

INDOOR PICKLEBALL - COMPETITION RULES

Game Structure

- **Winning Condition:** The first team to reach 11 points wins, provided they lead by at least 2 points.
- **Time Limit:** Maximum game duration is 30 minutes. If time expires, the team with the highest score wins.

Teams

- **Players:** Games are played as singles (1 vs 1) or doubles (2 vs 2).

Scoring

- **Points:** Only the serving team can score. A point is awarded if the opposing team fails to return the ball or commits a fault.
- **Winning the Game:** The first team to reach 11 points wins, with a minimum 2-point lead.

Game Play

- **Double Bounce Rule:**
 - The receiving team must let the serve bounce once before returning.
 - The serving team must also let the return bounce before playing the ball.
- **Serving:**
 - Must be underhand and behind the baseline.
 - The serve must clear the non-volley zone ("kitchen").
- **Non-Volley Zone (Kitchen):**
 - Players cannot volley (hit the ball before it bounces) while standing in the non-volley zone (7 feet from the net on either side).

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Faults

- **Serving Faults:**
 - The serve does not clear the net.
 - The serve lands outside the designated service court.
- **Play Faults:**
 - The ball is hit into the net.
 - The ball is hit out of bounds.
 - A player volleys the ball while standing in the non-volley zone.

Line Calls

- Players are responsible for making line calls on their side of the court.
- Disputed calls must be resolved by mutual agreement. If no agreement is reached, the point is replayed.

Conduct

- Players must uphold sportsmanship. Unsportsmanlike behaviour may result in a warning or ejection.

Competition Points

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- Forfeit (win): 3 points
- Forfeit (loss): 0 points
- Forfeit (less than 24 hours' notice): -1 point

Game Fees

- Teams must pay game fees before each match.
- Teams must pay the game fee if forfeiting within 24 hours' notice.