PICKLEBALL DOUBLES LEAGUE RULES

PICKLEBALL LEAGUE INFORMATION

1. **League Structure:** This is a four-week season with multiple round robin matches to 11 played each week

2. **Refunds:** Refunds are provided until the refund deadline, which will be communicated prior to the season. After the refund deadline, no refunds can be provided

3. **Sportsmanship:** Participants are expected to remain sportsmanlike and respectful to partners and opponents at all times

4. **Pre-Season Practices:** Usage of Huizenga Park Pickleball Courts are first-come, first-serve whenever Zeeland Recreation programs are not taking place. Participants are welcome to show up to Huizenga Park Pickleball Courts at any time to practice prior to and/or during the season

5. **Weather Cancellations:**
   a. Participants will receive an email if matches are canceled due to weather
   b. When in doubt, show up to your match
   c. Participants may also get cancellation information via our "Weather Cancellation Line" (616-748-3235), website (www.zeelandrecreation.org), or social media pages (@ZeelandRec)
   d. If matches are postponed in the middle of games due to weather, that match will be rescheduled and will begin in the exact same score and court assignment as when the postponement occurred

6. **Round Robin Format**:
   a. Each week, every doubles team will every other doubles team in the league in a match to 11 (win by 1)
   b. You will play the same robin schedule each week

7. **Tracking & Reporting Scores**:
   a. Each team must keep track of points scored by their team for each match and then add those scores together for their team score that week. For example, if you team scores 11, 8, 7, 11, and 9 in your round robin matches that week, your team score would be 45 (cumulative score)
   b. After each week of play, participants must enter their individual score into our scoring google sheet, which will be provided to participants prior to the season
   c. The team with the highest score on each court each week will move up a court for the next week's games (ex: B to A)
   d. The team with the lowest score on each court will move down a court for the next week's games (ex: B to C)

8. **How Champions are Determined**:
   a. Your teams' ultimate goal is score as many points as possible
   b. The winning team will receive a gift card to a local restaurant

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9. **Court Dimensions:** The courts are 20' x 44' | Net height is 3' | No-volley zone is 7' on each side of the net

10. **Court Locations:** A: Southeast court | B: Southwest court | C: Northeast court | D: Northwest court

11. **Equipment**: Participants must provide their own paddle || Balls will be provided by Zeeland Recreation in a combo locked box on sight. The combo lock code will be provided to participants prior to the season

12. **Policies on Subs / Missing Week(s) of Play**
    a. It is the responsibility of the team/player to find a sub for themselves in they miss a week of play
    b. Best avenues to find a sub are via the "Tulip City Pickleball" Facebook page and/or by contacting the Zeeland Recreation Director to access the Pickleball "Free Agent List"
    c. If a team is unable to find a sub, contact the Zeeland Recreation Director asap so he/she can make appropriate plans for play that week
    d. Teams who miss a week do not get any points for the week they miss

PICKLEBALL RULES

1. **Serving**
    a. The server's arm must be moving in an upward arc when the ball is struck
    b. Paddle contact with the ball must not be made above the waist level
    c. The head of the paddle must not be above the highest part of the wrist at contact.
    d. A 'drop serve' is also permitted in which case none of the elements above apply
    e. 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
    f. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court
    g. Only one serve attempt is allowed per server
    h. "Let" serves are legal (i.e. the ball can hit the net) as long as the ball still lands within the confines of the opposite diagonal court

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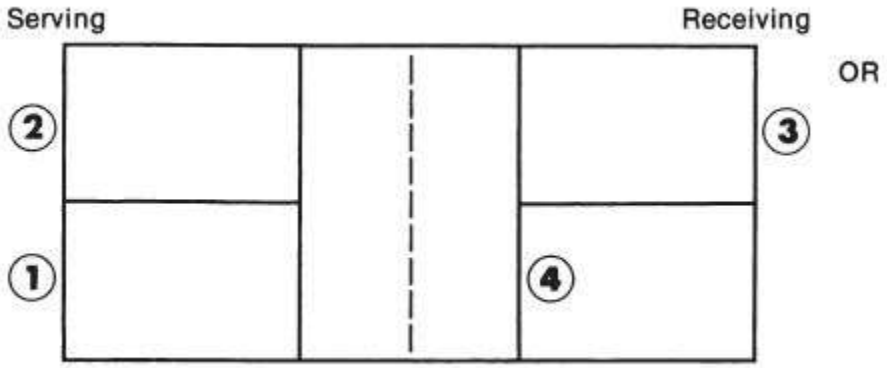

2. **Serving Sequence**
   a. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (except for the first service sequence of each new game)
   b. The first serve of each side-out is made from the right/even court
   c. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court
   d. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve
   e. 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)
   f. The second server continues serving until his team commits a fault and loses the serve 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.
   g. 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

3. **Scoring**
   a. Points are scored only by the serving team
   b. Games are played to 11 points (you only have to win by 1)
   c. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving

4. **Two-Bounce Rule**
   a. 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
   b. 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)

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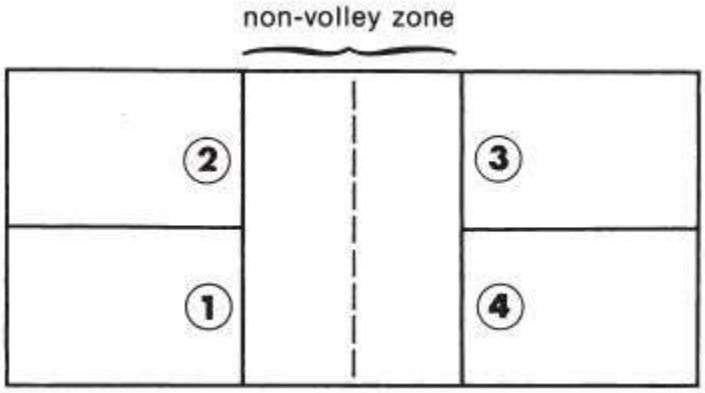
5. **Line Calls**
   a. A ball contacting any part of any line, except the non-volley zone line on a serve, is "in"
   b. A serve contacting the non-volley zone line is short and a fault.

6. **Faults**
   a. A fault is any action that stops play because of a rule violation
   b. A fault by the receiving team results in a point for the serving team
   c. A fault by the serving team results in the server's loss of serve or side out

7. **Non-Volley Zone**
   a. The non-volley zone is the court area within 7 feet on both sides of the net
   b. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone
   c. 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
   d. 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
   e. A player may legally be in the non-volley zone any time other than when volleying a ball

Position of players at net when volleying



8. **Determining Serving Team:** Any fair method can be used to determine which player or team has first choice of side, service, or receive (ex: volley, rock-paper-scissors, etc.)

9. **Switching Sides:** To ensure fair play, teams must switch sides when the leading team gets to 6 points (ex: wind)

10. **Determining In and Out Calls:**
    a. It is the responsibility of the team on the side of the net where the ball lands to make the in or out call
    b. If in doubt, the ball should be called "in" and/or they can defer to the opponent to make the call