



PICKLEBALL RULES

SPIRIT OF THE GAME
COMPETITIVE PLAY IS IMPORTANT, BUT NEVER AT THE EXPENSE OF
FOLLOWING THE RULES, RESPECTING OTHER PLAYERS, RESPECTING THE
BAR/FACILITY, AND HAVING FUN!

I. General Rules

- A. **SCHEDULE:** All Games are to be played at the same time, date, and place specified on the schedule.
- B. **ROSTER:** Each team can have as many players as they choose.
- C. **FORFEITS:** Game time is FORFEIT Time. We encourage all players to arrive at the field 10 minutes before the game starts.

At the discretion of the League Ambassador, they may add a 10 minute grace period from the game time in order to avoid a forfeit, but the game clock will start on game time.

i. Minimum to start the game varies on format size:

Format	Minimum # of Players to Start official game (# of gender minority players to avoid a forfeit)	Maximum number of gender majority players on the court
2 V 2 Mixed	2	1
2 v 2 OPEN	2	No gender requirement

- ii. Forfeits will be scored as a 3 – 0 final match score
- iii. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.



- iv. If you are aware of any dates that will not work for your team, please let your team captain know to put in a schedule request before the start of the season. Team captains can put a schedule request with additional payments through the website

D. OFFICIALS:

- i. Pickleball matches are self officiated. We use the honor system when it comes to calling faults, please be courteous and fair when making these calls

E. ROSTER CHECKS:

Roster checks will be conducted before the start of each playoff game. Roster checks may be done randomly during the regular season, at the League Ambassador's discretion.

- F. RAIN OUTS:** Check ASSC's website for possible rainouts. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** [Review the weather policy here.](#)

- G. SPORTSMANSHIP:** Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

- i. If a player creates unsafe playing conditions where the game cannot be continued, the violating team will be disqualified from the game and it will count as an automatic forfeit.

1. PLEASE KEEP IN MIND THAT THIS IS A SOCIAL LEAGUE INTENDED FOR FUN!

II. Equipment

- League Ambassadors may determine that jewelry can be dangerous and ask the player to remove them during or before the game. Any jewelry that is reflective or may have lights should not be worn on the wrists.
- Teams may use their own paddles if they choose, but ASSC will have a set of paddles for teams.
- ASSC will provide balls for all games.

III. Format

A. COURT SPECIFICATIONS

- ■ The field of play is rectangular, 44 feet long by 20 feet wide, divided into 2 halves by a center dividing net.
- ■ Each half has a line that is 10 feet away and parallel with the net. This indicates a no-volley zone or the Kitchen



- ■ Field sizes may vary MINIMALLY (within a couple of yards) due to available field space.

B. SCORING:

- Best of 2 out of 3 games. Each game played to 11 points, win by 2.
 - Time permitting, CAN play up to 5 games but only the first 3 are scored
- You only score on your own serves
 - A point is scored if the returning team fails to return the ball or if the returning team commits a fault.
 - Rally scoring will start at the 10-minute warning before next game

C. GAME PLAY TIME AND HALFTIME

- Games are played by number of points, not by time.
- Games will switch to rally scoring at the 10-minute warning
- There will be a minimum of 3 minutes rest before each game

D. MERCY:

There are no mercy rules in Pickleball

E. TIMEOUTS

Each team gets 1 timeout per game. A timeout lasts 30 seconds.

IV. Gameplay

- a. Teams will decide who serves first at the beginning of the match.

Serving

- The ball is served underhand and diagonally to the opponent's service court.
- Player A serves → If Team AB wins the point, Player A switches positions with Player B and serves. This continues until Team AB fails to score a point.
- The serve **MUST** bounce before making contact on the serve.
- Serves must cross the non-volley line on the opponent's side.
 - If the serve lands in the non-volley zone or on the non-volley line, it is considered a fault and the other team gets the ball.
 - Serves must be made underhand and below the waist.
 - The server must be positioned behind the baseline and on their quadrant of the court
 - "Let" Serves are not enforced per USA Pickleball's rules as of 2021. Any serve that crosses the non-volley line shall be a playable serve.



- If any player stops play because of a service “let” being called, they will lose the point
- The Double-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 hit the ball before it bounces or play it off a bounce.
- Any ball that lands on the line is considered in.

Faults

- A fault is any action that stops play because of a rule violation.
- The ball is hit into the net on the serve or any return
- The ball is volleyed before a bounce has occurred on each side
- The ball is hit out of bounds
- A ball is volleyed from the non-volley zone
- A ball bounces twice before being struck by the receiver
- A player, player’s clothing, or any part of a player’s paddle touches the net or the net post when the ball is in play
- There is a violation of a service rule
- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court
(At any indoor location, if a ball is hit outside of the field of play and bounces back in, that is a fault.)

Non-Volley Zone aka "the Kitchen"

- The non-volley zone is the court area within 10 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.

Other Rulings:

- Any rulings that are not covered in this rulebook will default to [USA Pickleball Association \(USAPA\) Rulebook](#).

V. PLAYOFFS

A. GENERAL INFO

- i. The playoffs begin the first week after all regular season games have been played.
- ii. MANDATORY ID checks will be done by your League Ambassador before playoff games
 1. Rosters are finalized on Weeks 5 (or 6). If there needs to be a substitute or a replacement, please do so before the roster cutoff date.
 - a. ASSC may make special exceptions under certain circumstances
 - b. Any teams found playing a non-rostered player will automatically forfeit and be counted as a loss.

B. SCORING AND GAMEPLAY

- Regular season rules will apply during playoffs

C. SEEDING

The top four teams with the best records will advance to the playoff rounds.

- Additional teams may be added to the playoffs for leagues with 13 or more teams.
- Playoff standings are based on 7 games. Some teams may play 8 games to accommodate another team's 7th game. This 8th and final game will not be counted towards overall standing to remain fair to the rest of the teams in the league.
- Tie-breakers will be decided as followed:
 - Total Standing points
 - Point Differential
 - Head to head
 - Coin Toss

