

GETTING STARTED WITH PICKLEBALL

EQUIPMENT NEEDED

- Pickleball paddles
- Pickleball balls
- Pickleball net

Pickleball United Starter Pack



SERVES

Starting serve - pickleball begins when a player serves the ball to the opponent. They serve diagonally to their opponent in the right or left service area.

Serve without fault - the serve must be underhand, below the waist and clear the kitchen to count.

DOUBLE BOUNCE

Double bounce to begin - once served, the ball must bounce once before the receiver can return it. Once returned, the serving team must also let it bounce once before returning it. This is known as the 'double bounce rule'.

After double bounce - once the ball has bounced once on both sides, players can hit it out of the air without a bounce (a volley) or after it bounces.

FAULTS

After a serve, the game continues until a fault happens. Faults occur if:

The serve -

- doesn't clear the kitchen.
- isn't above waist level.

A shot -

- lands outside the sideline or behind the baseline.
- lands in the net.

SINGLES

First serve - this always takes place on the right side of the court.

Switching sides - if the server wins the rally, they switch sides of the court and continue serving. If server loses the rally, they don't switch sides and the next serve goes to the receiver.

PICKLEBALL TERMS

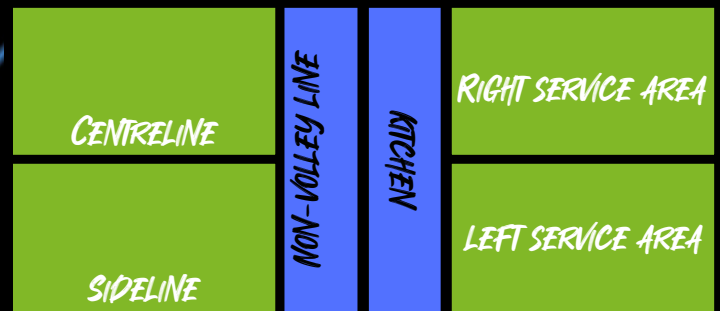
Dink shot - a shot that goes over the net and lands in the opponents kitchen.

Kitchen - slang term for non-volley zone.

Pickled - scoring zero points in a game.

Volley - hitting the ball out of the air.

Groundshot - hitting the ball after the ball bounces once.



THE KITCHEN

You can't - hit a volley (hitting the ball in the air) with any part of your body in the kitchen or on the kitchen line.

You can - hit groundstrokes in the kitchen e.g. if your opponent hits a shot that lands in the kitchen (a dink), you can enter the kitchen to return it.

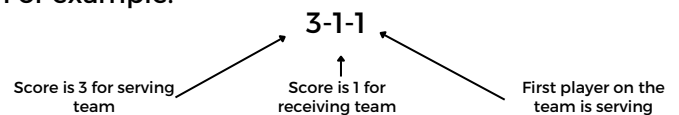
POINTS

Winning points - you can only win points on your serve. If your opponent faults, you gain a point. If you fault, no-one earns a point. You continue serving until you lose a rally.

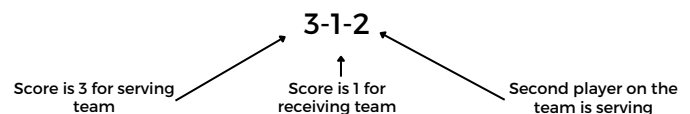
11 points - the first team to 11 points wins, but they must win by 2 points. For example, if the score is 10-10 play continues past 11 until one side has two points more than the other.

DOUBLES

Double serve - in each turn, both players on a team get to serve. The score will feature three numbers. For example:



If you lose the rally, the ball does not go to your opponent, it comes back to you so your partner can have their turn to serve. Then the score will show:



If your partner then loses their serve, the ball returns to the opponents who announce 3-1-1 (known as a 'side out') and the process starts again.

Exception - to begin the game, the first serving team only has **one serve**, and the score shows 0-0-2.