

BHNCSDB Pickleball Tournament Rules

Any contravention of these rules may result in forfeiture of a game, tournament, or championship of your team, by convenors' discretion.

House Keeping:

- **Uniform:** each team should have matching jerseys or pinnies that are tucked in. Shorts should be appropriate length. Players must wear non-marking gym shoes.
- **No jewelry:** all jewelry must be removed; taping will not be permitted.
- **Concussions/Injury:** follow board concussion procedures including documentation paperwork. Ice is available if needed.
- **Tidiness:** Clean up after your team, contact convenors for lost and found items.
- **Refs/Timekeepers:** players, coaches, and spectators must listen to and respect the refs and timekeepers.
- **Coaches:** only one staff member per school is allowed to attend the tournament, if that is a concern, contact convenor before date of tournament.
- **Players:** must be made up of grade 7 and 8 students. Only schools who cannot field a team with grade 7 and 8 students may go to grade 6 students. You cannot cut a grade 7 or 8 student or discourage them from trying out to take a younger student. Contact the convenors if taking grade 6 students.

Regular Play:

Time:

- Games are first team to reach 11 points (win by 2) or max out the time at 15 minutes
- When time is called, finish the current rally
- If tied play one final rally to decide the winner
- Each team gets one 30 second time out per game

Scoring:

- Side-Out Scoring - only the serving team can score a point
- If the receiving team wins the rally, either the serving team changes servers, or if both players have had a change to serve, it's a side out, and your team now serves; but do not score a point
- Winning team reports the score and bring balls back to basket when game is finished
- If the ball touches any part of the line, it is in (the exception is on the serve if the ball touches the kitchen line it is out).

Sides/Service:

- One player spins the racket, when it lands whatever side the handle points to gets to choose to serve first or the side of the court they want
- The player on the **right-hand side** of their court serves first, delivering the ball **diagonally across** to the opponent's right service area while clearing the non-volley zone (kitchen). **Before serving, announce the score** as "Zero, Zero, Two" (your score, opponent's score, server number). **The starting team only gets one serve** before the serve goes to the other team (a side-out). If the starting server scores, they switch to the left side and continue serving until they fault. When the first server faults, the serve goes to the opposing team.

- After the First Side-Out:

After the **first side-out**, the **new serving team** begins with the player on the **right-hand side** serving first and calling the score (their score, opponents' score, first server). From this point onward, **each player on a team gets to serve** until their team commits a fault, unlike the starting team which only had one serve. After scoring a point, the **server switches sides** (right to left) and continues serving until a fault occurs. When the **first server faults**, the serve goes to their partner (the **second server**) who serves from the right side. After both players fault, the serve goes back to the other team in a **side-out**.

- Serve must be underhand, paddle below the waist, contact behind the baseline
- Serve must land diagonally in the opponent's service court, past the kitchen (non-volley zone)
- Each player serves until they commit a fault (lose a rally)

Double Bounce Rule:

- The serve must bounce once on the receiving side
- The return must bounce once on the serving side
- After these two bounces, the ball may be volleyed or played after bounce

Kitchen (Non-Volley Zone):

- Players cannot volley the ball (hit the ball out of the air) while standing in the kitchen.
- If a player steps into the kitchen while volleying the ball, it is considered a fault. However, players are allowed to step into the kitchen to hit the ball before, during, or after it has bounced.
- You also cannot land in the pickleball kitchen if your momentum from a volley has taken you into the zone, even if the ball is dead or has already been hit by your opponent. There is no end to the momentum rule.

Faults:

- Ball lands out of bounds
- Ball fails to clear the net
- Player volleys in the kitchen
- Illegal serve (overhand or into the kitchen)
- Ball bounces twice on one side before returning

Sportsmanship and Safety:

- Call lines honestly, if both teams are unsure of the lines, then it is the server's point
- Yell "ball" and stop playing immediately if another ball enters the court and reserve. Do not run onto another court to get your ball until the other court is aware of your presence.
- Get an athletic helper if clarification or a second set of eyes are needed

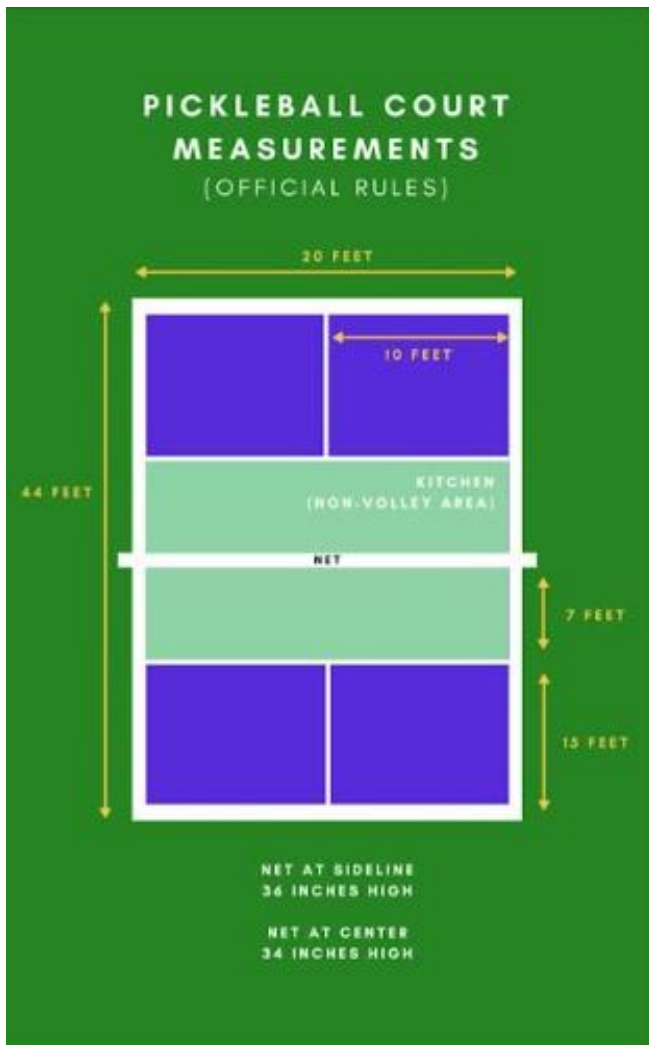
Tiebreaker Preliminary Round for Standings:

1. Head to head record
2. Point differential (plus/minus)
3. Teams with fewest points against
4. Teams with most points for
5. Play one game up to 7 to determine winner

Playoffs:

- **Matches:** Games are first team to reach 11 points (win by 2)
- **Timeout:** each team gets one 30 second timeout per game.

The Pickleball Court:



Helpful Video:

[Pickleball Basics](#)