

Partner Paddleball

Two players challenge each other on a court. A game is completed when one player scores 15 points and wins by 2. The ball may be contacted before it hits the ground at any time except on the serve.

- **Serve:** The ball must bounce on the court and the serve must be underhand.
- **Skills:** Forehand and backhand drives, volley and serve
(NO overhand smashes or slams are allowed)
- **Points:** You must serve to score
A player fails to return the ball
Contacts the ball more than once on a side
Ball landing on the center line
Hitting the ball out of bounds
- **Rules:** Lines are in except the center line
Rock, paper, scissors for serve
Announce score before each serve or lose serve
No Overhand hits

177. HISTORICAL FACTS ABOUT PICKLEBALL

- Pickleball originated at the home of Joel Pritchard in the Seattle, Washington area in 1965.
- The game began as a family activity when U.S. Congressman Pritchard and his houseguests, William Bell and Barney McCallum, discovered that there wasn't enough good badminton equipment for all of the families to play.
- After modifying rules and replacing rackets with wooden paddles, they developed this new game.
- The name came from the Pritchards' cocker spaniel, Pickles, that kept running away with the ball whenever it landed off the court.
- The game spread among neighbors and friends, and a corporation was formed in 1972 to protect the new game.
- During the 1970s the popularity of the game grew in the Seattle area, where it was used in high school and college physical educational programs and the park and recreation association.
- Today it is played throughout the United States, Canada, Japan, Singapore, and Western Europe.

178. PICKLEBALL EQUIPMENT

Paddle

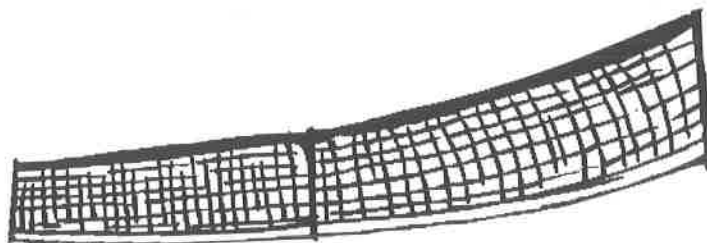
- The official pickleball racquet is generally made of hardwood or high-quality plywood.
- The head should not exceed 8 inches in width or 15 1/2 inches in length.
- A racquetball paddle, any paddle with holes, or any strung paddle is illegal.

Balls

- The official pickleball ball is perforated and is 3 inches in diameter.
- Various sized whiffle balls may be used for various levels of play.
- The larger the ball, the slower the game.

