of your paddle hand, the hand below the wrist, is considered part to the paddle and legal.
- If a ball hits a player or his/her clothing, while standing on or off the court during a rally, this is a fault and a point for the opponents.

REPORTING RESULTS

- The winning team is responsible for reporting the match result to the appropriate Score Line (outlined on their schedule) within 48 hours of the match completion.