INTERNATIONAL FEDERATION OF PICKLEBALL

OFFICIAL TOURNAMENT RULEBOOK

Last Revised: January 1, 2016

INTERNATIONAL FEDERATION OF PICKLEBALL (IFP) OFFICIAL TOURNAMENT RULEBOOK

The International Federation of Pickleball (IFP) was organized to perpetuate the growth and advancement of pickleball on an international level and to set goals for worldwide play and recognition. The IFP is chartered to promote pickleball for the enjoyment of its members and to encourage sponsors to contribute goods, services, advertisements and financial support so that this sport can grow to its potential.

The IFP, as the governing body of international pickleball, formulates and interprets all rules of the sport. The IFP will formulate and interpret the rules in a manner that will preserve the traditional nature and character of the sport and the skills traditionally required to play the sport. All such decisions by the IFP are final and not appealable. The purpose of the rulebook is to provide pickleball players with the rules necessary for organized league and tournament play. Some sections of these rules are designed to be used only for the conduct of sanctioned tournaments. A sanctioned tournament allows players to be ranked on a national or international basis.

Non-sanctioned tournaments may also use these sections as guidelines. Tournament directors for non-sanctioned tournaments may be flexible in the use of these guidelines to better fit the skills, ages, and diversity of their players. The IFP enthusiastically encourages these non-sanctioned tournaments to promote knowledge, growth of the game, skill development, and having fun while playing pickleball.

The IFP published the first rulebook in 2010. The 2010 version of the rules was adapted with permission from the rulebook of the USA Pickleball Association (USAPA) that was first published in March 1984 and included revisions through March 28, 2010.

The IFP invites national pickleball organizations from all countries to become members of the IFP and to observe these rules as the international rules of pickleball.

These rules will not be changed without good cause. Comments and opinions are always welcome. If you have any questions in regards to the rules, please contact:

International Federation of Pickleball (IFP)

Web Site: http://ipickleball.org

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SECTION 1 – THE GAME

Pickleball is a simple paddle game played using a special perforated, slow-moving ball over a tennis-type net on a badminton-sized court.

The ball is served underhand without bouncing it off the court and is served diagonally to the opponent's service court.

Points are scored by the serving side only and occur when the opponent faults (fails to return ball, hits ball out of bounds, etc.). The server continues to serve, alternating service courts, until server faults.

The first side scoring 11 points and leading by at least a 2-point margin wins. For example, if both sides are tied at 10 points, then play continues until one side wins by 2 points.

UNIQUE PICKLEBALL FEATURES

Double Bounce Rule. Following serve, each side must make at least one groundstroke, prior to volleying the ball (hitting it before it has bounced).

Non-Volley Zone. A player cannot volley a ball while standing within the non-volley zone.

SECTION 2 – COURT AND EQUIPMENT

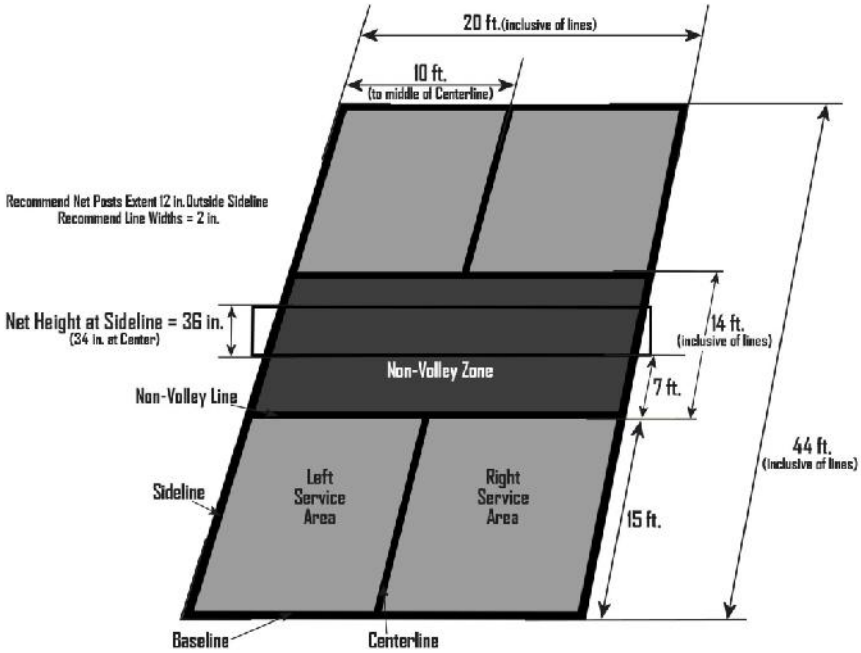

Figure 2-1 The Court

2.A. **Court Specifications.** The dimensions and measurements for the standard pickleball court are:

2.A.1. The court shall be a rectangle 20 feet (6.10 m) wide and 44 feet (13.41 m) long for both singles and doubles matches. See Figure 2-1.

2.A.2. A total playing surface 30 feet (9.14 m) wide and 60 feet (18.28 m) long is the minimum size that is recommended. A total size of 34 feet (10.36 m) by 64 feet (19.5 m) is preferred. (revised April 1, 2011)

2.A.3. Court measurements shall be made to the outside of the lines. The lines should be 2 inches (5.1 cm) wide and the same color, clearly contrasting with the color of the playing surface. (revised April 1, 2011)

2.B. **Lines and Areas.** The lines and areas of the standard pickleball court are:

2.B.1. **Baselines.** The baselines are the lines parallel to the net at each end of the court.

2.B.2. **Sidelines.** The sidelines are the lines perpendicular to the net on each side of the court.

2.B.3. **Non-Volley Line.** The non-volley line is the line on each side of the net between the sidelines and parallel to the net. These lines are located 7 feet (2.13 m) from the net.

2.B.4. **Non-Volley Zone.** The non-volley zone is the area of the court bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone.

2.B.5. **Centerline.** The centerline is the line on each side of the net bisecting the area between the non-volley line and the baseline.

2.B.6. **Service Courts.** The service courts are the areas on either side of the centerline, bounded by the non-volley line, the baseline, and the sideline.

2.C. **Net Specifications.**

2.C.1. **Material.** The net may be made of any open, meshed fabric material.

2.C.2. **Net Size.** The net length shall be at least 20 feet (6.1 m) extending from one sideline to the other. The net width shall be at least 2½ feet (0.8 m).

2.C.3. **Mesh Size.** The net's mesh size must be sufficiently small to prevent a ball from passing through it.

2.C.4. **Height.** The net shall be suspended over the center of the court and shall be 36 inches (0.914 m) high at the sidelines and 34 inches (0.86 m) high at the center of the court.

2.C.5. **Center Strap.** A center strap may be placed at the center of the net to enable easy adjustment to the 34 in. (0.86 m) requirement at center.

2.C.6. **Net Edge.** The top of the net should be edged with a 2 inch (5.1 cm) white binding over a cord or cable running through the binding. This binding must rest upon the cord or cable.

2.C.7. **Posts.** Net posts should be placed outside the sidelines. Recommended placement is 12 inches (30.48 cm) from the sideline.

