

# GOOMBAY PICKLEBALL RULES



**Goombay Pickleball League Rules 2-2**

Version 1 – updated 03/10/23

[www.Goombay.net](http://www.Goombay.net)

## WELCOME TO GOOMBAY PICKLEBALL

Goombay is a league that brings peers together in an atmosphere where youth and vitality can be channeled. Goombay prides itself in creating a league based on good sportsmanship and integrity. If teams or individuals cannot abide by the rules, they should not participate. We will not tolerate discrimination based on race, color, religion, or religious belief, ethnic or national origin, nationality, sex, gender, gender-identity, sexual orientation, disability, age, military or veteran status, or any other basis protected by applicable local, state, or federal laws. We strictly prohibit harassment of any kind.

We encourage all players to have fun, win all while networking, socializing, and building lifelong friendships. Happy playing... may the best teams win!

## Various Division Types -Coed

### **ADVANCED DIVISION:**

Best for teams or players that may have played Pickleball before and are looking for more intense competition (3.0-5.0).

### **NEW/BEGINNER DIVISION:**

This division is for teams or players that are learning the game of pickleball, or those who aren't interested in more intense competition (0-2.5).

## PICKLEBALL TERMS AND DEFINITIONS

Here's a list of pickleball terms you should know.

1. **Carry**

Hitting the ball in such a way that it does not bounce away from the pickleball [paddle](#) but tends to be carried along on the face of the paddle during its forward motion.

2. **Cross-court**

The court diagonally opposite your court.

3. **Dead Ball**

The term used to describe the pickleball [ball](#) after a fault is declared.

4. **Dink Shot**

A soft shot that is intended to arc over the pickleball [net](#) and land within the non-volley zone.

5. **Double Bounce**

A ball that bounces more than once, on one side, before it is returned. Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it out of the air).

6. **Double Hit**

One side hitting the pickleball ball twice before it is returned over net. Double hits may occur by one player or could involve both players on a team.

7. **Drop Shot**

A groundstroke shot that falls short of the opponent's position.

8. **Drop Shot Volley**

A volley shot that is designed to "kill" the speed of the ball and return it short, near the net, to an opponent positioned at or near the baseline.

9. **Fault**

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

10. **First Serve**

To begin a new game, only one partner from the first serving side is only allowed to serve. After the first fault, the serve switches to the opposing side.

11. **Line Calls**

If any part of the ball lands on the court lines, it is considered in (except in the case of the Non-Volley Line)

12. **Lob**

A shot that returns the ball as high and deep as possible, forcing the opposing side back to the baseline.

13. **Non-Volley Zone ("The Kitchen")**

The section of court adjacent to the net. A player cannot volley a ball while standing within the non-volley zone. It includes all lines surrounding the zone.

14. **Second Serve**

A term used to describe the condition when a serving team begins the game or subsequently loses the first of its two allocated serves.

15. **Overhead Slam / Smash**

A hard, overhand shot usually resulting from an opponent's lob, high return, or high bounce.

16. **Rally**

Continuous play that occurs after the serve and before a fault.

17. **Replays**

Any rallies that are replayed for any reason without the awarding of a point or a side out.

18. **Service Court**

The area on either side of the centerline, bounded by the non-volley line, the baseline, and the sideline. All lines are included in the service court except the non-volley line.

19. **Side Out**

Declared after one side loses its service and other side is awarded service.

## 20. **Volley**

Hitting the ball in the air, during a rally, before the ball has a chance to bounce onto the court.

## 2. LEAGUE GAME FORMAT

**2.1.** Full teams consist of three (3) players - No gender requirements. Two (2) players and a sub.

- a) 1 match per day for 30 minutes
- b) Matches are overall scoring of 3 games (no win by 2)
- c) Both divisions will use the traditional pickleball scoring.
- d) Points can only be scored by the serving team.
- e) The first two games played to 11. The third game played to 9.

