

Senior Olympics Pickleball Rules

Playing Format

1. Pickleball will be conducted in accordance with the USA Pickleball Association rules except as noted below. For a copy of these rules, please write to:
USA Pickleball Association
P.O. Box 7354
Surprise AZ 85374
Web site: www.usapa.org
2. Events will be singles, doubles and mixed doubles held in 5 year age groups for both men and women. **Doubles Partners:** Doubles partners who qualify together are not required to play together. All participants must have qualified for the sport in which they intend to participate.
3. **Equipment:** Players may provide own paddles. NMSO will have a few paddles on site. Paddles may be of any material, but shall not contain holes, indentations, etc. that allow a player to impart abnormal spin on the ball. Standard paddle shall measure 8" wide by 15 ½" long, including a 7 inch handle. If athlete uses a magnum paddle, it will be the same size but have only a 5 inch handle. Thickness and weight is not restricted. NMSO will provide balls.
4. Net will be 21 feet long by 2 ½ feet wide. Mesh size: 1 inch minimum – 2 ½ inches maximum. Net height is 36 inches high at the end—34 inches high in the middle.
5. Court size will be 20 feet wide by 44 feet long. Service courts will 10 feet wide by 15 feet long.
6. Athletes are required to check in 30 minutes prior to scheduled times.
7. Pickleball is a simple paddle game, playing a special perforated, slow-moving ball over a tennis type net on a badminton sized court.
8. Playing format will be either double or round robin elimination tournaments based on the numbers of registered entrants. (Single elimination tournament will only be considered with the approval of the NMSO office.) Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Game competition.
9. Any game missed/forfeited during bracket play will be considered a loss.

Playing Rules

1. Determining serving team—Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.
2. All serves will be underhand, without bouncing the ball off the court, and the ball is served diagonally to opponent's service zone and must clear the non-volley zone. The paddle must pass below the waist. Server may have one foot inside the baseline, as long as the other foot is outside at moment of serve.
3. 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.)

Pickleball Playing Rules (cont)

4. Fault
 - a) Hitting the ball out of bounds
 - b) Not clearing the net
 - c) Stepping into the non-volley zone and volleying the ball
 - d) Volleying the ball before it has bounced once on each side of the net as outlined in Rule 5
5. Following serve, each side must make at least one ground stroke, prior to volleying ball (hitting it before it has bounced).
6. Scoring—A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his team.
7. The first side scoring eleven (11) points and leading by at least a two (2) point margin wins. For example: If both sides are tied at ten (10) points, then play continues until one side wins by two points.
8. Matches will consist of best two out of three games.
9. **Non-Volley Zone:** This is a zone 7 feet long—from net back to service area. A player cannot volley while standing in this zone. To *volley a ball* means to hit it in the air without first letting it bounce.
10. Doubles Play-
 - a) Player in Right Hand court serves diagonally across court to receiver in opposite Right Hand court. The ball must clear the non-volley zone and land in the Right Hand serving court. The receiver 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 be either volleyed or played off the bounce until a fault is made.
 - b) 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.
 - c) When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring.
 - d) A ball landing on any line is considered good.
11. Singles Play—All rules apply with the following exception:
When serving in singles, each player serves from the Right Hand court when his/her score is 0 or an even number, and from the Left Hand court when his/her score is odd numbered.
12. See Court Diagram on next page.

Section 2 – Court

Revised 2006 and 4/1/09 and 8/9/09

Source: <http://www.usapa.org/officialrules/pbrules.html>