2.D. Ball Specifications.

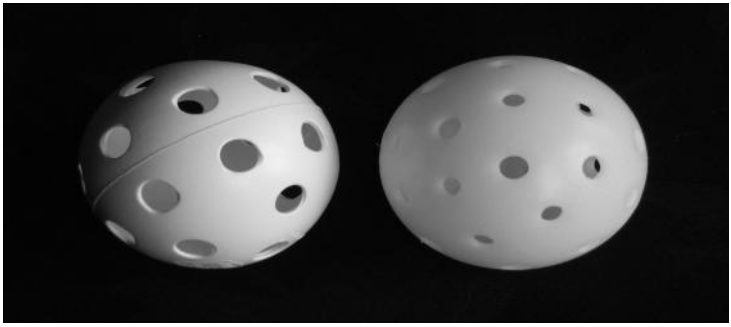

Figure 2-2. The Ball.

The ball pictured on the left of Figure 2-2 is customarily used for indoor play and the ball pictured on the right is customarily used for outdoor play. However, all approved balls are acceptable for indoor or outdoor play. The complete list of approved balls is on the IFP website.

2.D.1. **Construction.** The ball shall be made of durable material molded with a smooth surface and free of texturing. The ball can only be one single, uniform color, except for identification markings. The ball may have a slight ridge at the seam as long as it does not significantly affect straight flight characteristics. (revised Nov. 1, 2015)

2.D.2. **Size.** The ball shall be 2.874 inches (73mm) to 2.972 inches (75.5mm) in diameter. The maximum out-of-round diameter variance shall not be greater than +/-0.020 inch (0.50mm). (revised Nov. 1, 2015)

2.D.3. **Weight.** The ball shall weigh between 0.78 and 0.935 ounces (22 and 26.5 grams). (revised Nov. 1, 2015)

2.D.4. **Bounce.** The ball shall have a bounce of 30 to 34 inches (76.2 to 86.4 cm) when dropped from a height of 78 inches to the top of the ball onto a granite surface plate that is a minimum of 12” x 12” x 4”. The test is to be performed at an ambient temperature of 75 to 80 degrees F (24 to 27 degrees C). (revised Nov. 1, 2015)

2.D.5. **Hardness.** The ball shall have a hardness of 40 to 50 on a Durometer D scale at a temperature of 75 to 80 degrees F (24 to 27 degrees C). (revised Nov. 1, 2015)

2.D.6. **Design.** The ball shall have a minimum of 26 to a maximum of 40 circular holes, with spacing of holes and overall design of the ball conforming to straight flight characteristics. The ball must have a manufacturer’s or supplier’s name or logo printed or embossed on it. (revised Nov. 1, 2015)

2.D.7. **Approval.** The Tournament Director will choose the tournament ball. The ball(s) selected for play in any IFP member’s sanctioned tournament must be named on the official list of approved balls.

2.E. **Paddle Specifications.**

2.E.1. **Material.** The paddle may be made of any material judged safe and not prohibited in these

rules. The paddle shall be made of relatively rigid, non-compressible material meeting the specifications of the "Paddle Material Specifications" document on the IFP website.

2.E.2. **Surface.** The paddle hitting surface shall not contain holes, indentations, rough texturing, tape, or any objects or features that allow a player to impart additional spin on the ball. Paddle roughness is determined using a Starrett SR 100 Surface Roughness Tester. The allowable limits for roughness shall be no greater than 30 micrometers (µm) on the Rz reading (average maximum height, peak to valley), and no greater than 40 micrometers on the Rt reading (maximum height, peak to valley). All readings will be taken in 4 different directions. The paddle hitting surface shall not be adversely reflective, such that it has the potential to obscure the vision of opposing player(s). (revised Nov. 1, 2015)

2.E.2.a. **Paint.** The surface may be painted but must otherwise adhere to the general surface requirements.

2.E.2.b. **Depictions.** Any writing or pictures on the paddle must be in good taste and non-reflective.

IFP Comment: A paddle surface is too reflective, if in the judgment of the tournament director or designee, it reflects sunlight or court lights in a way that is distracting to the players. (added April 1, 2011)

2.E.3. **Size.** The combined length and width including any edge guard and butt cap shall not exceed 24 inches (60.96 cm). The paddle length cannot exceed 17 inches (43.18 cm). There is no restriction on paddle thickness. (revised January 1st, 2016, effective July 1st, 2016)

2.E.4. **Weight.** There is no restriction on paddle weight.

2.E.5. **Alterations.** The only alterations that can be made to a commercial paddle are changes to the grip, adding an edge guard, and adding name decals and/or other identification markings on the paddle face. These decals/markings can extend no farther than 1" (25.4 mm) above the top of the handle nor more than 1/2" (12.7 mm) from the outer edge of a paddle, or paddle edge guard if in place. Altered paddles must meet all specifications. Homemade paddles are not permitted. (Effective January 1, 2014)

2.E.6. **Prohibited Surface Features and Mechanical Features.**

2.E.6.a. Anti-skid paint or any paint textured with sand, rubber particles, or any material that causes additional spin.

2.E.6.b. **Rubber and synthetic rubber.**

2.E.6.c. **Sandpaper.**

2.E.6.d. **Moving parts that can increase head momentum.**

2.E.6.e. **Springs or spring-like material.**

2.E.6.f. **Flexible membranes or any compressible material that creates a trampoline effect.**

2.E.6.g. **Electrical, electronic, or mechanical assistance of any sort.**

2.E.7. **Violation.** If a paddle violates the above rules, the Tournament Director has the authority to enforce a paddle change. If the player in violation refuses to change the paddle, the Director may declare a forfeiture of the match.

2.E.8. **Model Designation.** The manufacturer must have a clearly marked brand and model name or model number on the paddle. Paddles with different core material, surface material, or other significant differences must have a unique name or number. Each unique model must have been offered for sale to the general public and samples of each unique model must have been submitted to the USAPA and passed USAPA tests. Paddles used in USAPA/IFP sanctioned tournaments after January 1, 2014 must conform to this rule. (Added June 23, 2012)

2.F. **Clothing.**

2.F.1. **Color.** Clothing may be of any color.

2.F.2. **Safety/Distraction.** A player may be required to change wet, extremely loose- fitting, or otherwise distracting garments.

2.F.3. **Depictions.** Insignias, pictures, and writing on the clothing must be in good taste.

2.F.4. **Shoes.** Shoes must have soles that do not mark or damage the court's playing surface.

2.F.5. **Violation.** If a player's clothing violates these rules, the Tournament Director has the authority to enforce clothing changes. If the player refuses, the Director may declare a forfeiture of the match.

2.G. **Equipment Approval and Authorization.** The approval and authorization of equipment used for sanctioned tournament play shall be made by the Board of Directors acting on a recommendation by the Rules Committee. Prior approval or authorization of a specified piece, model, brand, version, design or type of equipment may be revoked by the Board of Directors upon six months' notice on the USAPA and IFP website home page, official national newsletter publications, or other acceptable means of communication, if the specified equipment is found to have been materially changed by the manufacturer or if the equipment materially degrades or changes under ordinary use, other than normal wear and tear, so as to significantly alter the nature of the sport. (added Feb. 16, 2014)

SECTION 3 – DEFINITIONS

3.A. **Carry** – Hitting the ball in such a way that it does not bounce away from the paddle but tends to be carried along on the face of the paddle during its forward motion.

