



Novi Parks, Recreation and Cultural Services
Adult Pickleball League
Rules & Information
Updated 2/20/24

League Coordinator

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I. BASIC OVERVIEW

A. The USA pickleball Association (USAPA) rulebook will be used to govern all pickleball play unless otherwise stated by the City of Novi. Please visit the following websites for more rule clarification:

<https://www.usapa.org/ifp-official-rules/>

B. Pickle-ball® is played on a badminton-sized court: 20' x 44.' The ball is served diagonally (starting with the right-hand service-square), and points can only be scored by the side that serves.

C. Players on each side must let the ball bounce once before volleys are allowed, and there is a seven-foot no volley zone commonly referred to as "the kitchen" on each side of the net, to prevent "spiking." The server continues to serve, alternating service courts, until he or she faults. The first side to score eleven points and leading by at least two points wins.

D. The format of play is designed to the players play mostly with others of the similar skill levels

E. This league will be played in a round robin format. Each player will be placed in groups of five in the order of their position (Ranking) on the ladder each week. Each player will play at least four double games within their group. After the scores are tallied from each of the four matches, players may be individually moved up or down the ladder the following week. If there is a no show for some reason, four will play on a court but you will play a fourth game with who you served with in the first game.

F. Your placement on the ladder will depend on your given pickleball rating at the beginning followed by your performance each week. An overall winning percentage will determine your place on the ladder.

G. This league is meant to have 100 percent participation, but we know that is not always possible. If you are unable to make it, you must find a sub and you must notify the League Coordinator who your sub will be. Players must notify the League Coordinator (3) days before the scheduled match if they are unable to attend and who their sub will be.

H. To check scores and standings online, please visit cityofnovi.org

I. All weather decisions are made by 4:30 pm. Please call 248-347-0473 for weather calls. We ask you to please refrain from emailing or calling the main line because there are times the front desk may not be aware of a call.

II. GAME OF PLAY

A. THE SERVE

1. At the beginning of the serve, both feet must be behind the baseline, and the imaginary extensions of 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.

2. The server has the option of dropping the ball and hitting it after the bounce. The ball can be dropped from any height but cannot be thrown, tossed, or otherwise released with any added force to bounce it.

3. The serve must be made underhand and the paddles contact with the ball must be below the server's waist

4. The server's arm must be moving in an upward arc at the time the ball is struck and may be made with either a forehand or backhand motion

5. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.

6. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).

B. THE SERVE AND SIDE SELECTION

1. At the start of the first game the team on the right side of the schedule will serve first. The team on the left side of the schedule will pick the side they choice to start on. After the first games, the losing team will serve first.

2. 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). Once a team commits a fault during the first game of play, the ball will go to the opposing team.

3. The first serve of each side-out is made from the right-hand court. If a point is scored, the server switches sides and the server initiate the next serve from the left-hand court

4. 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*).

5. The second server continues serving until his 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-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.

6. It is required that the players change ends of the court when one side has 8 points to minimize the effects of the sun and wind.

C. SCORING

1. Points are scored only by the serving team.

2. Each game will be played to 11 points (must win by two points) with a maximum of 44 points a night. If an individual game goes beyond 11, your final score will be 11-9 no matter what the final score is. For instance, if you win 17-15, the final will be shown as 11-9. This is done so the total points played is the same for everyone.

3. Subs can only score a max of 20 points a night for the regular player. No-Shows will result in 0 points for the night, and multiple no-shows could lead to suspension from the league.

4. The player who is serving should declare the score and serving position before each serve, starting with their team's score first, then their opposing team's score second and finally their serving position.

5. Players will play with each person on their court once. After each game ends, players will play with a different partner.

6. After your games have been played, players record their scores on the score sheet and submit it to the Site Supervisor. Record the individual scores and the total for all games played. There is a maximum 44 points for the night.

D. DOUBLE-BOUNCE RULES

1. 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).

E. NON-VOLLEY ZONE "KITCHEN"

1. The non-volley zone also known as the "Kitchen" is the court area within 7 feet on both sides of the net.

2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.

3. It is a fault if, when volleying a ball, the player 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. The only time a player may step into kitchen or "non-volley" zone is when the ball bounces in this area. At that time a player may step into the kitchen to hit the ball and then must step back out of the kitchen immediately.

F. LINE CALLS

1. A ball contacting 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.

2. A player should not question an opponent's call, although any player may appeal a call to a Site Supervisor before the score is called to start the next point.

3. If one player calls the ball "out" and the partner calls it "in", then doubt exists, and the team's call will be "in". Any player may appeal a call to the Site Supervisor. If the site supervisor did not see the ball, the ball is considered in.

4. "Out" line calls should be promptly signaled by voice and may include a hand signal regardless of how obvious they may seem.

G. FAULT RULES

1. A fault is any action that stops play because of a rule violation.

2. A fault occurs when: - A serve does not land within the confines of the receiving court - The ball is hit into the net on the serve or any return - The ball is volleyed before a bounce has occurred on each side - The ball is hit out of bounds - A ball is volleyed from the non-volley zone - A ball bounces twice before being struck by the receiver - 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 - There is a violation of a service rule - A ball in play strikes a player or anything the player is wearing or carrying - The player deliberately touches the ball with the paddle more than once - A ball in play strikes any permanent object before bouncing on the court

3. A fault by the serving team results in the server's loss of serve or side out.

III. CHAMPIONSHIP

A. TOURNAMENT RULES AND REGULATIONS

1. The tournament finals will take place the sixth week of the season.

2. At the conclusion of the night, the ladder champion will be determined. The championship will be played just like the regular season. Each player will be placed in groups of five in the order of their position on the ladder based off the regular season.

3. The tournament champion of the league will be determined based off the player who scored the most points within their assigned group. Tiebreaker will be their ladder position coming into play. If the tournament champion is the same as the ladder champion, the tournament champion prize will revert to the second place finisher.

4. During the championship match the serve will be determined by a coin flip.

IV. PRIZES

1. Ladder champion will win a \$50 gift card to a local restaurant, the tournament champion will win a \$25 gift card, and the tournament runner-up will win a \$10 gift card.