Serve

The ball must be struck before it hits the playing surface

The ball must land in the opponent’s service court without touching the net

If the server swings and misses the ball, it is a fault. If it falls to the ground without a swing it is not a fault

If you are not ready to receive a serve, raise your hand or paddle above your head

What makes a serve legal

1.The arm must be traveling in an upward arc

2.The paddle head must be below the wrist

3.The highest point of the paddle head cannot be above any part of line formed where the wrist joint bends

Score

The team’s points will always be even when the game’s starting server is on the right hand side

The score before the first serve is 0-0-2

NVZ (No volley zone)

A player may enter the NVZ at any time

A player may stay in the NVZ to return balls that bounce

A player may not hit a volley in the NVZ

If the player’s momentum carries him into the NVZ when hitting a volley, it is a fault

If a player touches the NVZ line in the act of volleying, it is a fault

Calling the lines

If you cannot decide if the ball is in or out, you must call it in.

You do not suggest to replay the point

If your opponents question your call you may do any of the following

1. Stick to your call as you feel you are correct 2. Ask your partner’s opinion 3.Since your opponents had a better view ask them but then you must reverse your call

When a ball is out on your side of the court, lines should be called promptly by hand or voice regardless of how obvious it seems.

Unique to pickleball

Since the ball does not compress only the bottom of the ball touches the ground. Remember that when you are calling balls that seem to touch the line.