

Town of Parker Adult Pickleball League: Rules

The Town of Parker House Rules are intended to create a balance of play, an atmosphere of sportsmanship and fair play, and to emphasize cleverness and skill without limiting freedom of individual or team play.

Recreational Philosophy

To provide a safe and enjoyable playing environment for participants to experience the social and physical benefits of sports.

1. To allow the participants to have fun.
2. To provide an environment of sportsmanship & camaraderie.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decisions are final.

Court Supervisor

The court supervisor is on site to monitor the games, the facility, assist with injury, answer questions, assist with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Spectators

We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated. Supervisors are instructed to stop the game if this becomes a problem.

Players

1. **Rosters:**
 - a. Each Player must sign a release of liability form, which will also serve as the team roster.
 - b. Only players on your official team roster may play in games.
 - i. EXCEPTION: Teams may borrow players from other teams *within the same division* to avoid a forfeit.
 - c. Minimum 2 players/Maximum 3 players on roster
2. **Participation:**
 - a. 2 v 2
 - b. Teams will be mixed, and all game will be played as doubles.
 - c. Any team of three can substitute after each game. No substitutions can happen in between points.

3. **Playing Time Requirements:**

- a. Each participant will play at least one game from the best of three format. Playing time is the responsibility of the players, NOT the opposing team or sports supervisor.
- b. Games are 50 min., if time expires and the game as not finished the following will happen.
 - i. If it is the second set, and game is not over the teams will be allowed to finish the second set as normal. If after the second set the games are tied at one to one, then the third set will be first team to nine and not win by two.
 - ii. If it is the third set, and the game is tied, then next point wins.
 - iii. If it is the third set, and a team is winning by three or more than the game is over. The team winning by three or more wins that game and the match.
 - iv. If it is the third set, and the score is within two points or less (except when tied, look above), then it will be first team to 9 points and not win by two.

Logistical Information

Player Uniform:

1. Each player must wear matching-colored shirts.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Players must bring their own paddles; we have extras but not enough for all players. Pickleball balls will be provided by the Recreation Department.

Game Equipment

1. Orange indoor pickleball.
2. Paddles are highly recommended; we do not have enough paddles for all players but enough for those that are just beginning or forget theirs.

Game Locations

1. Town of Parker Fieldhouse, Green/Yellow courts in the gymnasium, sometimes Blue/Red

Playing Rules

Start of Play

1. Teams must have a minimum of two players to start a game.
2. If at any point a team member is unable to make it, please make the coordinator aware at least 48hrs ahead of time so that we can provide a substitute player for that game.
3. If an injury occurs during the game, that player can be replaced by another player waiting to play or that has already played their game for the night. This will only be allowed do to injury.

Duration of Games

1. **Length of Game**
 - a. Games will be played at 5:30pm, 6:30pm, 7:30pm, 8:30pm, and 9:30pm. Games will be played on Tuesday or Thursday, not both.
 - b. 50-minute time limit.
 - c. Each team will play one or on occasion two games per week. Games will be best of three and up to eleven, win by two.
 - d. At the end of each game teams must switch ends of the court.
2. **Time-outs**

- a. Each team will have two minutes between games to grab some water and take a break if needed.

Score and Standings

1. Standings are kept
2. Scoring information: Scores will be displayed on Team Sideline after every game.

General Rules

Doubles Scoring

- Points are scored only on the serve; the receiving side cannot score a point.
- At the start of the game, the player on the right side (even court) serves to the diagonally opposite court.
- If a point is scored, the server moves to the left side (odd court) and serves to the diagonally opposite court.
- Players on the serving side continue to move from the right to left or left to right each time a point is scored.
- Players on the serving team do not alternate sides unless a point is scored. The receiving side never alternates sides.
- The first server continues to serve until the serving team loses a rally by committing a fault; then the serve passes to the second server on the team. [See * below for an exception]
- When the second server loses the serve, the serve goes to the other team and the player on the right serves first. That pattern continues throughout the game.
- Calling the Score:
 - The score should be called as three numbers.
 - Proper sequence for calling the score is: server score, receiver score, then, for doubles only, the server number: 1 or 2.
 - To start a match, the score will be called as: zero - zero – two*
- The server number (1 or 2) applies for that service turn only. Whoever is on the right side (depending on the score) when the team gets the serve back is the first server for that service turn only. The next time that the team gets the serve back, it might be the other player that is on the right and is therefore the first server for that service turn only. Beginning players often mistakenly assume that the player keeps the same server number throughout the game.
- *First Server Exception: To minimize the advantage of being the first team to serve in the game, only one player, the one on the right side, gets to serve on the first service turn of the game. Since the serve goes to the other side when that player loses the serve, that player is designated as the second server. Therefore, at the start of the game, the score should be called, “0-0-2.” The “2” indicates the second server and means that the serve goes to the other side when the serve is lost.
- When a team’s score is even, the player who served first in that game must be on the right (even) side of the court and on the left (odd) side when the score is odd. Or, expressed alternately, when the first server of that game is on the right side of the court, that team’s score should be even. If this is not the case, then either the players are positioned on the wrong side of the court or the called score is inaccurate.

The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server.

Serving Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault *(except for the first service sequence of each new game).
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiate the next serve from the left/odd 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 (except for the first service sequence of the game*).
- The second server continues serving until his 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/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- In singles the server serves from the right/even court when his or her score is even and from the left/odd when the score is odd.

*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.

Two-Bounce Rule

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.

- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

Line Calls

- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.

Faults

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

Determining Serving Team

Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: Write a 1 or 2 on the back of the score sheet.)

Sportsmanship and Behavior

Unsportsmanlike actions before, during or after games may result in suspension from the league up to and including lifetime suspension and/or legal charges.

- Behavioral Policy:** If a player engages in conflict, verbal or physical with another player, spectator or a Town of Parker representative (e.g., referee, timekeeper, etc.), they shall be punished accordingly, including ejection from the game and further suspension.
- If one or more additional players from either team engage in the conflict, the game may be called, and the full team will be placed on suspension and issued a forfeit for the following week's game.
- Players may only enter a conflict to pull their own player out of the fight.
 1. Players may not leave the bench area to engage in any altercation. Any player or players coming on to the court from the bench (outside of normal substitution procedure) are subject to sportsmanship penalties, including league suspensions. The severity of these penalties is up to the staff's discretion.
- Scores for a game that is called before completion due to a behavior/fight incident will be determined by the staffs' observations on a case-by-case basis.



Elastic Power

The Parker Recreation Sports staff reserves the right to establish guidelines for all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Alcohol

No alcohol, or Cannabis allowed on/in park property, please refer to Policy and Procedure Manual for more information.