

Pickleball

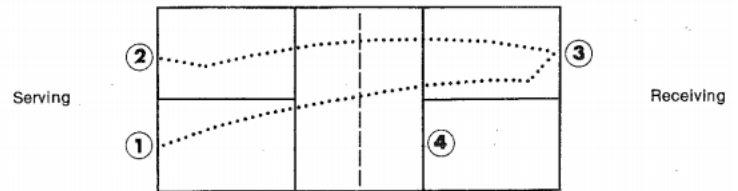
History: Pickleball was created during the summer of 1965 in Seattle, Washington. The original purpose of the game was to provide a sport for the entire family and was invented by Joel Pritchard, a U.S. Congressman. Since then the game has expanded with set rules and played throughout the country. The name came from the Pritchard family dog who kept taking the ball whose name was Pickles.

Court: 20'x44' and the net is hung at 36"

Serve: Player 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 and is not allowed to bounce it, then hit it. The service is made diagonally cross court and must clear the non-volley zone. Only one serve attempt is allowed. At the start of each new game, the 1st 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 receiving team wins the serve, the player in the right hand court will always start play.

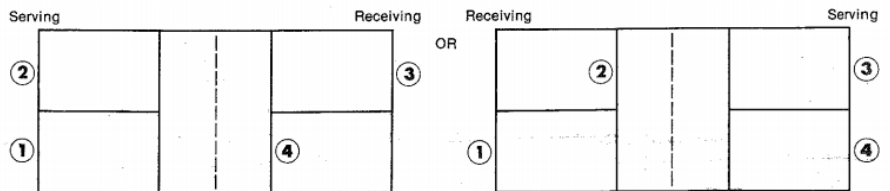
Non-Volley Zone: The 7' area in front of the net. You can only enter this area after the ball has bounced. This is to keep people from rushing or standing in front of the net.

Double Bounce Rule: Each team must play their first shot off the bounce. That is, 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.



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. The game is played to 11 points; however, a team must win by 2 points.

Position of Players at Start of Game:



Doubles Play: Player in Right Hand court (1) serves diagonally across court to receiver (3) in opposite Right Hand court. The ball must clear the non-volley zone and land in the Right Hand serving court. The receiver (3) 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.

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.

When the serving team makes it's 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. A ball landing on any line is considered good.

