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# Pickleball



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## General Information

### Guiding Bodies

World Police & Fire Games Federation (WPFGF)  
7944 Convoy Ct., San Diego, CA 92111 USA  
Tele: (858) 571-9919; E-mail: [info@cpaf.org](mailto:info@cpaf.org)

USAPA (USA Pickleball Association)  
P.O. Box 7354 Surprise, AZ, USA 85374

### Venue

Dakota Fieldhouse

### Entry Deadline

June 15th, 2023

### Events Information

#### Individual Event

Men's & Women's

- Age Categories:
  - 18 - 29
  - 30 - 39
  - 40 - 49
  - 50 - 59
  - 60 - 69
  - 70+

#### Doubles Event

Men, Women & Mixed

- Age Categories:
  - 18 - 29
  - 30 - 39
  - 40 - 49
  - 50 - 59



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- 60 - 69
- 70+

Active competitors from police, fire and eligible first responder agencies may combine to form a team regardless of agency size **WITHIN A COUNTRY**.

Retired competitors may combine to form a team in any manner they wish with other eligible competitors whether police or fire. This includes cross country lines.

### **Officials**

Two qualified line judges will present at all medal round games.

Each team will keep their own score and report back to the Sport Coordinator at the completion of the game.

### **Medical**

Basic medical supplies will be available at the venue.

### **Sporting Equipment**

Each athlete is responsible for providing their own pickleball paddles and practice balls.

Game balls will be provided by the host

## **Competition Format**

### **Bracketing**

Double Elimination

*Note: This event may be bracketed as Round Robin (Pool Play) with single elimination to allow for more games played if sufficient courts are available.*

### **Scheduling**

Scheduled for 4 days of competition. See [Sport Schedule](#) for details.

### **Awards**

Awards are presented to 1st through 3rd place for each event.



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## Sport Rules

Pickleball is played either singles or as doubles (two players per team). Doubles are most common. Same size playing area and rules are used for both singles and doubles.

A team will have a maximum of two (2) players on the court. A team will forfeit the game if there are not two (2) players on the court. A team must have two (2) players on the court to start a game or a forfeit will be called.

### The Serve

- Must be underhanded
- Paddle contact with the ball must be below the server's waist
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until the ball is struck
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court
- Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands in the proper service court; let serves are replayed)

### Service 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-hand 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 the 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 opposite team
- Once the service goes to the opposition (at side out), the first serves 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



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- In singles, the server serves front he right-hand court when his or her score is even and from the left when the score is odd

\*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 normally played to 11 points, win by 2
- When the serving teams score is even (0,2,4,6,8,10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1,3,5,7,9) that player will be in the left-side court when serving or receiving.

### Double 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 double bounce rule eliminates the serve and volley advantage and extends rallies

### 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 smashes from a position within the zone
- 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 associates lines
- It if a fault if, after volleying, a player is carried by momentum into or touches the non volley zone even if the volleyball is declared dead before this happens
- A player may be legally in the non-volley zone any time other than when volleying a ball
- The non volley zone is commonly referred to as "the kitchen"



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## Line Calls

- 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

## 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 service or side out
- 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 volleyed from the non-volley zone
  - A ball bounces twice before being struck by the receiver
  - A player, a player’s clothing, or any part of a player’s paddle touches the net or the net post when the ball is on play
  - There is a violation of a service rule
  - The ball in play strikes a player or anything the player is wearing or carrying
  - A ball in play strikes any permanent object before bouncing on the court

## Determining Serving Team

Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose a side or to serve or receive.

Note: Any serious violation of conduct, such as fighting or violence toward players or officials, will result in the player(s) immediate ejection from that game and his/her automatic suspension from his/her team’s next scheduled game. The event coordinator will immediately notify the USPFC, which will investigate each incident to determine if additional discipline is to be imposed.

*\*WPFG follows the [USA Pickleball’s Official Rules](#)*

## Pre Competition Meeting

Prior to the start of competition, a meeting will be held between the referees and



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the captain or coach from each participating team to clarify rules and conduct of play. Details of this meeting will be shared in the Sport Confirmation Letter.

### **Player Conduct**

Any serious violation of conduct, such as fighting or violence toward other participants or officials will result in the participants immediate disqualification from the competition. The sport coordinator shall immediately notify the WPFGE, who will investigate each incident to determine if additional discipline will be imposed.