3.B. **Cross-court** – The court diagonally opposite your court.

3.C. **Dead Ball** – A dead ball is declared after a fault. See fault.

3.D. **Dink Shot** – A soft shot that is intended to arc over the net and land within the non-volley zone.

3.E. **Double Bounce** – A ball that bounces more than once, on one side, before it is returned.

3.F. **Double Hit** – One side hitting the ball twice before it is returned over net. Double hits may occur by one player or could involve both players on a team.

3.G. **Drop Shot** – A groundstroke shot that falls short of the opponent's position.

3.H. **Drop Shot Volley** – A volley shot that is designed to "kill" the speed of the ball and return it short, near the net, to an opponent positioned at or near the baseline. This shot is especially effective when initiated close to the non-volley line.

3.I. **Fault** – A fault is any action that stops play because of a rule violation. (revised April 1, 2011)

3.J. **Groundstroke** – Hitting the ball after one bounce.

3.K. **Half Volley** – A groundstroke shot where the paddle contacts the ball immediately after it bounces from the court and before the ball rises to its potential height.

3.L. **Hinder** – Any element or occurrence that affects play. Examples: a stray ball that enters the court or people who disrupt play by walking across the court.

3.M. **Let** – A serve that hits the net cord and lands in the service court. Let may also refer to a rally that must be replayed for any reason.

3.N. **Lob** – A shot that returns the ball as high and deep as possible, forcing the opposing side back to the baseline.

3.O. **Non-Volley Zone** – The section of court adjacent to the net in which you cannot volley the ball. It includes all lines surrounding the zone. The NVZ is only two dimensional and does not rise above the court surface. (revised April 20, 2015)

3.P. **Second Serve** – A term used to describe the condition when a serving team begins the game or subsequently loses the first of its two allocated serves. (revised April 1, 2011)

3.Q. **Overhead Slam/Smash** – A hard, overhand shot usually resulting from an opponent's lob, high return, or high bounce.

3.R. **Passing Shot** – A volley or groundstroke shot that is aimed at a distance from the player and is designed to prevent return of the ball (e.g., a line drive close to sideline).

3.S. **Permanent Object** – Any object near the court or hanging over the court that interferes with the flight of the ball. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, the stands and seats for spectators, the referee, line judges, spectators (when in their recognized positions) and all other objects around and above the court. (revised July 1, 2013)

3.T. **Rally** – Continuous play that occurs after the serve and before a fault.

3.U. **Replays** – Any rallies that are replayed for any reason without the awarding of a point or a side out.

3.V. **Service Court** – The area on either side of the centerline, bounded by the non-volley line, the baseline, and the sideline. All lines are included in the service court except the non-volley line. (revised April 1, 2011)

3.W. **Side Out** – Declared after one side loses its service and other side is awarded service.

3.X. **Technical Foul** –The referee is empowered to add one point to a player's score or a team's score when the opponent violates one of the rules calling for a technical foul or, in the referee's judgment, the opponent is being overly and deliberately abusive.

3.Y. **Volley** – Hitting the ball in the air, during a rally, before the ball has a chance to bounce onto the court.

SECTION 4 – SERVICE RULES

4.A. **Serve Motion.** The serve must be made with an underhand stroke so that contact with the ball is made below waist level (waist is defined as the navel level). (revised Feb. 1, 2013)

4.A.1. **Underhand Defined.** The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball (paddle head is that part of the paddle excluding handle. The highest point of the paddle head cannot be above any part of line formed where the wrist joint bends). (revised Feb. 1, 2013)

4.B. **Server Position.** At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface or ground behind the baseline and the server's feet may not touch the playing surface in an area outside the confines of the serving area. The serving area is defined as the area behind the baseline and on or between the imaginary lines extended from the court centerline and each sideline. (revised April 1, 2011)

4.C. **The Serve**. The ball must be struck before it hits the playing surface. The ball must land in the opponent's crosscourt (diagonally opposite court) service court. (revised April 1, 2011)

4.C.1. **Placement.** The serve must clear the net and the non-volley line and land in the opponent's

service court. The serve may land on any service court line except the non-volley line.

4.C.2. **Interference.** If the serve clears the net and the receiver or the receiver's partner interferes with the flight of the ball on the serve, it is a point for the serving team.

4.D. **Service Foot Fault.** During the serve, when the ball is struck, the server's feet shall not:

4.D.1. Touch the area outside the imaginary extension of the sideline.

4.D.2. Touch the area outside the imaginary extension of the centerline.

4.D.3. Touch the court, including the baseline.

4.E. **Service Faults.** During the service, it is a fault if:

4.E.1. The server misses the ball when trying to hit it. If the ball lands on the ground without the server swinging at the ball, it is not a fault.

4.E.2. The served ball touches any permanent object before it hits the ground. (revised July 1, 2013)

4.E.3. The served ball touches the server or server's partner, or anything the server or server's partner is wearing or holding.

4.E.4. The served ball lands on the non-volley line.

4.E.5. The served ball hits the net and lands on the non-volley line or inside the non-volley zone.

4.E.6. The served ball lands outside the service court.

4.E.7. The served ball hits the net and lands outside the service court.

4.F. **Service Lets.** The serve is a let and will be replayed if:

4.F.1. The serve touches the net, strap, or band, and is otherwise good and lands in the service court.

4.F.2. The ball is served when the receiver is not ready.

4.F.3. The served ball hits the net and strikes the receiver or the receiver's partner.

4.F.4. The referee or any player calls a time out because an object (a ball, another court's player, a spectator, etc.) causes a distraction by coming within the playing area.

4.F.5. The referee or a player may call a let. If the serve is appealed to the referee and the referee clearly saw that the serve did not touch the net, then a point is awarded to the serving team.

IFP Comment: There is no limit to the number of lets a server may serve.

4.G. **The Receiver.** The receiver is the player diagonally opposite from the server. In doubles, this position corresponds to the player's score and starting position. There is no restriction on the receiver's position.

4.H. **Double Bounce Rule.** The serve and the service return must be allowed to bounce before striking the ball. That is, each side must play a groundstroke on the first shot

following the serve. After the initial groundstrokes have been made, play may include volleys.

4.I. **Readiness.** Serves shall not be made until the receiver is ready and the score has been called. Serving before the score is called shall result in a fault, and loss of serve. The referee shall call the score when he or she determines that the players should be in position to resume play. (Revised March 1, 2015).

IFP Comment: Normally the score should be called when the server and receiver are in their respective positions, the server has the ball and is ready to play. If, however, it appears that the server and/or the receiver are delaying the game, the referee can call the score to start the 10 second rule, 4.J. (Added January 1, 2014)

4.I.1. **Not Ready Signals.** The receiver must use one of the following to signal that he or she is not ready to receive the serve: 1) raising the paddle above his or her head, 2) raising the non-paddle hand above his or her head, or 3) completely turning his or her back to the server.

