

Fall Pickleball League Rules

Format

- Doubles (2 players per team)
- Games to 11, win by 2
- Call in/out on your side (on the line is considered in)
- The team on the left side of the schedule will serve first at 0-0-2
- Report final scores after each game
- League will be a round robin format each week, with playoffs the final week

Serving

- The first serve of the game must come from the server's right side of the court
- Serve must go across court and bounce beyond the kitchen
- With each serve that the serving team wins, the server switches sides.
- After 1st server loses a point, 2nd player begins serving from the side they're currently on
- After both players have served & lost the point to the opponent, the serve goes to the other team

Scoring

- Ball hits the opponent's side twice or opponent faults. Only the serving team can score points. If they lose a point, they move on to 2nd server & then lose the serve to other team.
- Calling the score: The score is called in three numbers: serving team's score + opponent's score + server number (1 for first server and 2 for second server; e.g. 3-3-1 for a 3 to 3 game and first server up)

Double Bounce Rule

- Each team must let the ball bounce once on their side before they can begin hitting it in the air without a bounce.

Kitchen

- Players cannot step into the kitchen to hit the ball in the air, or it is a fault, and the opponent wins that point. (If the ball lands in the kitchen first, you may go into the kitchen to play it and step back out).

When the ball is out of play:

- It hits out of bounds
- It does not clear the net
- The ball is volleyed before it bounces once on each side
- A player volleys while standing/stepping into the kitchen
- A serve violates serving rules

