

MANHATTAN PARKS AND RECREATION

Adult Pickleball

League By-Laws



This program is a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!
Except for the rules covered in these by-laws, Manhattan Parks & Recreation Department Pickleball will be governed by the rules of the USA Pickleball Association.

A. The Serve

1. The serve must be made underhand.
2. Paddle contact with the ball must be below the server's waist (navel level).
3. The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
4. The serve is made diagonally crosscourt and must land within the opposite diagonal court.
5. Only one serve attempt is allowed, no let serve. The ball must land in the correct service box.
6. A drop serve may be used.

B. Service Sequence

1. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault (except for the first service sequence of each new game).
 - a. At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.
2. The first serve of each side-out is made from the right-hand court.
3. If a point is scored by the serving team, the server switches sides and the server initiates the next serve from the left-hand 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. See B-1a).
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-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

C. Match/Scoring

1. A match will consist of 3 games. All games will be rally scoring, played to 15 points, win by 2.
2. The server is responsible for announcing the score and which number of serve before each serve.
3. Teams must have both players present at the scheduled match time or the first game of the match will be forfeited. "Present" means on or near the court, in view of the supervisor.
4. Teams must have both players present at ten minutes past the scheduled match starting time, or the second and third games of the match will be forfeited.
5. In the event that a ball comes onto court during play from adjacent court, play will stop. The point that was interrupted will be played over.
6. A coin toss will determine who will serve first. The winner of the coin toss will have the option to choose side or to serve or receive.

D. 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).

E. Non-Volley Zone (Kitchen)

1. The kitchen is the court area within 7 feet on both sides of the net.
2. Volleying is prohibited within the kitchen. 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 in the kitchen, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the kitchen including the associated lines.
4. A player may enter the kitchen to return a ball if the ball bounces inside the kitchen first.
5. A player may legally be in the kitchen any time other than when volleying a ball.

F. Line Calls

1. A ball contacting any line, except the kitchen line on a serve, is considered "in."
2. A serve contacting the kitchen line is short and a fault.

G. Faults

1. A fault is any action that stops play because of a rule violation.
2. A fault by the receiving team results in a point for the serving team.
3. A fault by the serving team results in the server's loss of serve or side out.
4. A fault occurs when:
 - a. A serve does not land within the confines of the receiving court
 - b. The ball is hit into the net on the serve or any return
 - c. The ball is volleyed before a bounce has occurred on each side
 - d. The ball is hit out of bounds
 - e. A ball is volleyed from the kitchen
 - f. A ball bounces twice before being struck by the receiver
 - g. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play
 - h. There is a violation of a service rule
 - i. A ball in play strikes a player or anything the player is wearing or carrying
 - j. A ball strikes the net post
 - k. A ball in play strikes any permanent object before bouncing on the court

H. Miscellaneous

1. Unsportsmanlike behavior and foul language will not be tolerated. Offending individuals will be asked to leave the court area and their team may be subject to forfeiture of games.
2. **OFFICIATING:** There are no officials in Pickleball. Teams will call their own matches. Discrepancies will result in a "do-over". Honesty is appreciated by all! The Pickleball court supervisor has the authority to make rulings and decisions as needed in cases where teams cannot agree.
3. Teams may use subs if a player is unable to play but it cannot be someone playing on another team.

I. Bracket Play

1. Bracket play will be single elimination. All teams will be entered into the bracket.
2. All regular season rules will be in effect during bracket play except:
 - a. Matches will be "best two out of three" games.