



KC Crew Pickleball Tournament Rules

I. Sportsmanship: KC Crew, LLC ("KCC") is dedicated to providing a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the KCC staff may result in suspension and/or ejection from a game or the league. Each league will have at least 1 paid KC Crew Staff Member. Abuse of officials, referees, opposing players and other KCC staff will not be tolerated. KCC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. Any behavior deemed unacceptable by KCC staff may result in a game suspension and/or ejection from the league. **ABSOLUTELY NO GLASS ALLOWED.** Drinks must either be in cups, plastic bottles, or in koozies.

- If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the tournament

***Remember, this is for fun. No one is going to become a professional by playing in our leagues. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the tournament as these actions eliminate fun for everyone else.

II. Equipment and Field of Play

1. KCC or facility will provide the net, paddles, and balls.
 1. Teams may use their own paddles if they choose.
2. The field of play is rectangular, 44 feet long by 20 feet wide, divided into 2 halves by a center dividing net.
3. Each half has a line that is 7 feet away and parallel with the net. This indicates a no-volley zone or the Kitchen.

III. Teams/Substitutions

1. Each team consists of 2 players.
2. There are no gender requirements.

V. The Start of Play

1. Team captains will play rock, paper, scissors. The winner can choose to serve first or the side of the court they prefer.
2. To start each match, the first player to serve is the 2nd server. The first serve call would be 0-0-2.

VI. Serving

1. The ball is served underhand and diagonally to the opponent's service court.
2. Player A serves → Player A serves → If Team AB wins the point, Player A switches positions with Player B and serves. This continues until Player A faults. After Player A faults, Player B serves. After Player B faults, the serve goes to the other team.
3. The serve CAN bounce before making contact on the serve.



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4. Serves must cross the non-volley line on the opponent's side.
5. If the serve lands in the non-volley zone or on the non-volley line, it is considered a fault, and the other team gets the ball.
6. Serves must be made underhand and below the waist.
7. The server must be positioned behind the baseline and on their quadrant of the court.
8. Only one serve attempt is allowed.
9. Let serves are now considered IN play.
10. The Double-Bounce Rule
 1. 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.
 2. After the ball has bounced once in each team's court, both teams may either hit the ball before it bounces or play it off a bounce.
11. Any ball that lands on the line is considered in.

VII. Scoring

1. Serve to score.
2. A point is scored if the returning team fails to return the ball or if the returning team commits a fault.

VIII. Faults

1. A fault is any action that stops play because of a rule violation.
2. The ball is hit into the net on the serve or any return.
3. The ball is volleyed before a bounce has occurred on each side.
4. The ball is hit out of bounds.
5. A ball is volleyed from the non-volley zone.
6. A ball bounces twice before being struck by the receiver.
7. A player, player's clothing, or any part of a player's paddle touches the net or the net post when the ball is in play.
8. There is a violation of a service rule.
9. A ball in play strikes a player or anything the player is wearing or carrying.
10. A ball in play strikes any permanent object before bouncing on the court.

IX. Non-Volley Zone aka "the Kitchen"

1. The non-volley zone is the court area within 7 feet on both sides of the net.
2. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
3. 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.
4. 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.



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5. A player may legally be in the non-volley zone any time other than when volleying a ball.

III. Game Duration

A) Round Robin

1. One game is played to 11 points (No winning by 2, first to 11 points).
2. Points will be recorded as the score of the game.
 - a. Team A wins with 11 points - 11 points will be awarded.
 - b. Team B loses with 6 points - 6 points will be awarded.

B) Tournament

1. Tournament seeds will be determined by the number of wins, then points scored, then points against, and if needed, the team that signed up first.
2. One game is played to 15 points (No winning by 2, first to 15 points).
3. Single elimination tournament.