ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION

PICKLEBALL RULES

Format:

- 4 players (2 male + 2 female)
    - Substitute players are ALLOWED in between games, however, same 4 players that start the game, must complete the game.
    - CANNOT play with less than 4 players.
- Double-Elimination Tournament
- Play to 11 points, win by 2. Cap at 13 points.

Equipment:

- Pickleball Paddles & Balls will be provided at the facility.
- May bring your own certified Pickleball Equipment.

Sport Specific Rules:

- **Team Members**
    - **All 4 Players will compete in each match.**
    - 2 Players will be on-court. 2 Players will be on-standby.
    - Teams will rotate all 4 players onto the court throughout the match.

- **How-To-Play**
    - A coin-toss or "rock-paper-scissors" will determine first serve.
    - **Serving**
        - Both players on your team have the opportunity to serve and score until they commit a fault / lose the rally.
        - If a point is scored, the same server will initiate the next serve.
        - If a point is not scored, the second server will initiate the next serve.
        - When a point is not scored by the second server, the serve will change sides.
        - Serve from the RIGHT SIDE if your score is even (0,2,4,6,8,10)
        - Serve from the LEFT SIDE if your score is odd (1,3,5,7,9)
        - All serves must be struck under-hand.
        - Serves must be made behind the end-line.
        - The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.

    - **Two-Bounce Rule**
        - When the ball is served, the receiving team must let it bounce before returning.
        - When the ball is returned, the serving team must let it bounce before returning.
        - 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.

    - **Rotating Players (example)**
        - Team A will serve until both servers commit a fault / lose a rally.
        - Team B will serve until both servers commit a fault / lose a rally.
        - At this point, teams will switch to their "on-standby" players.
        - This format will be repeated, then the original players will return to the court.

    - **Scoring**
        - Points are scored ONLY by the serving team.
        - Play to 11 points, win by 2. -or- First team to score 13 points.

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- **Non-Volley Zone "The Kitchen"**
  - The non-volley zone is the court area within 7-feet on both sides of the net.
  - Volleying (hit the ball before it bounces) is prohibited in this zone.
  - A fault will occur if, a player Volleying the ball, steps on the non-volley zone, or momentum carries them into the zone after a Volley.
  - A player may legally be in the non-volley zone any time other than when volleying the ball.

- **Line Calls**
  - A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in".
  - A serve contacting the non-volley zone line is short and a fault.

- **Other**
  - **Late Team / Forfeit Rule:**
    - A team will receive a 10-minute grace period to take the court for their first game only.

After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!

Akron Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.