

# PICKLEBALL RULES FOR SCORING



KNOW THE RULES. KEEP SCORE. PLAY THE GAME!

**THE GOLDEN RULE: ONLY THE SERVING TEAM CAN SCORE.**

A point is scored only when the serving team wins the rally.

## 1. SERVING (THE BASICS)

- ✓ The game begins with a coin toss to decide the first server or side.
- ✓ The server must serve diagonally to the opposite court.
- ✓ Serves must be underhand and hit behind the baseline.
- ✓ The serve must land in the opposite service court (diagonal).
- ✓ The ball must bounce once on each side before volleys (the two-bounce rule).
- ✓ Servers continue serving and switch sides after every point scored.

## 2. HOW A RALLY WORKS



A rally begins with a legal serve.



The ball must bounce once on each side before either team can start volleying.



After the two-bounce rule, you can hit the ball in the air or after one bounce.



The rally continues until a fault occurs.

**11-7**

When the serving team wins the rally, they score one point.

## 3. SCORING SYSTEMS

### SINGLES SCORING

- ✓ Only the serving player can score points.
- ✓ The server continues serving and switches sides after each point scored.
- ✓ The server loses the serve when the receiving player wins the rally.
- ✓ When the server loses the serve, the receiver becomes the new server.
- ✓ Keep serving and switching sides each time you score a point.



**GAMES ARE PLAYED TO 11 POINTS, WIN BY 2.**

### DOUBLES SCORING

- ✓ Both partners on the serving team get a chance to serve before losing the serve.
- ✓ The first server on the team serves from the right service court.
- ✓ If the serving team scores, the same server switches sides and serves again.
- ✓ If the serving team scores again, the partner now serves from the right court.
- ✓ If the serving team faults, the serve goes to the other team (both players rotate and serve).



**GAMES ARE PLAYED TO 11 POINTS, WIN BY 2.**

## 4. WHAT THE 3 NUMBERS IN A SERVE MEAN

In doubles, the server must announce 3 numbers before each serve.

**1**

### SCORE

The serving team's score first, then the receiving team's score.

Example: 5-3

(means serving team 5, receiving team 3)

**2**

### SERVER NUMBER

The server: 1 = first server  
2 = second server

Example: 1

(means the first server on the team is serving)

**3**

### SERVE COURT

The court the server is serving from.

Example: 2

(means serving from the left court)

## 5. QUICK REFERENCE



**ONLY THE SERVING TEAM CAN SCORE.**



**SERVE DIAGONALLY. UNDERHAND. BEHIND THE BASELINE.**



**TWO-BOUNCE RULE: ONE BOUNCE ON EACH SIDE.**



**WIN THE RALLY = SCORE A POINT (IF YOU'RE SERVING).**

**11-7**

**PLAY TO 11. WIN BY 2.**



PLAY FAIR. HAVE FUN. RESPECT EVERYONE.  
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