



Pickleball Doubles Rules

Article 1: The Game and Scoring

- 1.1** Teams will have 2 players per team, with no gender requirements.
- 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.
- 1.3** 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 from the right hand side of their half of the court.
 - 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, the opponents score and then their server number. Example: 1-0-2 would mean that the serving team has 1 point, the receiving team has 0 points and it is server number 2 who is serving. If the serving team lost the rally, then the ball would go to the new serving team and the score would be 0-1-1 (the serving team has 0, the receiving team has 1 and player number 1 is serving).
- 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, 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 the opposing right quadrant. The server will continue to switch sides 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.

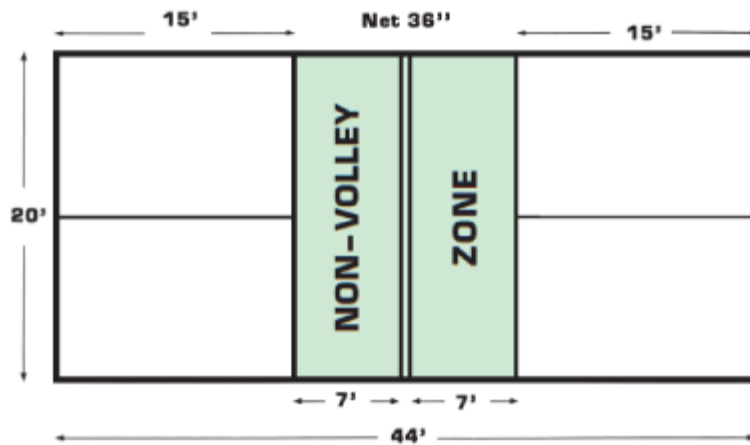
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- 2.6** At the very beginning of the match, the first team to serve will only get one side out (when the play becomes dead) and then the ball goes to the receiving team. Example: The score is 0-0. The serving team will begin from the right side of the court and call out 0-0-2 indicating that the server is the #2 server. If the serving team loses the rally, the ball will go to the receiving team. From then on, each partner on the serving team will be given an opportunity to serve. That means that if the serving team loses the rally on their first server, the second server on the serving team will continue to serve until they lose the rally for a second time.
- 2.6a** For example: The server will always start on the right side of the court. If the serving team loses the rally on their first server (ex: 5-4-1), the partner who did not serve will serve from whichever side of the court he/she was on when the team lost the rally (the score would be called out as 5-4-2 indicating that it is their second server). The serving team will continue to serve with their second server until they lose a rally. After each point won, the partners would switch sides from the right to the left or vice versa. Please watch [this video](#) for further clarification.
- 2.7** The team returning the serve must stay on their respective side of their quadrant. This ensures that both players will take turns returning the serve.

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. The players who are not serving or returning the serve will stand inside of their team’s quadrant opposite of their teammate.
- 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 with TXST Intramural Sports)
- 4.2** Games will be played with a pickleball (can be checked out with TXST Intramural Sports)



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.