4.I.2. **Doubles.** When calling the score in doubles, the referee does not have to wait for the receiver's partner or the server's partner to be ready. It is the receiver's responsibility to signal not ready for his or her partner.

4.I.3. **In Motion.** Once the server starts the serving motion, the receiver cannot become not ready or call a time-out.

4.I.4. **Wrong Score Called.** If the referee calls the wrong score, any player may stop play at any time before the return of serve to ask for a correction. A player that interrupts play after the return of serve will have committed a fault and shall lose the rally. A player that interrupts play after the serve when there was not an error in the score will have committed a fault and shall lose the rally.

4.J. **The 10-Second Rule.** The “10-second rule” applies to both server and receiver, each of whom is allowed up to 10 seconds after the score is called to serve or be ready to receive. It is the server’s responsibility to look and be certain that the receiver is ready to receive serve.

4.J.1. After one technical warning has been issued by the referee, further delays on the part of the server or the receiver exceeding 10 seconds shall result in a technical foul and a point awarded against the offender.

4.J.2. If the server serves the ball while the receiver is signaling “not ready,” the ball will be re-served with no penalty and the server shall be “warned” by the referee to check the receiver. If the server continues to serve without checking the receiver, the referee may call a technical foul and award a point to the receiver’s score.

4.J.3. After the score is called, if the server looks at the receiver and the receiver is not signaling "not ready," the server may then serve. If the receiver attempts to signal "not ready" after the serve is made, then the serve stands, whether or not the ball is returned.

IFP Comment: A receiver who attempts to return the service shall be considered to have been ready. If the receiver has signaled not ready, the service must be replayed.

SECTION 5 – SERVICE SEQUENCE RULES

5.A. **Singles.**

5.A.1. At the start of each game, the server begins the serve on the right side and alternates from right to left to right, etc., as long as the server holds serve.

5.A.2. The server must serve to the crosscourt (court diagonally opposite) service court.

5.A.3. The server's score will always be even (0, 2, 4, 6, 8, 10...) when serving from the right side and odd (1, 3, 5, 7, 9...) when serving from the left side (only in singles play).

5.B. **Doubles.**

5.B.1. The service always starts in the right-hand court and alternates from right to left to right, etc., as long as server holds serve.

5.B.2. The server must serve to the crosscourt (court diagonally opposite) service court. There is no restriction on the position of the server's partner.

5.B.3. The team's points will be even when the game's starting server is on the right-hand side. Points will be odd when the game's starting server is on the left-hand side.

5.B.4. The team serving the initial serve of a game can commit only one fault before service is passed on to the opposing team. After that,

each team member serves until that player loses the serve when the team commits a fault. After both players have lost their serves, the serve passes to the opposing team.

5.B.5. The server will alternate between right and left service courts upon scoring a point. After the first server's team faults, the second server will continue to serve from that server's last side position and then alternate positions as long as the serving team continues to win points.

5.B.6. If the ball is served by the wrong team member or from the wrong court, the service is a fault. If the fault was by the first server, then the first service is lost and the correct second server serves from the correct service position. If the fault was by the second server, then it is a side out. A point made from an incorrect service position or an incorrect server will not be retained unless play has continued and another point has been scored or the opposing team has served.

5.B.7. The receiver is the person on the diagonally opposite side of the court from the server. In doubles, this position corresponds to the player's score and starting position.

5.B.8. The receiver is the only player who may return the ball. If the wrong player returns the ball, it is a point for the serving team.

5.B.9. The receiver's partner may be anywhere on or off the court.

5.B.10. The receiving team does not alternate positions when a point is scored by the serving team. The receiving team may switch positions after the return of serve, but after the rally is over, the players must return back to their original positions, which correspond to the team's score and the players' starting positions.

IFP Comments:

- In tournament play, unless asked, the referee shall not correct player positions until a service sequence fault has occurred by a serving or receiving team.
- When an incorrect serve is recognized immediately after the rally, the point does not count.
- When an incorrect serve is not recognized until the server has lost the serve, the most recent point scored by that server on an illegal serve, if any, does not count.
- When an incorrect serve is not recognized until the server has lost the serve and the partner has scored a point on the serve, the point of the first server counts. If the point scored by the partner is also the result of an illegal serve, that point does not count.
- When an incorrect serve is not recognized until after the opposing team has served, points scored on the previous serves count.

5.C. **Service/Side Selection and Rotation.**

5.C.1. A coin flip or any other fair method will determine first choice of service or side. If the winner chooses to serve or receive, the loser picks starting side. If the winner chooses starting side, the loser chooses to serve or receive.

5.C.2. Sides and initial service will be switched upon completion of each game.

5.C.3. Sides will be switched in a third game (if the match is 2 out of 3 games) after the first team reaches a score of 6 points. Serve remains with the player holding serve.

5.C.4. In games to 15, sides will be switched after the first team reaches a score of 8 points. Serve remains with the player holding serve.

5.C.5. In games to 21, sides will be switched after the first team reaches a score of 11 points. Serve remains with the player holding serve.

SECTION 6 – LINE CALL RULES

6.A. Served balls that clear the non-volley line and land on any other service court line are good.

6.B. Balls in play (except on serve, see 6.A) that land on any court line are good.

6.C. A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds. (revised April 1, 2011)

6.D. **Code of Ethics for Line-Calling.** Pickleball is played according to specific rules. It also requires a code of ethics for line-calling responsibilities when performed by players.

The line-calling responsibilities of players are different from those assigned to referees or line judges. The officials make impartial judgment calls with all players' interests in mind. The player, when assigned line-calling duties, operates under the principle that all questionable calls must be resolved in favor of the opponent.

The basic elements are:

6.D.1. Players will call the lines on their side of the court (excluding the non-volley line on a serve --- i.e., short serve, if being called by a referee). (Revised April 20, 2015)

6.D.2. The opponent gets the benefit of the doubt on line calls made.

6.D.3. Spectators should not be consulted on any line calls. Spectators may be prejudiced, unqualified, or not in position to see the call, and therefore cannot participate.

6.D.4. All participants should strive for accuracy in making line calls.

6.D.5. No player should question an opponent's call unless asked (except that any player may appeal a call to the referee in an officiated match). A player should ask the opponent's opinion if the opponent was in a better position to see the call. An opponent's opinion, if requested, shall be accepted. The opinion of a player looking down the line is more likely to be accurate than one looking across the line. (Revised April 20, 2015)

6.D.6. Don't call a ball "out" when you are looking across the line unless you can clearly see the space between the line and the ball as it hits. The player's depth of field judgment, based on the laws of parallax, prevent accurate judgment in these cases.

6.D.7. All "let" or "out" calls must be made "instantly"; otherwise the ball is presumed good and still in play. "Instantly" is defined as calling "let" or "out" prior to the ball being hit by the opponent or before it has gone out of play.

6.D.8. Any ball that cannot be called “out” is presumed to be “in.” The player cannot claim a “let” (replay) because the ball was not seen. The opponent’s opinion can be requested, and, if the opponent says the ball was “in” or the opponent could not see it, the ball must be declared “in.”