## **2.2 Equipment**

Players need to wear athletic wear clothes and tennis or sneakers. Players are encouraged to bring their own paddles, but paddles will be onsite for players to use as well.

## **2.3 How to Play Pickleball**

- Pickleball is played on a badminton-sized court: 20' x 44.' The ball is served diagonally (starting with the right-hand "even" service-square), and points can only be scored by the side that serves.
- Players on each side must let the ball bounce once before volleys are allowed, and there is a seven-foot no-volley zone "kitchen" on each side of the net, to prevent "spiking." The server continues to serve, alternating service courts, until he or she faults.
- In the beginner division all 3 games are rally serve and are played to eleven. You don't have to win by two. (Every serve and fault is a point).
- In the advanced division all 3 games are played by standard scoring.

## **2.4. The Pickleball Serve**

- Serves are to be made diagonally, starting with the right-hand service-square and alternating each serve. The serve must clear the seven-foot non-volley-zone in front of the net and land in the diagonal service court.
- Serves should always be done underhand with the paddle below the waist, and the server must keep both feet behind the back line when serving.
- The ball should be hit into the air without being bounced.
- The serving side will continue to serve until there is a fault on the service, at which point the service will be given to the opposing side. (However, if the ball touches the net but still lands within the appropriate service court, the serve may be taken over.)
- The Server must keep both feet behind the back line when serving. The service is made underhand with the paddle contacting the ball below the waist. The Server must hit the ball in the air on the serve.
  - The Server is NOT allowed to bounce the ball and hit it off the bounce. The service is made diagonally cross court and must clear the non-volley zone, including the line (A serve that hits the non-volley zone line is out)

- Only one serve attempt is allowed, except if the ball touches the net on the serve and lands in the proper service court, in this case the serve may be taken over.
- At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right-hand court will always start play.

## 2.5 Volleys

To volley means to hit a ball in the air without first letting it bounce. In Pickleball, this can only be done when the player's feet are behind the non-volley zone line (seven feet behind the net). Note: It is a fault if the player steps over the line on his volley follow-through

## 2.6 Double-Bounce Rule

Also called the Two Bounce Rule, each team must play their first shot off of the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. Once these two bounces have occurred, the ball can either be volleyed or played off the bounce.

## 2.7 Fault

A fault is committed when the ball:

- a) Touches any part of the non-volley zone on the serve (including the line).
- b) Is hit out of bounds
- c) Does not clear the net
- d) Is volleyed from the non-volley zone
- e) Is volleyed before a bounce has occurred on each side

## 2.8 Scoring

A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his/her team. If playing doubles, each player on a team shall keep serving until their team makes a fault, then the serve moves to the opposing team - this is called a Side Out. Games are played to 11 points, however, a team does not have to win by 2 points.

## 2.9 Games

Matches are 30 minutes, first 2 games to 11 points, third game to 9 with rally scoring for beginners' division and standard scoring for advanced division.

### Subs

Teams may rotate a substitute into the game during a change in serve. That can be when the serving team goes from a team's first server to second server or when the serve changes possession (receiving team gains service). Subs must enter the left/odd court.

## 2.10 Umping/Reffing

This is a player-regulated league game that relies on the Honor System and other team players making calls.

- The league will assign umpiring duties to team players who are not playing.
- Calls, such as "out-calls" are made by teams and if a play is contested a Goombay staff member may rule or make the point be replayed. Let's be honest, be nice, and keep the game moving.
- Players are expected to comply with the intent and spirit of the rules. Deliberately attempting to violate the rules is unacceptable.
- The Referee will determine the team that serves first with a coin toss. That team has the option to determine the serve or side. The losing team will determine either the side or serve depending on what the winning team decides.

## 2.11 Playoffs

Playoffs will be played at the conclusion of the regular season. 8 teams from Beginners division will advance and 4 teams from the advanced division will advance. Single elimination playoff schedule will be played.

