



**CORPORATE**  
**PICKLEBALL**  
**CHAMPIONSHIP**

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**PLAYING RULEBOOK**

### 1. League Governance:

- a. The "Corporate Pickleball Championship" league, herein referred to as "The League," will host the pickleball tournament and regulate the playing rules.
- b. The League reserves the right to amend rules as necessary, with notification to players.
- c. This establishes the league's authority over the tournament and its rules.

### 2. The squad

- a. **Each Squad to Comprise of minimum 6 players and 1 owner**
  - i. Minimum 2 Men
  - ii. Minimum 2 Women
  - iii. 1 Owner
- b. Each player to play compulsorily at least 1 match during league matches.

### 3. Format

- a. **The matches would be divided into 5 categories:**
  - i. Men's Single
  - ii. Men's Double
  - iii. Women's Single
  - iv. Mixed Double
  - v. Owner's Singles
- b. All individual matches would be **15 mins each or race to 11** wherever comes first.
- c. In case if the match is not completed **withing 15 mins** the individual score at that point would be the **final score for the match**.
- d. **First 5 points** by individual or completion of **7.30 mins** shall result in side change.
- e. Winners would be decided on the cumulative points scored in the all the category.

#### Example:

| Format         | Team 1 | Team 2 |
|----------------|--------|--------|
| Men's Single   | 11     | 8      |
| Men's Double   | 11     | 10     |
| Women's Single | 11     | 9      |
| Mixed Double   | 2      | 9      |
| Owner Single   | 3      | 7      |
| Total          | 38     | 43     |

Even though team 1 has won across 3 categories but still Team 2 would be announced as the winner as their total score across the categories are more than team 1.

#### 4. The Serve:

- a. A legal serve requires hitting the ball underhand with an upward arm motion from behind the baseline, landing it diagonally in the opponent's service box, clearing the non-volley zone.
- b. At contact, the serve must be below the waist, and the paddle head below the wrist, with both feet behind the baseline.
- c. The serve must be hit diagonally, but the opponent must let it bounce before returning it, and the serving team must also let the return bounce before playing it.
- d. The server must hit the ball in the air on the serve; he or she is not allowed to bounce it, then hit it.
- e. The player shall only get 10 seconds to serve the next serve upon a point scored or lost.
- f. Spinning the ball before hitting the serve is not a valid serve and would lead to foul.
- g. A fault occurs if the server:
  - i. Serves into the net, out of bounds, or into the kitchen.
  - ii. Fails to hit the ball underhand or with the required upward arc.
  - iii. Steps on or over the baseline before contacting the ball.
  - iv. Hits the ball with a downward or sideways motion.
  - v. Allows the receiving team to volley the return serve.
- h. Each team must play its first shot off the bounce. The receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it.
- i. After the two bounces have occurred, the ball can be either volleyed or played off the bounce.
- j. If the serving team commits a fault, they do not score a point. Instead, the serve is forfeited and may either:
  - i. Pass to the second server on the same team in doubles.
  - ii. Pass to the opposing team, which is called a "side out".
- k. A doubles team has two service turns before it's a side out, except for the first service of the game, when only one person serves.
- l. If the serving team commits a fault, they do not score a point. Instead, the serve is forfeited and may either:
  - i. Pass to the second server on the same team in doubles.
  - ii. Pass to the opposing team, which is called a "side out".
- m. In Singles the first serve of the match would be done from the right side of the court. In case if the point is won by the server the serving side would change to the left. As the match progresses the when the point of the server is even, the serve would start from the right side of the court and in case the point of the server id odd, the serve would start from the left side of the court.
- n. In doubles, the first serve would be done from the right side of the court. In case if the server is not able to score a point (only during the first serve of the match) it called a side out and the serve goes to the opponent team. Incase if the first server scores a point the serve continues till the server is unable to score a point.
- o. When the serving team makes it first fault, players will stay in the same court and the second partner will then serve.
- p. When the serving team wins a point, its players will switch courts and the same player will continue to serve.
- q. When the serving team makes it second fault, it will stay in the same court and turn the ball over to the other team.

**5. Scoring a point:**

- a. A point is scored by the serving team when the opposing team makes a fault, such as hitting the ball out of bounds, into the net, or failing to return it legally. Unlike in rally scoring, the non-serving team cannot score points.
- b. If the serving team successfully hits a legal serve that the opponent cannot return, they win the point.
- c. If you are on the serving team, the opposing team loses the point and your team scores if they:
  - i. Hit the ball out of bounds
  - ii. Hit the ball into the net
  - iii. Fail to clear the non-volley zone (kitchen)
  - iv. Fail to return a ball before it bounces twice on their side
  - v. Violate any other pickleball rule

**6. Substitute:**

- a. Owner of the team can player substitute a player in the case of:
  - i. Injury
  - ii. Completion of first 5 points by any team

**7. Tie- Breaker**

- a. In case if the total points scored across all the 5 categories are tied:
  - i. The Tie-breaker match would be played between the Team Owners only.
  - ii. A single match would be played which would be race to 5 or 7.30 minutes (whichever comes first)
  - iii. In case of the match is still a tie with the points upon completion of the match the winner would be decided by toss.