6.D.9. Players should not request a “let” (replay) because they were not sure the ball was “out” or “in.” In this case, benefit of the doubt goes to the opponent.

6.D.10. In doubles play, if one player calls the ball “out” and the partner calls it “in,” then doubt exists, and the ball must be declared “in” (except that any player may appeal a call to the referee in an officiated match).

6.D.11. Line calls should be promptly signaled by hand or voice, regardless of how obvious they may seem.

6.D.12. If, while the ball is in the air, a player yells “out,” “no,” “bounce it,” or any other word to communicate to his or her partner that the ball may be out, it shall be considered player communication. If the ball lands in, play will continue. If the out call is made after the ball has hit the playing surface, it shall be considered a line call and play shall stop. (revised April 1, 2011)

SECTION 7 – FAULT RULES

A fault is any action that stops play because of a rule violation. A fault will be declared for the following:

7.A. Hitting the ball into the net on the service or any return.

7.B. Hitting the ball out of bounds.

7.C. Failure to hit the ball before it bounces twice on the player's court.

7.D. Violation of a service rule (See Section 4).

7.E. 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.

7.F. The ball in play strikes a player or anything the player is wearing or carrying. There is one exception to this rule: if the ball strikes the player's paddle hand below the wrist, the ball is still in play. If the ball strikes a player standing out of bounds before a fault has occurred, that player loses the rally. In doubles, if the serve strikes the receiver's partner, it is a point for the serving team, providing it is not a let serve or a fault serve. This rule also includes balls that appear to be hit out of bounds: during play, if you catch the ball or try to stop it from heading out of bounds, you lose the rally.

IFP Comment: If the player is in the process of changing hands with both hands on the paddle, or is attempting a two-handed stroke and either hand is hit below the wrist, then the ball is considered in play.

7.G. A ball in play strikes any permanent object before bouncing on the court.

IFP Comment: If the ball in play hits a permanent object after it has bounced on the court, the player who hit the ball wins the rally. If the ball in play hits a permanent object before it bounces on the court, it is a fault. (revised April 1, 2011)

7.H. Violation of non-volley zone rules (See Section 9).

7.I. Violation of the other rules (See Section 12).

7.J. The serve is made by bouncing the ball off the playing surface before hitting it. (revised April 1, 2011)

7.K. A player hits the ball before it passes the plane of the net.

SECTION 8 – DEAD BALL RULES

8.A. A dead ball is declared after any action that stops play.

8.B. A ball is not declared dead until it has bounced twice or has violated one of the fault rules (See Section 7).

8.C. A hinder called by the referee or player will result in a dead ball and a replay.

SECTION 9 – NON-VOLLEY ZONE RULES

9.A. The non-volley zone is the area of the court (not the space above it) bounded by the two sidelines, the non-volley line, and the net. The non-volley line and the sidelines are included in the non-volley zone. (Revised April 20, 2015)

9.B. A fault will be declared if, in the act of volleying the ball, a player or anything the player is wearing or carrying touches the non-volley zone or touches any non-volley line. For example, a fault will be declared if, in the act of volleying the ball, one of the player's feet touches a non-volley line.

IFP Comment: The act of volleying the ball includes the swing, the follow-through, and the momentum from the action. If the paddle touches the non-volley zone during the swing, it is a fault regardless of whether the touch occurred before or after contacting the ball. (Added January 15, 2012)

9.C. A fault will be declared if, in the act of volleying the ball, the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone or touch any non-volley line. It is a fault if the player's momentum causes the player to touch anything that is touching the non-volley zone, including the player's partner. It is a fault even if the ball is declared dead before the player touches the non-volley zone.

9.D. A fault will be declared if the player violates the intent of the non-volley zone rule. All volleys must be initiated outside of the non-volley zone. A maneuver

such as standing within the non-volley zone, jumping up to hit a volley, and then landing outside the non-volley zone is prohibited. If a player has touched the non-volley zone for any reason, that player cannot volley the return until both feet have made contact with the playing surface completely outside the non-volley zone. (Revised June 23, 2012)

9.E. A player may step on the non-volley line or enter the non-volley zone at any time except when that player is volleying the ball. There is no violation if your partner returns the ball while you are standing in the non-volley zone. A player may enter the non-volley zone before or after returning any ball that bounces.

9.F. A player may stay inside the non-volley zone to return balls that bounce. That is, there is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.

9.G. For non-officiated play, non-volley zone faults may be called by any player on either team. (Added April 20, 2015)

SECTION 10 – SCORING - GAME - MATCH RULES

10.A. **Scoring.** Only the serving team can score points.

10.B. Points are scored by legally serving a ball that is not touched by the opponent (an ace) or by winning the rally (faulting by the opponent).

10.C. **Game** (Standard Tournament Format)**.** The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied at 10 points, then play continues until one side wins by 2 points.

10.D. **Standard Tournament Format.** Best 2 of 3 games to 11 points, win by 2 points.

10.E. **Alternate Tournament Formats.**

10.E.1. A tournament director may choose to have some or all matches (except Round Robin) consist of one game to 15 points or one game to 21 points with a win by 2 points. This applies to a single or double elimination bracket. For Round Robin events, a winning margin of 1 point is required. (revised June 1, 2015)

10.E.2. A tournament director may choose to have Round Robin or Round Robin Pool Play feeding to a medal bracket. For any Round Robin event, games must be “win by 1 point” (not 2 points). Also see 13.A.4. and 13.A.6. (added June 1, 2015)

10.F. **Calling the Score.** The score should be called as three numbers. The proper sequence for calling the score is: server score, receiver score, then, for doubles only, (server) 1 or 2. To start a match, the score will be called as: zero - zero - two. Prior to the potential final game or match point, DO NOT add any phrase such as "potential game point" or "potential match point." (added January 1st., 2016)

SECTION 11 – TIME-OUT RULES

11.A. **Normal Time-Outs.** A player or team is entitled to 2 time-outs per game; each time-out period shall last only 1 minute. Then play must be resumed or another time-out must be called by either side. Time-outs may never be called once the ball is in play or the server has started the serving motion. For games to 21 points, each team is allowed 3 time-outs per game.

11.B. **Injury Time-Outs.** If a player is injured during a match, that player may call an injury time-out. The referee must agree that an injury did take place and that the player is not just stalling to rest or recuperate. If the referee agrees, then that player will be allowed no more than 15 minutes of rest during the injury time-out. If the player cannot resume play after the 15-minute injury time-out period, the match shall be awarded to the opponents.

IFP Comment: A player may take only one injury time-out per match. That time-out must be continuous and may be up to 15 minutes.

11.C. **Equipment Time-Outs.** Players are expected to keep all clothing and equipment in good playable condition and are expected to use regular time-outs and time between games for adjustments and replacement of equipment. If a player or team is out of time-outs and the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment time-out not to exceed 2 minutes.

11.D. **Between Games Time-Out.** Between games time-outs shall not exceed 2 minutes between each game of a match.

11.E. **Postponed Games.** Any game postponed by referees shall be resumed with the same score and remaining time-outs as when postponed.

