



Official Xoso Pickleball Rules
THERE IS NO REFEREE IN PICKLEBALL LEAGUES!

Honor Code

Xoso Pickleball is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Alcohol is not permitted in the park.

1. **This is an adult SOCIAL league - relax, have fun, and don't be too serious!**
2. **All players must be registered, paid, and at least 18 years of age.**
3. **By registering and signing the Xoso Release of Liability form, players agree that Xoso and its staff will not be held responsible or liable for any injuries occurring as the result of participation in any Xoso Activity.**

Overview

Pickleball is a racket sport played using a perforated ball on a badminton size court (20 x 44 feet), with a tennis style net. This court is divided into right and left service courts, and non-volley zones (the kitchen). Play begins as the server serves diagonally across the court over the net. There is a 7-foot no-volley zone on each side of the net, where players must allow the ball to drop before returning to prevent spiking of the ball. This area is called "The Kitchen". Points can only be scored by the side that serves, and the server will continue to serve, alternating between service courts, until the serving side commits a fault or loses a rally. The first side to score 11 points, wins.

Uniform, and Equipment

1. Players should wear athletic clothing and court style shoes. Closed toed shoes required.
2. Players provide their own paddle. Balls are provided by league.

Teams

1. Team rosters generally consist of 2-4 players. "Indy" teams formed from individual and small group signups will have 3 players on the team. All players must be on the roster. Roster changes are not permitted after the midpoint of the season.
2. 2 players on the court, but only 1 is required to prevent a forfeit.
3. Teams have 0 minutes from the scheduled match time to meet the minimum player requirements before a 1 game forfeit is declared. After 5 minutes from the scheduled match time the entire match will be forfeited.

4. A team that registered as a team that uses a player under 18 will forfeit their match.
5. **Any team that forfeits two or more games will be ineligible for the playoffs.**
6. Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at <http://www.xososports.com/page/sub-registration>
7. A player may only play on one playoff team. If rostered on multiple teams, they will need to choose one team to play with for playoffs and may not switch teams if their chosen team is eliminated.
8. **Roster Checks:** Captains have the right to ask for a roster check of the opposing team. The request must be made with the official either before or during the game but before it ends. Once the game has ended, no roster checks may be done. If it is found that the opposing team is playing with an “illegal player” (i.e. not on that team’s roster or registered as a sub) then staff reserves the right to remove the player and forfeit the game. Roster checks may not be done after the game and Xoso staff decisions are final.

Match Format

1. 45 minute leagues:
Matches will consist of 3 games played to 11, best of 3. The third game is played even if one team wins the first two. Matches are played in 45 minute time slots, with time up after 45 minutes of play. If play is ongoing at the 45 minute mark, the team in the lead will win that current game.
2. 60 minute leagues:
Matches will consist of 4 games played to 11. Matches are played in 60 minute time slots, with time up after 60 minutes of play. If play is ongoing at the 60 minute mark, the team in the lead will win that current game.
3. Captains will rock, paper, scissors at the beginning of the game to determine serve/side. The team that does not serve first can choose which side to start on.

Game Format - Self Officiated

There are no officials. Teams make the call on their side of the net: Receiving team calls in/out. Receiving team can call foot faults, but should give a warning first.

Service

- When playing doubles in pickleball, the score should be called as three numbers. The proper sequence for calling the score is the following: server team score, receiving team score, and the server number one or two. To start a pickleball match, the score will be called zero, zero, two. This means that as soon as the serving team commits a fault, the other team gets to serve.
 - The server number — one or two — applies for that service turn only. Whoever is on the right side, depending on the score, when the team gets the serve back becomes the first server for that service team only.
 - When a team’s score is even, the player who served first in the game must be on the right or even side of the pickleball court and on the left or odd side of the court when the score is odd.
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.

- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- The server's arm must swing upward when the ball is struck.
- Contact with the ball on serve must be made below waist level.
- A serve that hits the net (let serve) before landing in the appropriate service court is allowed and play should continue.
- A ball that lands on the non-volley line is deemed OUT.
- Only one serve attempt is allowed (let serves are allowed).
- Manipulating the ball to add spin during the release of the ball is not allowed. Some natural rotation of the ball when it is released is allowable but the server must not impart manipulation or spin prior to striking the ball to serve. This applies to the volley serve and the drop serve.

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.
- If a point is scored, the server switches sides and the server initiates the next serve from the left-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 their correct side (don't switch sides) of the court (except for the first service sequence of the game*).
 - *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.
 - When playing shorthanded (1v2), the team with one player will still get two serves before the opponent receives the serve.
- The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- When the serving team makes their second fault, they stay in their same positioning and turn the ball over to the receiving team to begin serving.
- 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.
- In singles the server serves from the right-hand court when his or her score is even and from the left when the score is odd.
- TWO-BOUNCE RULE: The returning team MUST allow a bounce before returning a serve, then the service team must allow the ball to bounce before playing the return of serve. Once these first two bounces have occurred, the ball can be volleyed in keeping with the volley rules below.

Volleys

- Volley returns are only allowed when the players feet are behind the no-volley line
- A fault is called if a player steps over the line on follow through of a volley.

Line Calls

- All shots must land within the court lines (if not volleyed). A ball making any contact with the line (except the non-volley zone line on a serve) is considered in.

Faults

- A fault is any action that stops play due to 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 loss of serve or beginning of 2nd server (in doubles).

Scoring

- Only the serving team can score a point.
- Team Captains need to report the final score to the court supervisor, or enter online within 24 hours of the game's conclusion.

PLAYOFF ELIGIBILITY

1. Forfeits: Two (2) forfeits will result in non-participation in the playoffs.
2. Sportsmanship: Teams receiving excessive complaints about sportsmanship may be excluded from playoffs at the discretion of Xoso staff.

SPIRIT OF THE GAME - Xoso stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

USA PICKLEBALL

Normal rules and penalties of USA PICKLEBALL apply unless exceptions have been made herein.

<https://usapickleball.org/docs/ifp/USA-Pickleball-Rulebook.pdf>

These rules may be modified as needed to make the league more fun for everyone.