



Official Xoso PARTY PICKLEBALL Rules

THERE IS NO REFEREE IN PICKLEBALL LEAGUES!

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".

In Xoso's Party Pickleball, points can be scored by either team, not just the serving team. If the serving team wins the point, 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 15 points, wins, but you must win by two. There's a cap at 17, so first team to 17 wins even if it's by one point.

Uniform, and Equipment

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

Teams

- Team rosters generally consist of 8-12 players. "Indy" teams formed from individual and small group signups will have about 9 players on the team. All players must be on the roster. Roster changes are not permitted after the midpoint of the season.
- Teams break into three mini-teams (2 to 4 players) each night. Mini-teams must be split up as equally as possible by both total number of players as well as female, male, and

non-binary.

- If a mini-team has more than two players on it for the night, they can rotate in during the game. Each extra player must stay with the same mini-team the entire match.
- A team that registered as a team that uses a player under 18 will forfeit their match.
- **Any team that forfeits two or more games will be ineligible for the playoffs.**
- 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>

Game Format

- Each mini-teams will play 3 games per night, totaling 9 games for the team.
- After each game, the mini-teams will rotate to play each of your opponent's mini-teams.
- You must have at least three players (1 per court) to avoid a forfeit.
- Teams have 5 minutes from the scheduled match time to meet the minimum player requirements before a forfeit is declared. If there's a forfeit, a scrimmage should be played for fun if possible.
- 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.
- 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

- Server will announce the score before each serve.
- 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, beyond the no-volley zone line.
- 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). If a server faults, the point is lost.
- 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 and Rotation

- Each team's server will continue to serve until a point is lost, alternating service courts after each point won. (Only serving team switches courts, receiving team stays put.)
- When the serving team loses a point, they stay in their same positioning and turn the ball over to the receiving team to begin serving. (Side-Out)
- When a team acquires the serve, the next server up on their team must serve from the opposite side of the court that their team last served from.
 - Rotation: If playing with more than 2 on your mini-team, players should rotate into the non-service position when service is acquired from the other team.
- 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 and No-Volley Zone (The Kitchen)

- A volley is defined as hitting the ball before it bounces.
- 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 before contact or on follow through of a volley.
- Once a ball has bounced, it is no longer considered a volley and it is legal to make contact with the ball within the no-volley zone.

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.

Scoring

- Rally Scoring = every serve counts as a point, regardless of which team is serving.
- Games are played to 15, win by 2, with a cap at 17. If the final game is tied when time is up, play one final point to determine the winner.
- 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.