



Pickleball League Rulebook

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Applies to: Men's, Women's, and Mixed Adult Doubles Divisions (18+)

1. League Format & Philosophy

- **Game Format**
 - Doubles only – 2 players per team on court.
 - Standard pickleball court and net height.
 - Best 2 of 3 games per match.
 - Games played to 11 points, win by 2, traditional side-out scoring (only serving team scores).
- **Divisions**
 - Men's Doubles
 - Women's Doubles
 - Mixed Doubles (any gender combination of 1 man + 1 woman per team)
 - All players must be 18+.
- **Registration**
 - Teams register as a two-person team.
 - Players are expected to remain on the same team for the full session unless approved by the league director.
 - Substitutions are not permitted.

2. Standard Pickleball Rules

The league uses standard USA Pickleball unless modified below.

2.1 Court & Equipment

- Regulation pickleball court (20' x 44'), non-volley zone ("kitchen") marked.
- Net height: 36" at the posts, 34" at center.
- Approved pickleball paddles and outdoor/indoor pickleballs.

2.2 Serving



- Underhand serve with paddle below the waist and upward arc.
- At least one foot behind the baseline at contact; may step in after contact.
- Serve is diagonal cross-court into the opponent's service box (past the NVZ line).
- Let serves (touching net and landing in) are played or replayed per facility preference; default: replay the serve.
- Each new game starts with:
 - One serve to the starting team's right side player (standard 0-0-2 or 0-0 start, per facility preference). League default: 0-0-2 (starting team begins on second server).

2.3 Scoring & Side-Outs

- Only the serving team scores points.
- Standard doubles rotation:
 - On a side-out, serve goes to the right side player of the team gaining serve.
 - When that server loses the rally, serve switches to that server's partner.
 - When the second server loses the rally, it is a side-out and serve goes to the opponents.
- Games to 11, must win by 2 (e.g., 11–9, 12–10, etc.).

2.4 Two-Bounce Rule

- On the serve, the ball must:
 - Bounce once in the receiver's court, then
 - Bounce once in the server's court before it can be volleyed.
- After these two bounces, the ball may be volleyed or played off the bounce.

2.5 Non-Volley Zone (Kitchen)

- Players may not volley (hit the ball in the air) while standing in the non-volley zone or touching its line.
- A player who volleys and then steps into or on the NVZ (including momentum) commits a fault.
- Balls may be played off the bounce from within the NVZ.

2.6 Faults (Common Examples)



- Serve lands:
 - Out of bounds.
 - In the NVZ (including line) on a serve.
- Failure to observe the two-bounce rule on serve.
- Volleying from within or on the NVZ line.
- Ball not cleared over the net or lands out of bounds.
- Player, paddle, or clothing contacting the net or net post during a rally.

3. League Structure & Schedule

3.1 Core Structure

- **Format:** 6-week league session.
 - **Weeks 1–5:** Round-robin play for seeding.
 - **Week 6:** Playoffs / Championship night.

3.2 Round-Robin Weeks (Weeks 1–5)

- Each team plays a minimum of 2 matches.
- Each match is best 2 of 3 games to 11, win by 2.
- Actual timing and match order will be published in the schedule.

3.3 Playoff / Championship Night (Week 6)

- Overall standings (Section 4) from Weeks 1–5 will determine seeds.
- Winners advance to Championship Match for 1st/2nd.
- Losers meet in a 3rd-place match.
- All playoff matches are best 2 of 3 to 11, win by 2, unless facility modifies for time.

4. Standings, Scoring & Tiebreakers

4.1 Match Results & League Points



- Each match (best 2 of 3) produces one winner and one loser.
- League points:
 - **Win (match):** 2 points.
 - **Loss (match):** 0 points.

4.2 Tiebreakers for Standings

If two or more teams finish with the same number of league points, break ties in this order:

1. Head-to-head match record among tied teams.
2. Total games won – total games lost (across all weeks).
3. Point differential (total points scored – total points allowed) across all games.
4. Fewest points allowed overall.
5. Coin toss (or random draw) by the league director.

These standings determine the seeds for Week 6 playoffs.

5. Forfeits & Defaults

5.1 Forfeits

- A team is a forfeit if:
 - Fewer than 2 players are present 10 minutes after the scheduled match time.
 - They decline to play or leave mid-match without acceptable cause.
- Forfeit handling:
 - Opponent receives a 2–0 match win (games recorded as 11–0, 11–0 if needed for tiebreakers).
 - Repeated forfeits may result in removal from the league without refund.

5.2 Defaults (Advance No-Show Notice)

- If a team notifies the league by the stated deadline that they cannot attend:
 - Those matches may be recorded as default losses but not count as forfeits for disciplinary purposes.



- Makeup matches are at the league's discretion.

6. Sportsmanship & Conduct

- Players are expected to:
 - Call lines honestly and promptly (benefit of the doubt to the opponent).
 - Resolve scoring and line disputes calmly and fairly.
 - Treat partners, opponents, and staff with respect at all times.
- The league director or site supervisor may:
 - Issue warnings for unsportsmanlike behavior.
 - Eject players from a match or night.
 - Suspend players from future league nights for serious or repeated misconduct.

7. Rule Disputes

- Rule disputes during a point:
 - Replay the point whenever possible ("play it again") if teams cannot agree.
 - Refer to League Director for a final call if needed.