

N.C. SENIOR GAMES OFFICIAL RULES BOOK

PICKLEBALL

Rules will be in accordance with USA Pickleball Association rules. (International Federation of Pickleball Official Tournament Rulebook, Reference Appendix A.)

Events:

Singles

Doubles

Mixed Doubles

The Game

Pickleball is a simple paddle game played using a special perforated, slow-moving ball over a tennis-type net on a badminton-sized court.

The Ball is served underhand without bouncing it off the court and is served diagonally to the opponent's service court.

Coaching. During play, except from their partner, players may only receive coaching during time-outs and between games. Once play has begun, any communication between a player and any person not on the court, if determined by the referee to be coaching, shall result in a technical warning to the offending player or team. If the communication occurs a second time, it shall result in a technical foul and a point will be awarded to the opponent.

Appeals

Officiating decisions, court monitor decisions and/or rule interpretations during a match may be appealed to the Event Managers before the next serve. After appeal, decisions of the Event Managers are final. Excessive or unnecessary appeals that slow down a match will not be tolerated and a Technical Foul may be issued.

Unique Pickleball Features

Double Bounce Rule. Following serve, each side must make at least one groundstroke, prior to volleying the ball (hitting it before it has bounced).

Non-Volley Zone. A player cannot volley a ball while standing within the non-volley zone.

Adapted from Section 5 in the USA Pickleball Association Rules (International Federation of Pickleball).

5.C Service/Side Selection and Rotation

5.C.1 A coin flip or any other fair method will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.

5.C.2. In best 2 of 3 games to 11, sides and initial service will be switched upon completion of each game.

5.C.3. Sides will be switched in a third game (if the match is 2 out of 3 to 11) after the first player/team reaches a score of 6 points.

5.C.4. In games to 15, sides will be switched after the first team reaches a score of 8 points. Serve remains with the player holding serve.

5.C.5. In games to 21, sides will be switched after the first team reaches a score of 11 points. Serve remains with the player holding serve.

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Scoring

Adapted from Section 10 in the USA Pickleball Association Rules (International Federation of Pickleball).

10.A. Scoring. Only the serving team can score points.

10.B. Points are scored by legally serving a ball that is not touched by the opponent (an ace) or by winning the rally (faulting by the opponent).

10.D. **Standard Tournament Format.** Best 2 of 3 games to 11 points, win by 2 points. Time limits may be imposed.

10.E.1. **Alternate Tournament Formats.** A tournament director may choose to have some or all matches (except for Round Robin) consist of one game to 15 or one game to 21 points, win by 2. This applies to a single or double elimination bracket. For Round Robin events, a winning margin of 1 point is required. Time limits may be imposed.

10.E.2. A tournament director may choose to have Round Robin or Round Robin Pool Play feeding into a medal bracket. For any Round Robin event, games must be “win by 1 point” (not 2 points).

Adapted from Section 13 in the USA Pickleball Association Rules (International Federation of Pickleball).

13.A.4 All players (in singles) or teams will play each other. All matches will be played with the same number of games for each match. i.e. 1 game to 15 win by 1, or 1 game to 21 win by 1. If two or more players/teams are tied for a medal or advancing to the single elimination play, the player or team winning the most points will be declared the winner of the tie.

13.A.6 Pool Play. The participants/teams are divided into two or more pools. Each pool plays a round-robin to determine the qualifiers that get into a single-elimination playoff.

10.F. Time Limits. Time Limits may be imposed in all tournament formats when considered necessary by the Event Director.

Note: The tournament scoring format for State Finals will be determined based on the number of registered participants.