11.F. **Additional Time-Out Rules:** At the beginning of the match, no time-outs may be taken before the initial score has been called and the match has begun. The match cannot begin until all players are on the court and ready to play. Failure to be ready to play on time shall result in a match forfeit. Also see rule 14.H.3. for match forfeiture. During the match, after a time-out has ended, the referee will call a "time-in" and then announce the score (even if players are not on the court and/or not ready to play). If players are not ready within 10 seconds, and no additional time-outs are called or available (see rule 11.D.), the offending side will receive a technical foul on the first offence and a match forfeit on the second offense. (added Aug. 24, 2015)

IFP Comment: When a time-out is called, the referee may request that all players place their paddles on the correct court and the ball be placed under the serving player’s paddle.

SECTION 12 – OTHER RULES

12.A. **Carry and Double Hits.** Balls can unintentionally be hit twice or "carried", but this must be during a continuous, single-direction stroke. If the stroke is not continuous, not single-direction, or if it is a definite second push, the hit is illegal. (revised April 1, 2011)

12.B. **Switching Hands.** A paddle may be switched from hand to hand at any time. Two-handed shots are also legal.

12.C. **Return Attempts.** A completely missed return shot does not, by itself, constitute a dead ball. The ball remains in play until it bounces twice or until any other fault has occurred.

12.D. **Broken or Cracked Ball.** Play continues until the end of the rally. If, in the judgment of the referee, a broken or cracked ball affected the outcome of the rally, the referee shall call for a replay.

12.E. **Injury During Game.** Rally continues to its conclusion, despite an injury to any of the players.

12.F. **Player Equipment Problem.** A rally shall not be stopped or affected if a player loses or breaks a paddle or loses a personal item.

12.G. **Items on the Court.** If anything a player is wearing or carrying lands on the court, it becomes part of the court. Therefore, if a ball in play hits the item on the court, the ball remains in play. If the item lands on the opponent's court, it is a fault. If the item lands in the non-volley zone as a result of a volley, it is a fault.

12.H. **Distractions.** Players may not yell, stamp their feet, or otherwise try to distract an opponent when the opponent is about to play the ball. A player, or anything the player is wearing or carrying, may not cross the plane of the net (or the extension of the net beyond the posts) except when striking the ball. Note: In Doubles, team communication shall not normally be considered a distraction. However, loud communication at the time the opponent is about to strike the ball may be considered a distraction. If, in the judgment of the referee, a distraction has occurred, it shall result in the loss of the rally. (revised January 15, 2013)

12.I. **The Net Posts.** The net posts are positioned out of bounds. If a ball strikes the net post or anything attached to the net post, it is a fault and a dead ball is declared. This rule does not include the net, the net cable, or rope between the net posts.

12.J. **The Net.**

12.J.1. The net and the wires or strings holding up the net are positioned (mostly) on the court. Therefore, if the ball strikes the top of the net or strikes the top net wire or string and lands in bounds, then it remains in play.

12.J.2. Hitting the ball between the top and bottom net wires is a fault.

12.J.3. If the ball bounces into a player's non-volley zone with enough backspin as to cause it to return back over the net, that player may reach over the net to hit the ball but may not touch

the net. The player is also allowed to go around the net post and cross the imaginary extension of the net so long as he or she does not touch the opponent's court.

12.J.4. If a player hits the ball over the net into the opponent's court, and then the ball bounces back over the net without being touched by the opponent, the striking player wins the rally.

12.J.5 When net systems have a horizontal bar that may include a center base: If the ball hits the horizontal bar or the center base before going over the net, it is a fault. If the ball goes over the net and then hits the horizontal bar, the ball is still in play. If the ball goes over the net and then hits the center base or the ball gets caught between the net and the horizontal bar before touching the court, it is a let and must be replayed. (added April 1, 2011)

12.K. **Shots Around the Net Post.** If a ball hit at an angle bounces in the court and travels beyond the sidelines, a player may return the ball around the outside of the net post. The ball does not need to travel back over the net. In addition, there is no restriction on the height of the return. For example, a player may return the ball around the net post below the height of the net.

12.L. **Coaching.** Players may consult with coaches or any other person during time-outs and between games. Once the game has begun, except during time-outs, any communication between a player and any person not on the court, if determined by the referee to be coaching, shall result in a technical

warning to the offending player or team and a verbal warning to spectators. If the communication occurs a second time, it shall result in a technical foul and a point will be awarded to the opponent. (Revised February 9, 2013)

12.M. One Paddle. A player shall not use or carry more than one paddle during a rally. (Added January 15, 2012)

12.N. Paddle Possession. A player must have possession of the paddle when it makes contact with the ball. (Added January 15, 2014)

SECTION 13 – SANCTIONED TOURNAMENT FORMATS

13.A. **Tournament Formats.**

There are six tournament formats that may be used. The particular format is typically the choice of the Tournament Sponsor or the Tournament Director.

13.A.1. **Single Elimination with Consolation.** The loser is out of the winner's bracket. First-round losers go into a consolation bracket.

13.A.2. **Double Elimination.** A loss will put the loser into a lower bracket. The winner of the lower bracket will play the winner of the top bracket for the championship. If the winner of the lower bracket wins, then a tie-breaker match must be played.

13.A.3. **Drop Flight.** All players start at the top level. First-round losers will drop into the second level. First-round losers of the second level will drop into the third level and so on. The winner of a first-round match in any level stays at that level. There may be a lower bracket for the second-round losers of each level.

13.A.4. **Round Robin.** All players (in singles) or teams will play each other. All matches will be played with the same number of games for each match. i.e., 1 game to 15 win by 1, or 1 game to 21 win by 1, or 3 games to 11 win by 1 (1 or 2 games to 11 is not permitted, all 3 games to

11 must be played even if a player/team win the first two games). The player or team winning the most matches is declared the winner. If two or more teams are tied for a medal, the player or team winning the most points will be declared the winner of the tie. (revised June 1, 2015)

13.A.5. **Point Award.** Similar to a Round Robin, but 1 point is awarded for each win. No points are awarded for a loss. In addition, a player or team winning the match by winning the first 2 games receives an additional point.

13.A.6. **Pool Play.** The participants are divided into two or more pools. Each pool plays a round-robin to determine the qualifiers that get into a single-elimination or double-elimination playoff. (added April 1, 2011)

13.B. **Draws.**

13.B.1. If possible, all draws shall be made at least 2 days before the tournament commences.

13.B.2. The Draw and Seeding Committee shall be appointed by the Tournament Director.

13.C. **Notice of Matches.** It is the responsibility of each player to check the posted schedules to determine the time and place of each match. If any change is made in the schedule after posting, the Tournament Director or his designated representative shall notify the players of the change.

13.D. **Forfeited Matches.** A forfeit is a loss by default. It usually occurs because a player or team did not show up on time, because of player injury, or for misconduct. A player or team forfeiting a match for any reason shall lose the match as if that player or team lost all games of that match. Therefore, the other player or team wins the match as if that player or team won all games of that match. The winning player or team shall receive the appropriate point score or advance to the next level.

