



PRESENTED BY:  Elevance Health

INDIANA SPORTS CORP EVENT RULES - PICKLEBALL

- The pickleball tournament will feature teams of two (2) players a full team must consist of at least two gender identifications (i.e., Male, Female, Non-Binary) and up to two (2) substitutes. Subs are only permitted to substitute between games or if there is an injury.
- Each Corporate Challenge Team will be allowed to enter one (1) team in the pickleball tournament. Teams will compete in tournaments by division.
- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault. **except for the first service sequence of each new game.*
- Teams must play within 5 minutes of first scheduled game. After first 5 minutes if team isn't ready to play, they forfeit the game.
- The first serve of each side-out is made from the right/even court. Points are scored only by the serving team. If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- When the first server loses the serve, the partner then serves from their correct side of the court **except for the first service sequence of the game.*
- The tournament will consist of a maximum 5 team pool round-robin with bracket play to follow. Each game will have a time limit of 15 minutes. Each game will be played to 11 points, with the first team to reach 11 points declared the winner.
 - This structure ensures that each team will have the opportunity to play at least three games.
- The team with the best record will advance to the next round.
- In the event of a tie within a pool, specific tiebreaker rules will be applied:
 - **First tiebreaker:** head-to-head results among tied teams
 - **Second tiebreaker:** Point differential of all games
 - **Third tiebreaker:** Head-to-head point differential
- Indiana Sports Corp will provide ball and any paddles for those who need them, you are encouraged to bring your own paddles.

The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' (where it bounces prior to hitting it) is also permitted in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server. There is no "let" serve.

Serving Sequence

- Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault. **except for the first service sequence of each new game.*
- The first serve of each side-out is made from the right/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd court.
- As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.
- When the first server loses the serve the partner then serves from their correct side of the court
**except for the first service sequence of the game.*
- The second server continues serving until his/her team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

At the beginning of each new game only one partner on the serving team has the opportunity to serve before faulting, after which the service passes to the receiving team.

Scoring

- Points are scored only by the serving team.
- Games are played first to 11 points.
- When the serving team's score is even (0, 2, 4, 5, 6, 10) the players who was the first server in the game for the team will be in the right/even court when serving or

receiving; when odd)1, 3, 5, 7, 9) that players will be in the left/odd court when serving or receiving.

Two-Bounce Rule

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- 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 (ground stroke).
- The two-bounce rule eliminates the serve and volley advantage and extends rallies.

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 on a serve is short and a fault. Any time other than the serve, it is the "in" part of the court.

Non-Volley Zone

- The non-volley zone is the court area within 7 feet on both sides of the net.
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashers from a position within the zone.
- It is a fault if, when volleying a ball, the players steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen."

Faults

- A fault is any action that stops play because of a rule violation.
- A fault by the receiving team results in a point for the serving team.
- A fault by the serving team results in the server's loss of serve or side out.

Determining Serving Team

- Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: coin flip or number of fingers held up behind the paddle)