

City of Edmonds
PICKLE-BALL RULES

PLAYERS:

1. All players must be at least 18 years of age. See Athletic Coordinator for exceptions.
2. Players may be ineligible for playoffs if they forfeit 2 matches without contacting the Athletic office in advance of the forfeit.
3. Each player should provide their own paddle.

RULES: Rules shall be the latest version of the USA Pickle-Ball Official Rules except where specifically stated below: (Web Site: <http://usapa.org>).

1. 3 games will be played to 11 points. Teams must win by 2 points. Time limit will be 40 minutes to complete the match. The third game counts regardless of the score. The team leading is credited with the win. If the score is tied, rally score for the winner.
2. **Serving** - A player must serve with one foot behind the back line, hitting the ball with an underhanded motion (the paddle must pass below the player's waist). When serving, you need to serve the ball diagonally across the net and it must clear the non-volley area. Only one service attempt is allowed. In the case of a let serve (when the ball hits the net and still goes into the correct service area) the serve is repeated. In doubles, at the start of a new game the first team to serve is allowed only one fault before the serve is turned over to their opponent. After the first serve, members of each team will serve and fault before the ball is turned over to the opponent. The player in the right hand court will always start the serve.
3. No time-outs may be called with less than five minutes left in each time limit. Each team is allowed two (2) thirty second time-outs per game.
4. Any player ejected from a match automatically forfeits her/his rights to play in the next TWO scheduled matches.
5. League winners shall be determined by the best win/loss record. In the case of a tie, head to head competition will determine the winner.
6. The League Supervisor assumes the authority to interpret and amend all rules affecting league play and has the authority to administer any decision necessary for the well being of the league

GROUND RULES:

1. During play, no player or ball shall enter another court. Violation is dead ball or out of play.
2. Ceiling: Any ball hitting the ceiling or basketball rim/backboard is out of play.

PROTESTS:

1. Any protests of a game must be declared by the team captain to the Athletic Coordinator 425-771-0229 immediately after the protested incident occurred. Team captains are reminded that judgment calls cannot be protested.
2. Protests must be made in writing with complete details and submitted to the Athletics Coordinator within 24 hours of the incident. All protests must be accompanied by a \$50 protest fee which will be refunded if the protest is ruled valid.
3. All protests shall be ruled on by the Athletics Coordinator/Staff.

DEFINITIONS OF VIOLATIONS AND PENALTIES:

- A. Carries- ball momentarily comes to rest on paddle. The ball must be hit cleanly to remain in play.
- B. Illegal Play at Net- player touches the net with any part of the body or paddle while the ball is in play.
- C. Double Hit- player contacting the ball twice or more in succession.

- D. Line Foul- server crossing both feet over the end line before contacting the ball. Any person crossing over center line into opponent's court while ball is in play.
- E. Ball Out of Bounds/ Out of Play- a ball out of bounds is still in play unless it has struck the floor, ceiling or other objects before a return is attempted, unless in another court and is out of play and a dead ball.
- I. A fault can be:
- hitting the ball out of bounds
 - a ball not clearing the net
 - stepping into the non-volley area and volleying a ball (A player may only step into the non-volley area if a bounced ball has brought him/her into the non-volley area.)
 - volleying the ball before the double bounce rule has occurred.

Updated 12/14