13.E. **Lower Bracket Matches.** In all IFP-sanctioned tournaments, each entrant shall be entitled to participate in a minimum of two scheduled matches per event entered. This means that losers of their first match shall have the opportunity to compete in the event's lower bracket. The lower bracket matches may be modified at the discretion of the Tournament Director (e.g., one game to 15 points). (revised Aug. 24, 2015)

13.F. **Scheduling Matches.** If one or more contestants are entered in multiple events, they may be required to play multiple events on the same day or night with little rest between matches. This is a risk assumed on entering multiple events. If possible, the schedule should provide a rest period between matches.

13.G. **Doubles Play.** A Doubles team shall consist of 2 players who meet the classification requirements to participate in a particular division of play. In an event based upon rating, the higher-rated player determines the team's ability level (or division or classification). In an adult (19 & over) event based upon age grouping, the lowest age of one of the team members will

determine the team's classification. Players may play down in a younger division unless prohibited by the rules of the National Senior Games Association. Juniors (18 & under) may enter any Junior age-division event for which they are not too old as well as the adult division of 19 & over. Under no circumstances can a partner change be made after the partners have begun team play. A partner change may be made prior to the first-round match if, in the opinion of the tournament director, the change is due to injury, illness, or circumstances beyond the control of the player.

13.H. **Court Changes.** In IFP-sanctioned tournaments, the Tournament Director may decide on a change of courts after the completion of any tournament game if such a change will accommodate better spectator or playing conditions.

13.I. **Tournament Conduct.** In IFP-sanctioned tournaments, the referee is empowered to call technical fouls and to forfeit a match if an individual player's behavior is detrimental to the tournament. In addition, the Tournament Director has the authority to expel any player for misconduct, no matter how many technical fouls have been received.

SECTION 14 – TOURNAMENT MANAGEMENT AND OFFICIATING

14.A. **Tournament Director.** A Tournament Director shall manage the tournament. It is the Tournament Director's responsibility to designate the officials and their areas of responsibility.

14.A.1. In all IFP sanctioned tournaments the tournament director will provide some method of identifying each team's beginning server for each game. This identification must be visible to all on the court during play. Refusal to wear this identification will result in the forfeiture of the match.

14.B. **Rules Briefing.** Before the tournament, all officials and players shall be briefed or supplied with the current rules about court hinders. This briefing should be put in writing when possible. The current IFP tournament rules will apply and be made available. The Tournament Director may not impose any local rule or use any interpretation of any rule not stated within the current IFP rules. Any exception to the rules that is desired because of physical limitations of the court or other local conditions must be approved in advance by the IFP.

14.C. **Officials.** Every IFP-sanctioned tournament must have a referee for each match. The Tournament Director or the Tournament Director's representative will assign all referees. Although any tournament player may volunteer to referee a match, the Tournament Director

or designated representative will have the final say on referee assignments. Officials may also include line judges at the discretion of the Tournament Director.

14.D. **Referee's Duties.**

Before each match begins, the referee must:

14.D.1. Check on preparation of court with respect to cleanliness, lighting, height of the net, court markings, and hazards.

14.D.2. Check on availability and suitability of necessary materials for the match such as balls, score cards, pencils, and location of the clock.

14.D.3. Check to ensure that planned support is available.

14.D.4. Meet with players at courtside to:

14.D.4.a. Inspect paddles for irregularities.

14.D.4.b. Instruct players on the need to wait for the referee to call out the score before serving, or a fault will incur. (Revised March 1, 2015).

14.D.4.c. Point out court hindrances and other approved rule modifications.

14.D.4.d. Instruct players on line-calling duties of referee, line judges, and players.

14.D.4.e. Use any fair method to determine initial service and side.

During the match, the referee must:

14.D.5. Re-check the net height if the net is disturbed.

14.D.6. Call the score after each rally is completed and the result has been marked on the official scorecard. Calling out the score indicates to each side that play is ready to resume. Also refer to rule 4.I. (Revised January 1, 2014)

14.E. **Line Calls.**

Accepted hand signals are:

- Line faults – outstretched arm pointing in direction of the out-of-bounds ball path.
- Fair ball – arms extended parallel to court with palms down.

14.E.1. **Officiating Options.**

14.E.1.a. Players call all lines (generally used in non-tournament play).

14.E.1.b. The referee calls non-volley zone infractions. Players make their own calls on other lines on their side of court (generally used in tournaments).

14.E.1.c. The referee calls non-volley zone infractions. Line judges make calls for sidelines and baselines (generally restricted to tournament medal matches).

14.E.2. **Line judges.**

14.E.2.a. It is recommended that line judges be assigned to medal matches. The Tournament Director or designated representative will select line judges.

14.E.2.b. Line judges will call all line faults within their jurisdiction and will signify fault by calling “out.”

14.F. **Referee’s Officiating Duties.** The referee is responsible for all decisions related to procedural and judgment calls during the match. If the players make the line calls and there is a disputed line call, the players may request that the referee determine the line call. The referee’s call will stand. If the referee cannot make the line call, the player’s call stands. Spectators are not part of the game and, therefore, cannot be consulted on calls.

14.G. In doubles, if players on the same side disagree on a line call made by one of them on their side of the court, one of the players may ask the referee for a ruling. If the referee clearly saw the play, the referee shall make a ruling based on observation. If the referee cannot make the call, the ball is good.

14.H. **Match Forfeiture.**

14.H.1. A referee may impose a forfeit when a player refuses to abide by the referee’s decision or engages in unsportsmanlike conduct.

14.H.2. The Tournament Director may impose a forfeit for failure to comply with the tournament or host facility's rules while on the premises, or for improper conduct on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures.

14.H.3. A referee may impose a forfeit when a player fails to report to play 10 minutes after the match has been called to play. The Tournament Director may permit a longer delay if circumstances warrant such a decision.

14.H.4. A player or team receiving 2 technical fouls in a match shall automatically forfeit that match. In addition, the Tournament Director has the authority to expel any player from the tournament for misconduct.

14.I. **Appeals.** Appeals to the referee regarding judgment calls (line calls, double bounce, etc.) will be decided by the referee. The referee may consult players or line judges to decide the outcome of the appeal.

14.I.1. A player may appeal a procedural or judgment call to the referee. The referee will consider procedural appeals and will provide a decision.

14.I.2. A referee's decision will either result in a point awarded, a service loss, or a replay.

14.I.3. A player wishing to signify an appeal during a rally may do so by raising his or her non-paddle hand to inform the referee that an appeal is being made regarding a previous

possible violation. Play will continue until the rally is over and appeal can then be made.

14.I.4. Replays. After reviewing an appeal, the referee may determine that no decision on the appeal can be made and may direct a replay.

14.J. **Rules Interpretations.** If a player feels that the referee has interpreted the rules incorrectly, that player may request that the referee or the Tournament Director show the applicable rule in the rulebook.

14.K. **Protest.** Any referee's decision involving an interpretation of the rules may, on protest, be decided by the Tournament Director.

14.L. **Removal of a Referee or Line judge.** A referee or line judge may be removed when both players in singles or both teams in doubles agree to the removal or at the discretion of the Tournament Director. In the event that the removal of a referee or line judge is requested by only one player or team and not agreed to by the other player or team, then the Tournament Director may accept or reject the request. If a referee or line judge is removed, the Tournament Director will appoint the new referee or line judge.

