

SECTION 6 – LINE CALL RULES

- 6.A. A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.
- 6.B. Except the serve, any ball in play that lands in the court or touches any court line is in.
- 6.C. A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds (see Figure 6-1).

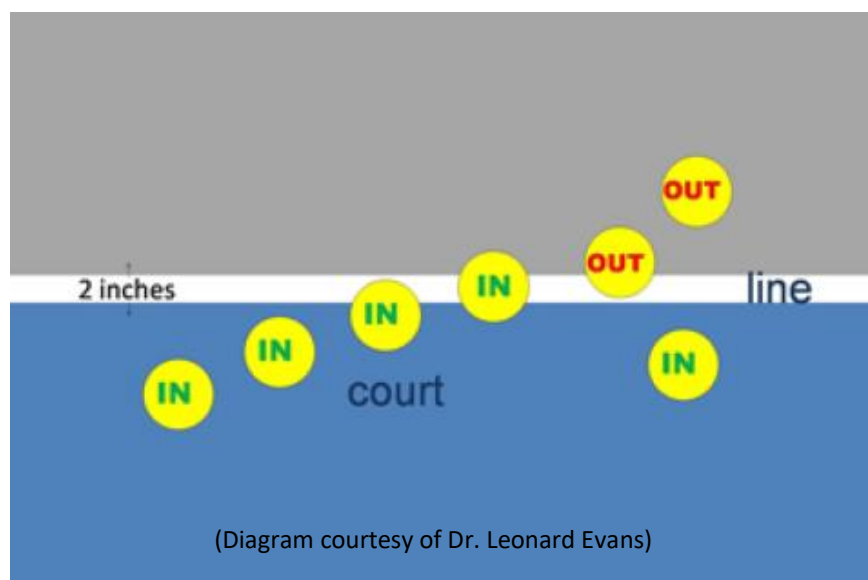


Figure 6-1

- 6.D. **Code of Ethics for Line Calling.** Pickleball is played according to specific rules. It also requires a code of ethics for line-calling responsibilities when performed by players.

The line-calling responsibilities of players are different from those assigned to referees or line judges. The

officials make impartial judgment calls with all players' interests in mind. The player, when assigned line-calling duties, must strive for accuracy and operate under the principle that all questionable calls must be resolved in favor of the opponent.

The basic elements are:

- 6.D.1. Players will call the lines on their side of the court (excluding service foot faults and all non-volley-zone lines, if being called by a referee).
- 6.D.2. Players' only line call is the centerline on the serve in matches that have line judges.
- 6.D.3. The opponent gets the benefit of the doubt on line calls made. Any ball that cannot be called "out" will be considered "in." A player cannot claim a "let" because the ball was not seen or there is uncertainty. A player may appeal to the referee to make the call if he or she did not clearly see the ball land. If the referee is unable to make the call, the ball is "in."
- 6.D.4. Spectators should not be consulted on any line call.
- 6.D.5. A player should not question an opponent's call, although any player may appeal a call to a referee.
- 6.D.6. **Requesting opponent's help.** A player may ask the opponent's opinion if the opponent was in a better position to see a line call on the player's side of the court. The vision of a

player looking down the line is more likely to be accurate than one looking across the line. An opponent's opinion, if requested, must be accepted.

- 6.D.7. Do not call a ball "out" when you are looking across the line, unless you can clearly see a space between the line and the ball as it hits. The player's depth of field judgment, based on the laws of parallax, prevents accurate judgment in these cases.
- 6.D.8. All "let" or "out" calls must be made "instantly"; otherwise, the ball is presumed good and still in play. "Instantly" is defined as calling "let" or "out" prior to the ball being hit by the opponent or before a dead ball is declared.
- 6.D.9. In doubles play, if one player calls the ball "out" and the partner calls it "in," then doubt exists and the team's call will be "in," (except that any player may appeal a call to the referee).
- 6.D.10. "Out" line calls should be promptly signaled by voice and/or hand signals (see 13.E.2.), regardless of how obvious they may seem.
- 6.D.11. While the ball is in the air, if a player yells "out," "no," "bounce it," or any other words to communicate to his or her partner that the ball may be out, it shall be considered player

communication only and not considered a line call.

- 6.D.12. If an “out” call is made after the ball bounces, it will be considered a line call. The ball will be considered dead and play shall stop. If a player on the receiving team or the referee upon appeal then indicates the ball was in, it is a fault against the receiving team. Exception: If the match has line judges, the baseline and sideline judges are responsible for the call. See 13.E.

SECTION 7 – FAULT RULES

A fault is any action that stops play because of a rule violation.

A fault will be declared for the following:

- 7.A. If the serve or service return does not bounce before striking the ball (Two-Bounce Rule).
- 7.B. Hitting the ball into the net on the serve or any return.
- 7.C. Hitting the ball out of bounds.
- 7.D. Failure to hit the ball before it bounces twice on the receiving player's court.
- 7.E. Violation of any service rule. See Section 4.
- 7.F. A player, a player's apparel, or a player's paddle touches the net system when the ball is in play.
- 7.G. The ball in play strikes a player or anything the player is wearing or carrying, except the paddle or the player's paddle hand below the wrist. If the player is in the process of changing hands with both hands on the paddle, or is attempting a two-handed stroke and either hand is hit below the wrist, then the ball is still in play.
- 7.H. A live ball that is stopped by a player before it becomes dead. Example: catching or stopping a ball in flight before it makes contact with the court.
- 7.I. A ball in play strikes any permanent object before bouncing on the court.