**Pickleball Tournament Rules**

**Hosted by Denison Parks & Recreation**

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In consideration of receiving permission from the City of Denison, Iowa (hereinafter called the City) to participate in activities of the Denison Parks & Rec (hereinafter called the Parks & Rec) and otherwise use the pickleball courts located at the tennis courts in front of the Denison Aquatic Center, in Denison, Iowa, the receipt of such permission being hereby acknowledged, the undersigned adult participant hereby releases and released the City of Denison, its officers, agents and employees, and all other persons, entities and firms, from any and all liability claims, demands, actions and causes of action whatsoever, arising out of or related to any loss, damage or injury, including death, that may be sustained by the participant, or any property of the participant, while in, on, upon, or near these premises.

Participant is duly aware of the risks and hazards inherent upon entering said premises and/or in participating in recreational and athletic activities at the subject premises, and hereby voluntarily elects to enter upon said premises and participate in recreational and athletic activities thereon, knowing the present condition of the facilities and knowing that said condition may become hazardous or dangerous, or more dangerous during the time that the participant is on the premises or continues to, from time to time, use the facilities. The participant hereby voluntarily assumes all risk of loss, damage, or injury, including death, which may be sustained by the participant or any of the participant’s property, while in, on, near or upon the said premises.

A review of the USA pickleball rules, along with the City of Denison, Parks & Recreation modifications are as follows. Any rule not listed; we will refer to this link for verification:

<https://usapickleball.org/what-is-pickleball/official-rules/rules-summary/>

**Eligibility and Guidelines**

All participants must meet the eligibility guidelines as outlined by the City of Denison, Parks & Recreation.

**Players and Rosters**

1. The game shall be played between two teams of two for double matches.
2. If, due to injuries, a doubles partner can no longer participate, the injured player and team will forfeit the game. It is up to the supervisor to make any final decision, if need be.
3. Players may play for one double team only in the coed division and one team only in the open play division, if desired to be in both.
4. The roster is limited to two individuals.
5. Each team gets one 5-minute warm up before their first game.

**Uniforms and Equipment**

1. Jerseys are not required for pickleball. However, we recommend avoiding safety/neon green shirts to help with clear vision of the ball that will be played with.
2. If a participant is bleeding or has blood on their shirt, they will be removed from the game until the bleeding is under control. Prior to any participants re-entering a game the bleeding must be stopped, cleaned and any cuts or lacerations must be covered. Participants will not be allowed to participate in any activity until the above conditions are met.
3. Closed toed shoes are required to play. No crocs or open toed shoes will be allowed on the court.

**General Rules**

1. Games will be decided by the best two out of three games. The winner must score 11 points and win by two.
	1. Games will be set to a hard cap of 45 minutes in the bracket; however, pool play will not be timed.
		1. At the end of the 45 minutes, sets that have been completed will be scored.
		2. If the current set is tied there will be a “next point” tiebreaker.
2. Only the serving team can score.

**The Serve**

1. The server’s arm must be moving in an upward arc when the ball is struck.
2. Paddle contact with the ball must not be made above waist level.
3. The head of the paddle must not be above the highest part of the wrist at contact.
4. A ‘drop serve’ is also permitted in which case none of the elements above apply.
5. 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.
6. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
7. Only one serve attempt is allowed per server.

**Serving Sequence**

1. Both players on the serving doubles team will get to serve and score points until they commit a fault \*(except for the first service sequence of each new game).
2. The first serve of each side-out is made from the right/even court.
3. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
4. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
5. 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\*).
6. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
7. 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 will get to serve and score points until their team commits two faults.

\*At the beginning of each new game only one partner on the serving team will get to serve before faulting, after which the service passes to the receiving team.

**Scoring**

1. Points are scored only by the serving team.
2. Pool play games will be played to 11 points, win by 2 with a cap at 15.
3. Bracket games will be played to 11, win by 2 with no cap.
4. 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.

**Two-Bounce Rule**

1. 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.
2. 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).
3. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

**Line Calls**

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

**Non-Volley Zone**

1. The non-volley zone is the court area within 7 feet on both sides of the net.
2. Volleying is prohibited with the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
3. 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, even if the volleyed ball is declared dead before this happens.
4. A player may legally be in the non-volley zone any time other than when volleying a ball.
5. The non-volley zone is commonly referred to as “the kitchen”.