

Carpenter Center Pickleball League (CCPL)

League Rules and Regulations

General Game Information

Players	This will be a league consisting of mixed-up doubles (men and/or women with another man and/or woman) teams. It includes two league levels, Advanced Beginners/Intermediate and Advanced. Teams consist of two players on the court.
Serve/Side	Players toss a coin to determine who will serve first. The winner will choose court side, serve and/or receive.
Game	Teams play a best of 3 matches. The first Team to score 11 points and lead by 2 wins. For Play-Off week and the Final Tournament, sets will be played to 21 points, win by 2.
Serve	At the beginning of the game, only one partner gets to serve before faulting, after which the ball is passed to the receiving team. After that, each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.
Scoring	Points are scored by the serving team.
Faults	A fault is any action that stops play because of a rule violation.
Subs	Substitute players must be within the league in which they are competing in. If a team is unable to find a sub, the team will forfeit. Decisions should be merit-based.

Equipment

The Carpenter Center will provide the game ball. Players will provide their own paddles. Teams are responsible for recording their score (on-site) following each game.

Service Sequence

- At the beginning of each new game, only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team. After that, each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.
- The first serve of each side out is made from the right-hand court. Side out is declared after one side loses its service and other side is awarded service.
 - If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
 - As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
 - When the first server loses the serve, the partner then serves from their correct side of the court. The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

Serve

- The serve must be underhand, hit into the air without being bounced.
Paddle contact with the ball must be below the server's waist.
The serve is initiated with at least one foot behind the baseline.
Neither foot may contact the baseline or court until after the ball is served
- Serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
Serves shall not be made until the receiver is ready and the score has been called.
Failure to do so will result in a fault.
- If a ball from another court interferes, you may call it and redo the serve.

Double Bounce Rule

- When the ball is served, the receiving team must let it bounce before returning.
The serving team must let it bounce before returning, thus two bounces.
- After the ball has had two bounces, it may be volleyed.

Scoring

- Points are scored by the serving team
Proper sequence for calling the score is: server score - receiver score - server one or two

Line Calls

- A ball contacting any line, except the Non-Volley Zone line on a serve is considered in.
- A server contacting the Non-Volley Zone line is short and a fault.
- Players will call the lines on their side of the court.

No player should question an opponent's call unless asked.

A player should ask the opponent's opinion if the opponent was in a better position to see the call.

An opponent's opinion, if requested, shall be accepted.

The Kitchen (Non-Volley Zone) Rules

- Volleying is prohibited within the Non-Volley Zone.
- It is a fault when volleying a ball and the player steps on the Non-Volley Zone, including the line, and/or when momentum causes one to touch the line.
- It is a fault when after volleying, a player touches the Non-Volley Zone, or if their momentum causes them to fall into the Non-Volley Zone, even if the volleyed ball is declared before this happens.
- A player may be in the Non-Volley Zone any time other than when volleying the ball.
- A player may enter the Non-Volley Zone before or after returning any ball that bounces.
- A player may enter the Non-Volley Zone for any reason, that player cannot volley the return until both feet have contacted the playing surface completely outside the Non-Volley Zone.
- The act of volleying includes the swing, follow through and the momentum from the action, if the paddle touches the Non-Volley Zone during the swing. It is a fault regardless of whether the touch occurred before or after contacting the ball.
- Non-Volley Zone faults may be called by any player on either team.

Faults

- Faults occur when a play stops due to rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.
- A fault occurs when:
 - o A serve does not land within the confines of the receiving court.
 - o The ball is hit into the net on the serve or any return.
 - o The ball is volleyed before a bounce has occurred on each side.
 - o The ball is hit out of bounds.
 - o A ball is volleyed from the non-volley zone.
 - o A ball bounces twice before being struck by the receiver.
 - o 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.
 - o There is a violation of a service and/or non-volley zone rule.
 - o A ball in play strikes a player or anything the player is wearing or carrying.
 - o A ball in play strikes any permanent object before bouncing on the court.