

Adult Pickleball League Rules

League Format:

- Social League (6 week season)
- Teams play one night a week identified in the division level
- Teams must have a minimum of two (2) rostered players
- Ranking:
 - Overall Record (win/loss)
 - If the tied record is head-to-head between teams, then the greater number of points scored between each other will win the tiebreaker.
- 45-minute match play limit.

Mixed Division Rules:

Teams may consist of players of any gender combination. Divisions will be labeled "COED" if pairs must be one male and one female player or Men's/Women's if all teams must consist of single gender pairs.

Match Procedure:

- Matches will be doubles. Each match will consist of the best out of three games.
- Games will be played to 11 points, and teams must win by two points.
- During play, you may sub in and out of the game at any time with any legal roster player from your team.
- Teams will flip a coin to see who serves first.

Start Serve:

- Once the server announces the score, they have 10 seconds to serve the ball, or a fault is called.
- Players will serve from behind the baseline with an underhand swing. The ball must land in the opponent's service court.

Double Bounce Rule:

• After the ball is served to the opponent, it must bounce once on their side and then bounce once on the server's side before the ball can be taken out of the air. Then the rally can begin, and the ball can be hit without a bounce.

Service Sequence:

- Both players on the serving team can serve and score points until they commit a fault.
 Exceptions are as follows:
- At the beginning of each new game, only one partner on the serving team can serve before faulting, after which the serve passes to the receiving team.
- If a point is scored, the server switches sides and initiates the next serve from the left side of the court.
- When the first server loses the serve, the partner then serves from their correct side of the court (except for the first serve sequence of the game).
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the serve goes to the opposition, the first serve is from the right side of the court, and both players on that team can serve and score points until their team commits two faults.

No Volley Rule in the Kitchen:

• There is a 7 ft. area on each side of the net. No volleying may happen in this zone.



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No stepping in the kitchen unless the ball has already bounced once in the kitchen. The
player then may step in the kitchen after the ball bounces, hit the ball, and immediately
exit the kitchen after hitting it.

Scoring:

• Only the serving team can score points. For the other team to score, they must win the serve back and then win the rally.

Faults:

- Second Bounce ball bounces on same side two times
- Out of Bounds ball lands outside the marked boundaries
- Net ball does not clear the net
- Kitchen ball hits in any part of this area on a serve, including the lines

Calling Out Score:

• There are three numbers to call out. The first number indicates the serving team's score, the second number is the opposing team's score, and the third number is who is serving (1st server or after fault 2nd server). The call out must be heard by all players.

Officiating:

Games are self-officiated. Players are asked to be honest and play with integrity. If players are found to intentionally and consistently cheat, they may have games forfeited and possibly be asked to leave the league. If a discrepancy occurs, ask all players in the game, and check the league rules. If the discrepancy remains unresolved, ask Edge staff for clarification.

Playoffs:

- Once the regular season has concluded, teams will be seeded based on the above determining factors
- Single Elimination tournament for postseason play.
- The winning team members will receive a championship T-shirt and photo on our wall of champions

Forfeits:

- There will be a five-minute grace period for players to arrive at court. After five minutes, a forfeit will be awarded for the first game.
- After 15 minutes, the match will be considered a forfeit.
- There will be no pick-up players allowed in the Horizons Edge pickleball league. If a team is unable to field at least two rostered players, the match will result in a forfeit.

Player's Equipment:

- Teams must wear jerseys that are the same color. Team jerseys are highly recommended when playing.
- Players are allowed to play in tennis shoes of any type.
- Horizons Edge will provide balls, and will have a limited amount of paddles available for use, but players should bring their own paddle if possible.
- NO JEWELRY is allowed to be worn during games except flat wedding bands and medical/alert bracelets, necklaces, anklets.
- No hard casts are allowed in games.
- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap.