



PICKLEBALL RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GAME PLAY

1. 1 match against 1 team, playing best of 5 games. Each game is played to 11 points, win by 2.
2. Matches during the regular season are played to a 1-hour time limit. Playoffs will be played in full to best of 5.
3. Switch to Rally scoring at the 10-minute warning, which is at 50 minutes of Play. (Rallying scoring means that you can score even when it is not your serve.)
4. At least 3 games need to be played for the match to be official.



- a. During the regular season, matches can end in a 2-2 tie if the time limit is surpassed.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first-come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// START OF PLAY

1. Team captains will play rock, paper, scissors. The winner can choose to serve first or the side of the court they prefer.

// ROSTER

1. For teams with more than one player on your roster, you will rotate out between each game of your match. You may not switch players mid-game.



// SERVING

1. The ball is served underhand and diagonally to the opponent's service court.
2. Player A servers - If Team AB wins the point, Player A switches positions with Player B and serves. This continues until Player A Faults. After Player A Faults, Player B servers. After Player B faults, The serve goes to the other team.
3. The serve CAN bounce before making contact on the serve.
4. Serves must cross the non-volley line on the opponent's side
5. If the serve lands in the non-volley zone or on the non-volley line, it is considered a fault, and the other team sheets the ball
6. Serves must be made underhand and below the waist
7. The server must be positioned behind the baseline and the quadrant of court
8. Only one serve attempt is allowed
9. The Double-Bounce Rule:
 - a. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce returning, thus two bounces.
 - i. After the ball has bounced once in each team's court, both teams may either hit the ball before it bounces or play it off a bounce.
10. Any ball that lands on the line are considered in.

// SCORING

1. Serve to Score. (This means you may only score on volleys in which your team started the serve.)
2. A point is scored if the returning team fails to return the ball or if the returning team commits a fault.
3. Each game is played to 11 points, and you win by 2
4. The score must be announced before each Serve in the following manner:
 - a. (Servers Team Score - Opponents Score - Serving # [1 or 2]) Example: 9-7-1

// FAULTS

1. A fault is any action that stops play because of a rule violation.
2. The ball is hit into the net on the serve or any return.
3. The ball is volleyed before a bounce has occurred on each side.
4. The ball is hit out of bounds.
5. A ball is volleyed from the non-volley zone.
6. A ball bounces twice before being struck by the receiver.
7. 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.
8. There is a violation of a service rule.
9. A ball in play strikes a player or anything the player is wearing or carrying.



10. A ball in play strikes any object outside of the court before bouncing back onto the court.

// NON-VOLLEY ZONE aka “THE KITCHEN”

1. The non-volley zone is the court area within 7 feet of both sides of the net.
2. Volleying is prohibited within the non-volley zone. This rule prevents layers 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 associate lines.
4. 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.
5. A player may legally be in the non-volley zone any time other than when volleying a ball

// GAME DURATION

1. Matches will be played in a Best-of-5 format with a 60 min time limit. Game times may vary based on a specific location.
2. No new game may be started after the 45-minute point of the match during the regular season. If during playoffs, all games will be played in full as a Best-of-5.
 - a. If time expires in the middle of a game, the team with the most points will be declared the winner of that game. If less than a two (2) point difference exists between scores the referee or league host will set a point cap and the teams will play till the first team reaches that point.
3. Rally scoring will be used and a team must win by 2 unless tied at the point cap. If the score is tied at the point cap, the winner of the next point wins.
4. Sores should be called out loudly before each serve.
5. The Referee or league host will have a game of Rock, Paper, Scissors with the winning team captain to determine the choice of serving first or choosing a side for the first game.
6. Teams will switch sides for each game. The team that serves to start each game will alternate throughout the Match.

// REFEREES & SPORTSMANSHIP

General, Standard Pickleball Rules will be followed.

1. Pickleball is a self-regulated game that relies on the Honor System. Teams and players are responsible for calling their own faults furin play. If a fault occurs, you are expected to call it as such. White referees may call a fault, but a lack of a call by a Referee does not remove your obligation to abide by the Honor System.



2. League officials have the authority to eject anyone before, during, and immediately after any match if they feel it is warranted.
3. All decisions made by referees are final.

// EQUIPMENT, UNIFORMS & FACILITY USE

1. All equipment will be provided by PHX-Fray, including game balls and paddles. You are more than welcome to bring your own paddles as well.
2. Players should make every effort to wear the official Fray division shirt.
3. Players must wear athletic, closed-toed shoes.
4. If an individual or team violates the facility's Code of Conduct, they may be asked to leave and a refund will not be issued.

// PLAYOFFS & STANDINGS

1. Playoffs are determined after the regular season has occurred and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are sorted based on the teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against

// FORFEITS

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10-minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. **First Forfeit** - Loss of game and warning issued
 - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs.
 - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score is recorded as 2-0.



// WEATHER CANCELLATIONS

1. One week is built into the end of each season.
2. All players will be notified via email if games are canceled.
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit the normally scheduled game duration and more than half the game has been played, the game shall count as the full game.