



# 2025 COED Pickleball

## TEAM REGISTRATION FORM

FEE PAYMENT/REGISTRATION DEADLINE: **Sunday, December 22, 2024**

TEAM FEE: \$100.00

SEASON BEGINS: Thursday, January 2, 2025

TEAM NAME: \_\_\_\_\_

MANAGER'S NAME: \_\_\_\_\_

E-MAIL: \_\_\_\_\_

CELL PHONE: \_\_\_\_\_

Did your team play Coed Pickleball last year?    YES        NO

If yes, under what name? \_\_\_\_\_

Assuming there will be 2 divisions of play, please circle the division that you believe your team could play competitively.

1

2

Highly Skilled(Competitive).....Less Skilled(Novice)

NOTE: The division you select for your team does not guarantee a level of league play. It merely gives league officials an indication of the level at which you feel your team will be evenly matched with competitors of similar ability. It is important that you are as honest as possible.

**When registration is submitted, team managers will receive an email from Team Sideline with instructions on how to roster team players.**

### GENERAL INFORMATION:

1. The Casper Recreation Division, 1801 E 4th, (307) 235-8383, will distribute all league information. All inquiries relating to fees, rosters, changes to rosters and scheduling should be directed to this address during normal business hours - Monday through Friday, 8:00 a.m. to 5:00 p.m. League information, schedules and standings are maintained and accessible at [www.crlasports.com](http://www.crlasports.com).
2. League Fee: \$100.00 per team including up to 4 players. Checks should be made payable to the **City of Casper** or **Casper Recreation Center**.

## Basic Rules

- Pickleball is played as doubles (two players per team)
- The same size playing area and rules are used for both singles and doubles

## The Serve

- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted in which case none of the elements above apply.
  - When executing the drop serve, the player must not force the ball to the ground.
- At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server.

## Serving 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/even court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left/odd 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 of the court (except for the first service sequence of the game\*).
- The second server continues serving until their team commits a fault and loses the serve to the opposing team.
- Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

\*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. The first server will call out "0-0-2" to begin the game.

## Scoring

- Points are scored only by the serving team.
- Game is played to 11 points, win by 1.
- Tournament games will be to 15, win by 1.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

## Two-Bounce Rule

- When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.
- After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).

### **Non-Volley Zone**

- The non-volley zone is the court area within 7 feet on both sides of the net ("kitchen").
- Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.
- It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time other than when volleying a ball.

### **Line Calls**

- A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."
- A serve contacting the non-volley zone line is short and a fault.
- If the ball touches the net and lands outside the "kitchen" area, the ball may still be played.

### **Faults**

- A fault is any action that stops play because of 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 the server's loss of serve or side out.

### **Determining Serving Team**

The team on the partition side of the court will begin the game.