

# Pickleball Rules Cheat Sheet

Everything that matters, on one page. Print it and pin it to the fence.

## THE COURT

- 20 ft wide by 44 ft long - the same for singles and doubles.
- Net: 36 in high at the sidelines, 34 in at the center.
- Kitchen (non-volley zone): 7 ft back from the net on each side.
- Service courts: 10 ft wide by 15 ft deep each.

## THE SERVE

- Underhand, with contact below your waist.
- At least one foot behind the baseline when you strike it.
- Travels diagonally into the opposite service court.
- Must clear the kitchen and the kitchen line.
- The drop serve is legal. There is no second serve.

## THE TWO-BOUNCE RULE

- The serve must bounce before the receiving team hits it.
- The return must bounce before the serving team hits it.
- Only after those two bounces may anyone volley.

## THE KITCHEN

- No volleying while touching the zone or its line.
- Momentum that carries you in after a volley is still a fault.
- You may stand in it any time to play a ball that bounced.
- Both feet must be out before your next volley.

## SCORING (TRADITIONAL)

- Games go to 11, win by 2.
- Only the serving side can score a point.
- Doubles call, three numbers: us - them - server number.
- Singles call, two numbers: us - them.
- Doubles starts at 0-0-2: the first team gets one server.

## SERVE ROTATION (DOUBLES)

- Every service turn starts from the right-hand court.
- Partners swap sides only after your team wins a rally on serve.
- Server 1 faults, the partner serves. Server 2 faults, side out.
- Check: your game-starting server stands right when your score is even.

## COMMON FAULTS

- The ball lands out of bounds or fails to clear the net.
- A volley is hit from inside the kitchen.
- The serve misses the correct box or lands in the kitchen.
- The two-bounce rule is broken.
- The ball hits a player or a permanent object.

## LINE CALLS AND ETIQUETTE

- A ball touching any line is in - except a serve on the kitchen line.
- You call the lines on your own side; benefit of the doubt goes to the opponent.
- Call the score out loud before every serve. It ends most arguments early.

### The doubles score call

6 - 3 - 2

your score

their score

server 1 or 2

Games go to 11, win by 2, and only the serving side scores. Doubles begins at 0-0-2 - the starting team gets one server. Say all three numbers out loud before every single serve.