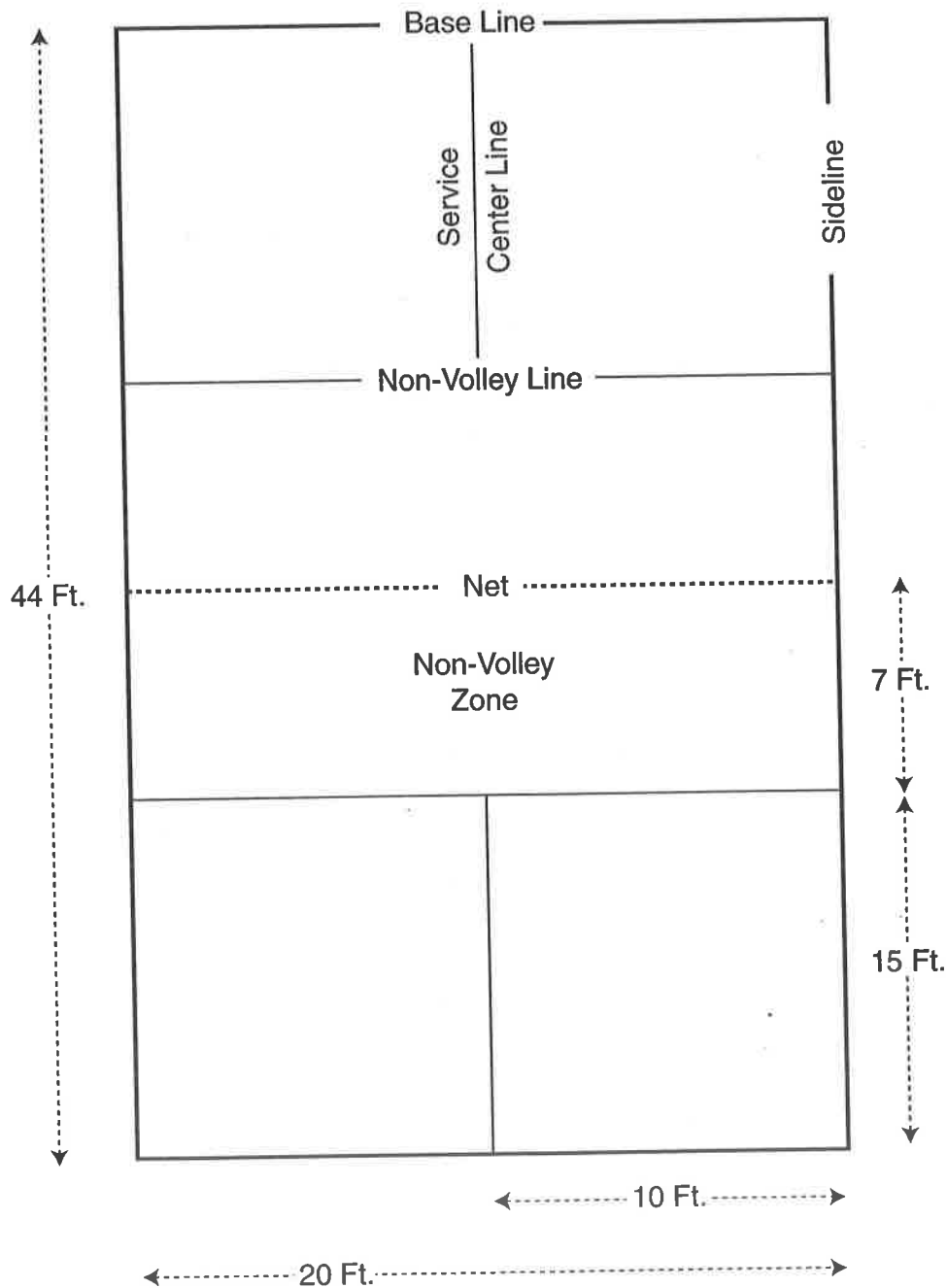
Net

- A badminton or tennis net may be used.
- The official net height is 36 inches.



179. PICKLEBALL COURT

The court dimensions are identical to a doubles badminton court. The court dimensions are 20 by 44 feet for both doubles and singles. The net is hung 36 inches on the ends and 34 inches in the middle. A non-volley zone extends 7 feet on each side of the net. There thus remain 15 feet on each side of the court. On each side, these 20 by 15-foot rectangles are further divided into two equal rectangles measuring 10 by 15 feet. When laying out the court, allow adequate space at each end and sides of the court boundary lines for player movement (3 to 5 feet on ends and 1 to 2 feet on sides).



180. BASIC RULES OF PICKLEBALL

- The serve must be hit underhand and each team must play the first shot off the bounce.
- After the ball has bounced once on each side, both teams can either volley the ball in the air or play it off the bounce.
- This eliminates the serve and volley advantage and promotes long rallies.
- To volley a ball means to hit it in the air without first letting it bounce.
- No volleying is permitted within the 7-foot non-volley zone, preventing players from executing smashes from a position within this 7-foot zone on both sides of the net.
- This promotes the drop volley or "dink" shot playing strategies, as pickleball is a game of shot placement and patience, *not* brute power or strength.
- Both players on the serving team are allowed to serve, and a team scores points only when serving.
- A game is played to 11 points and a team must win by at least 2.
- Points are lost by hitting the ball out of bounds, hitting the net, stepping into the non-volley zone and volleying the ball, or by volleying the ball before the ball has bounced on each side of the net.

181. SPECIFIC RULES OF PICKLEBALL

The Serve

- Players must keep one foot behind the back line when serving.
- The serve is made underhand.
- The paddle must pass below the waist.
- The server must hit the ball in the air on the serve; he or she is not allowed to bounce it, then hit it.
- The serve is made diagonally cross court and must clear the non-volley zone.
- Only one serve attempt is allowed, except in the event of a "let" (the ball touches the net on the serve, but lands in the proper service court).
- In the event of a let, the serve may be taken over.
- At the start of each new game, the first serving team is allowed only one fault before giving up the ball to the opponents.
- Thereafter, both members of each team will serve and fault before the ball is turned over to the opposing team.
- When the receiving team wins the serve, the player in the right-hand court will always start play.

GAMES

The Volley

- To volley a ball means to hit it in the air without first letting it bounce.
- All volleying must be done with the player's feet behind the non-volley zone line.

Double-Bounce Rule

- Each team must play its first shot off the bounce.
- 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.

Faults

- Hitting the ball out of bounds.
- Not clearing the net.
- Stepping into the non-volley zone and volleying the ball.
- Volleying the ball before it has bounced once on each side of the net.

Scoring

- A team can score a point only when serving.
- A player who is serving shall continue to do so until such time as his or her team makes a fault.
- The game is played to 11 points; however, a team must win by 2.

Determining Serving Team

- Players rally the ball until a fault is made.
- A minimum of three hits must be made for the rally to be valid.
- The winner of the volley has the option of serving first or receiving first.

Doubles Play

- The only variation in this type of play pertains to serving.
- If a 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.
- When the serving team makes its first fault, players will stay in the same court and the second partner will then serve.
- When the serving team makes its second fault, it will stay in the same court and turn the ball over to the other team.
- Players switch courts only after scoring.
- A ball landing on any line is considered good.