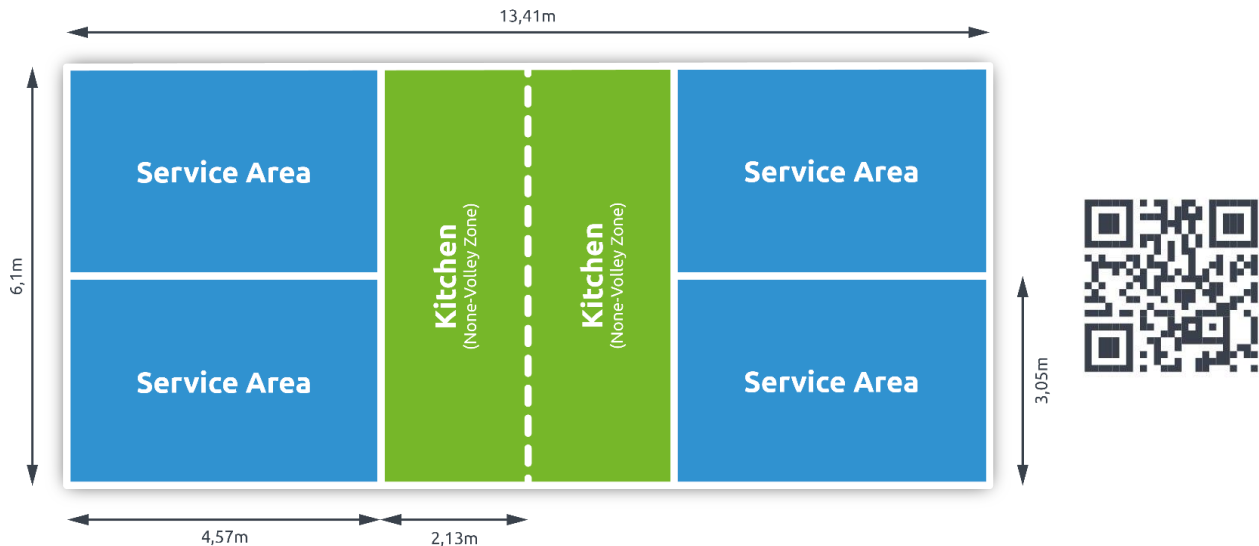


Pickleball – The Court and Dimensions (in feet and meters)

A pickleball court measures **44 x 20 feet**, which equals **13.4 meters long and 6.1 meters wide**.



The court is divided in the middle by a net that is **0.915 meters high**.

Each half contains a service area, which is split into left and right zones. The service area is **4.57 meters long**.

The zone near the net is called the **Kitchen** or **Non-Volley Zone**. As the name suggests, players are not allowed to hit a volley (a ball taken in the air before it bounces) from this area.

How the Game Works

Pickleball is usually played as doubles, but singles matches (1 vs. 1) are also possible. The court size is the same for both. [USAPickleball](https://www.usapickleball.org/) provides the official tournament rules, but here is a short summary of the most important basics for beginners.

Scoring in Pickleball

The ball is hit back and forth across the net, with the aim of forcing the opponent to make an error.

A game is played to **11 points**, but a team must win by at least **2 points**.

Only the **servicing team** can score a point. A team earns the right to serve only if they force the opponents into making an error.

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Serving and Calling the Score

- Serves must always be hit **underhand**.
- The paddle head may not be above the wrist and must remain **below the waist** during the serve.
- The serve must be made from within the service area and must land **diagonally opposite** in the opponent's service area.
- If the serving team wins the point, the same player serves again, but switches sides with their partner. This continues until they make a fault.
- After the first server makes a fault, the **second player** of the team gets to serve. Once both players have lost their serve, the serve passes to the other team.

Before serving, the server must **announce the score** in three numbers:

1. Their own team's score
2. The opponents' score
3. Whether they are the **first (1)** or **second (2)** server on their team

Example:

- At the start of the game, the first server says **0-0-1** (no points yet, first server of the team).
- If their team scores, the same player serves again from the other side, saying **1-0-1**.
- If they make a fault, their partner serves next and announces **1-0-2**.
- If the second server also makes a fault, the serve passes to the opponents, who would then call out something like **0-1-1**.

The Double-Bounce Rule

- The receiving team must let the serve **bounce once** before returning it.
- Then the serving team must also let the return **bounce once** before hitting it back.
- After these two bounces, the ball can be hit either in the air or after a bounce. This is called the **Double-Bounce Rule**.

What Counts as a Fault in Pickleball?

Typical faults that cause a team to lose a rally include:

- Hitting the ball **out of bounds** or **into the net**
- Returning the first or second shot **before it bounces** (violating the Double-Bounce Rule)
- Standing in the **Kitchen (Non-Volley Zone)** while hitting a volley

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