14.M. **Technical Fouls.** The referee is empowered to call technical fouls. When a technical foul is called, 1 point shall be added to the score of the opposing side. After the technical foul is called, if the play is not immediately continued, or the player continues to be abusive, then the referee is empowered to forfeit the match in favor of the opponents. If a player or a team

receives 2 technical fouls in a match, then that match shall automatically result in forfeiture. In addition, the Tournament Director has the authority to expel any player or team from the tournament for misconduct. If a player has been expelled from a tournament, any prizes and ranking points gained from the tournament shall not be forfeited.

Actions that may result in technical fouls are:

14.M.1. A player using objectionable or demeaning language directed at another person shall incur a technical warning or a technical foul, depending upon its severity. Once a technical warning has been issued, the second offense will result in a technical foul. Excessive profanity used for any reason shall incur similar action. The referee will determine the severity of any violation.

14.M.2. Excessive arguing.

14.M.3. Threats of any nature to any person.

14.M.4. Purposely breaking the ball or striking of the ball between rallies.

14.M.5. Intentionally throwing the paddle. If this action results in the striking or injury of any person or damage to the court or facility, an automatic technical foul shall be assessed against the offender and a point shall be awarded to the opponent.

14.M.6. Delay of game, either in the form of taking too much time during time-outs or between games, in excessive questioning of the referee on the rules, or in excessive or unnecessary appeals.

14.M.7. Any other actions that are considered unsportsmanlike behavior.

14.N. **Technical Warning.** If a player's behavior is not severe enough to warrant a technical foul, a technical warning may be issued. In most situations, the referee should give a technical warning before imposing a technical foul. Points shall not be awarded for a technical warning.

14.O. **Effect of Technical Fouls and Technical Warnings.** A technical warning shall not result in a loss of rally or point awarded and shall be accompanied by a brief explanation of the reason for the warning. If a referee issues a technical foul, 1 point shall be added to the non-offender's score. A called technical foul or warning shall have no effect on service change or side out. If a point is awarded, the player or team awarded the point must change positions to reflect the score after the awarding of the point.

SECTION 15 – SANCTIONED TOURNAMENT DIVISIONS AND CATEGORIES

15.A. **Event Categories.**

- Men: Singles and Doubles
- Women: Singles and Doubles
- Mixed: Doubles

15.A.1. In events described by gender, only members of that gender shall be allowed to play in that event.

15.A.2. Mixed Doubles - A mixed doubles team shall consist of 1 male and 1 female player.

SECTION 16 – WHEELCHAIR RULES

16. A. **Basic Play.** The wheelchair is considered part of the player's body and all applicable rules that apply to a player's body will apply to the wheelchair except in non-volley zone as listed below. All applicable rules which apply to standing players apply to those in a wheelchair except as listed below.

16. B. **Two Bounce Rule.** The wheelchair pickleball player is allowed two bounces of the ball on his or her side of the net. The second bounce can be anywhere inside or outside of the court boundaries.

16. C. **Service.**

16.C.1. Server shall be in stationary position, and then allowed one push before striking ball.

16.C.2. At the time the server strikes the ball, the server shall not touch with any wheel: any baselines, sidelines, center lines or the extended center or sidelines.

16. D. **Non-Volley Zone (NVZ).** (two bounce rule applies)

16.D.1. When a wheelchair player strikes a ball in the NVZ, on a volley, it is a fault only if the larger-rear wheels contact NVZ.

16.D.2. Upon exiting the NVZ, after striking a bounced ball, the player’s larger-rear wheels must return to outside the NVZ boundaries (so no rear wheel contact is made in the NVZ) before hitting a volley, or it is a fault.

16. E. **Wheelchair/Standing Pickleball.**

16. E.1. When a wheelchair pickleball player is playing with or against a standing person in singles or doubles, the rules of pickleball for standing players shall apply to all standing players while the wheelchair pickleball rules shall apply to all wheelchair players.

16. F. **Singles Wheelchair Pickleball.**

16. F.1. Singles play with one or both players in a wheelchair shall be played on half court. The server and the receiver shall serve, receive and play the entire point from their respective service and receiving court.

APPENDIX A – REVISION HISTORY

April 1, 2011.

- Added paragraphs 12.J.5 and 13.A.6.
- Added Comment under 2.E.2.
- Revised paragraph 2.E.2 to add “features that are reflective”
- Revised paragraphs 2.A.2, 2.A.3, 4.B, 4.C, 6.C, 6.D.12 and 7.J. The terms “playing area”, “court surface”, and “floor” were changed to “playing surface” to be consistent in the use of terms.
- Revised paragraph 3.I and paragraph 7 to correct the definition of “fault.”
- Revised paragraph 3.P. The definition for “hand out” was changed to a definition for “second serve.”
- Revised paragraph 3.V to clarify the definition of “service court.”
- Revised 7.G Comment to change “point” to “rally.”
- Revised paragraph 12.A. There is no intended change in meaning.

January 15, 2012.

- Added Comment under 9.B.
- Added paragraph 12.M.

June 23, 2012.

- Revised paragraph 2.E.5 to delete homemade paddles.
- Added paragraph 2.E.8.
- Revised paragraph 9.D. There is no intended change in meaning.

January 15, 2013.

- Revised paragraph 12.H.

February 1, 2013.

- Added definitions in parentheses to paragraphs 4.A and 4.A.1.

February 9, 2013.

- Revised paragraph 12.L.

July 1, 2013.

- Revised paragraph 3.S.
- Revised paragraph 4.E.2

October 1, 2013.

- Revised paragraph 2.E.5.

January 1, 2014.

- Revised paragraph 4.I.
- Revised paragraph 14.D.6.

January 15, 2014.

- Added paragraph 12.N.

February 16, 2014.

- Added paragraph 2.G.

March 31, 2014.

- Added paragraph 2.D.4.
- Added paragraph 2.D.5.
- Revised previous 2.D.4. to 2.D.6.
- Revised previous 2.D.5. to 2.D.7.

March 1, 2015.

- Revised paragraph 4.I.
- Revised paragraph 14.D.4.b.

April 20, 2015.

- Revised paragraph 3.O
- Revised paragraph 6.D.1
- Revised paragraph 6.D.5
- Revised paragraph 9.A
- Added paragraph 9.G

April 24, 2015.

- Added Section 16.

June 1, 2015.

- Revised heading 10.E.
- Revised paragraph 10.E.1.
- Added paragraph 10.E.2.
- Revised paragraph 13.A.4.

August 1, 2015.

- Revised paragraph 2.D.1.

August 24, 2015.

- Added paragraph 11.F.
- Revised paragraph 13.E.

November 1, 2015.

- Revised paragraph 2.E.2.
- Revised paragraph 2.D.1.
- Revised paragraph 2.D.2.
- Revised paragraph 2.D.3.
- Revised paragraph 2.D.4.
- Revised paragraph 2.D.5.
- Revised paragraph 2.D.6.

January 1, 2016.

- Added paragraph 10.F.
- Revised paragraph 2.E.3.

NOTES

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