



Texas State Pickleball Singles Rules

Article 1: The Game and Scoring

- 1.1** Teams will have 1 player per team.
- 1.2** Games are played to eleven (11) points with a cap of fifteen (15) points. The winning team must win by two points.
 - 1.2a** If the game reaches 15 points, the team to reach the total is the winner.
 - 1.2b** Matches are best 2 of 3 games to determine a winner
- 1.3** Points are scored when the team who did not serve is unable to successfully return the ball during the rally. An unsuccessful return is:
 - 1.3a** The ball bouncing more than once on the team's own side of their court.
 - 1.3b** Hitting the ball outside of the designated playing lines.
 - 1.3c** Hitting the ball into the net.
 - 1.3d** Contacting the ball with a racket in the "no volley zone" (kitchen), before the ball bounces.
 - 1.3e** Hitting the ball more than once before it lands on the opposing team's side of the court.
- 1.4** If the team who did not serve the ball wins the rally, they win the serve for the next rally, but does not receive a point.
- 1.5** Teams will switch sides of the court after the first team reaches six (6) points.

Article 2: Service

- 2.1** Each rally starts with one team serving to the other team. The side of the court that the team serves from depends on if he/she has an even or odd score. If his/her score is an even number (0, 2, 4, 6, etc) they will serve from the right hand side of their half of the court. If his/her score is odd (1, 3, 5, 7, etc) they will serve from the left hand side.
 - 2.1a** To start the match, teams will play rock, paper, scissors to determine who serves first, after that, the serving team is decided by who wins the rally.
 - 2.1b** The server will call out their score and then the opponent's score before each serve.
- 2.2** For a serve to be considered legal:
 - 2.2a** The server must strike the ball underhanded, below their waist.
 - 2.2b** The server's arm must be moving in an upward arc when the ball is struck.
 - 2.2c** A 'drop serve' is also permitted in which case none of the elements above apply. There is no restriction how many times the ball can bounce nor where the ball can bounce on the playing surface.
 - 2.2d** 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.
- 2.3** The serve may clear or touch the net and must clear the non-volley zone (NVZ) and the NVZ lines. The serve may land on any other service court line.
- 2.4** The server will stand behind the back line on their side of the court starting on their right quadrant (if they have an even number score), and hit the ball in a diagonal line to the opposing team's side left quadrant. The server will then switch to their left quadrant and serve the ball to

TEXAS STATE

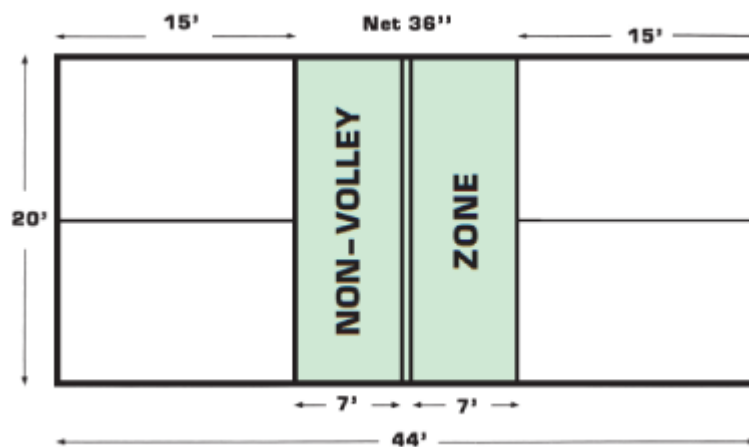
CAMPUS RECREATION

the opposing right quadrant. The server will continue to switch sides (from left to right and vice versa) after each rally, until their serve is over.

- 2.5** The service is made diagonally cross court and must clear the non-volley zone, including the line (A serve that hits the non-volley zone line is out). Only one serve attempt is allowed.
- 2.6** The team returning the serve will start diagonally across from the server.

Article 3: The Playing Surface

3.1 Court & non-volley zone:



- 3.2** The court is forty-four (44) feet in length, twenty (20) feet in width, and has a three (3) foot tall net that divides the court into two equal sized sides.
- 3.3** There is a rectangle on either side of the net that is referred to as the “no volley zone”, or “kitchen.” If a player is standing in this area they may not make contact with the ball unless it has bounced once on their side. Making contact in the area before the ball bounces will result in a loss of that rally.
- 3.4** There are four (4) quadrants on the court, two on each side. These dictate where players must serve from behind, and where players will stand behind to receive the serve.
- 3.5** All lines on the court are considered in play, meaning a ball will not be considered out if it hits the line.

Article 4: Equipment

- 4.1** Each player will use one pickleball racket (can be checked out)
- 4.2** Games will be played with a pickleball

Article 5: Rule Enforcement

- 5.1** Rules will be enforced primarily by the "honor system."
- 5.2** If teams can not come to an agreement on a ruling, a member of each team will play one round of rock, paper, scissors. The winner of the round will make the final ruling.