

# LARRY H. MILLER

## UTAH SUMMER GAMES

### Pickleball

**DATES:** June 10-12

**SPORT COORDINATORS:**

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**REGISTRATION FEE:** \$25.00

This is an annual registration fee per athlete. An additional sport fee will be added based on the sport participated in.

**SPORT FEE:** \$15.00 includes two events

**HOWTO REGISTER:** Register online. If you are mailing in your registration form, send it to Utah Summer Games Registration, 351 West University Blvd, Cedar City, UT 84720. Use the Individual Registration Form. Please note that online registration is strongly encouraged.

**REGISTRATION DEADLINE:** Final registration is due by Monday, June 7th @ 5pm. \*Dates, times and locations are subject to change. Check website or with coordinator for updated information.

**VENUE:**

SUU Tennis Courts  
925 West 200 South  
Cedar City, Utah

Cedar High School  
500 W 600 S  
Cedar City, Utah

**CHECK-IN:** Tennis Athletes may check in at the SUU Sorenson PE building, 560 W University Blvd.,

**AGE DIVISION:** Age division is determined by age as of the first day of competition.

Pickleball is played either as doubles (two players per team) or singles; doubles is most common. The same size playing area and rules are used for both singles and doubles.

## **THE SERVE:**

- The serve must be made underhand.
- Paddle contact with the ball must be below the server's waist (navel level)
- The serve is initiated with at least one foot behind the baseline; neither foot may contact the baseline or court until after the ball is struck.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve and lands on the proper service court; let serves are replayed).

## **SERVICE 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-hand court.
- If a point is scored, the server switches sides and the server initiates the next serve from the left-hand 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 his 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-hand court and both players on that team have the opportunity to serve and score points until their team commits two faults.
- In singles the server serves from the right-hand court when his or her score is even and from the left when the score is off.
- 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.

## **SCORING:**

- Points are scored only by the serving team.
- Games are normally played to 11 points,.
- Tournament games may be to 15 or 21.
- 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-side court when serving or receiving;
- Scoring will be determined the day of the tournament and may change

## **DOUBLE-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).
- The double bounce rule eliminates the serve and volley advantage and extends rallies.

## **NON-VOLLEY ZONE:**

- The non-volley zone is the court area within 7 feet on both sides of the net.
- 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 (credit estebanant dh tech), even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone anytime other than when volleying a ball.
- The non-volley zone is commonly referred to as "the kitchen".

## **LINE CALLS:**

- A ball contacting 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.

## **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.
- A fault occurs when"
- A serve does not land within the confines of the receiving court
- The ball is hit into the net on the serve or any return
- The ball is volleyed before a bounce has occurred on each side
- The ball is hit out of bounds
- A ball is volleyed from the non-volley zone
- A ball bounces twice before being struck by the receiver, 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
- There is a violation of a service rule
- A ball in play strikes a player or anything the player is wearing or carrying
- A ball in play strikes any permanent object before bouncing on the court

**DETERMINING SERVING TEAM:** Players use a coin toss to determine who will serve first. The winner of the coin toss will have the option to choose side or to serve or receive.

**SKILL LEVELS:** Skill levels for all divisions are 2.5, 3.0, 3.5, 4.0, 4.5, and 5.0. Special skill division time to be announced three days prior to event.

### **2.5 Skill Level**

- Able to serve "in" more regularly
- Knows two-bounce rule and demonstrates it most times
- Knows where to stand on the court during serve, receipt of serve and general play
- Is mastering keeping score
- Attempts to dink but not always effective at it
- Working on their form for ground strokes, accuracy is variable
- Can keep the ball in play longer

- Sometimes lobs with forehand with varying degrees of success.

### 3.0 Skill Level

- Knows the fundamental rules and can keep score
- Regularly gets serves “in” to mid-court or deeper
- Dinks mostly in opp. Kitchen and is dinking lower over the net
- Able to sustain dinking in the game
- Using both forehand and backhand on returns and forehands on overhead returns
- Working at keeping the serve deep and return of serve deep
- Moves quickly towards the non-volley zone when opportunity is there
- Trying to make flatter returns (where appropriate)
- Aware of partner’s position on the court & moving as a team
- Developing more power and/or softness in their shots
- Somewhat a uni-dimensional player working at broadening their playing repertoire

### 3.5 Skill Level

- Demonstrates a broad knowledge of the rules of the game
- Gets a high majority of serves in deep & returns serve deep
- Often hits to the weak side of opponent
- Demonstrates strategies of playing during games
- Actively works with partners in communicating, covering court, moving to net
- With varying consistency executes: lobs, forehand/backhand ground strokes, overheads, net volleys, and sustained dinking.
- Some use of drop shots to get to the net
- Specifically places shots rather than just hitting shots anywhere
- Selective mixing up soft shots with power shots to create an advantage
- Hits fewer balls out of bounds or in the net
- Has a moderate # of unforced errors per game
- Demonstrates ability to intentionally play in offensive mode
- Self-correcting after play is over
- Demonstrates extended periods of multi-dimensional play

### 4.0 Skill Level

- Primarily plays in an offensive mode rather than reactively
- Controls and places serves and return of serves to best advantage
- Puts advanced playing strategy into the game, particularly in dinking
- Consistently varies shots for competitive advantage, uses power shots selectively
- Communicates and moves well with partner—easily “switches” court positions
- Very comfortable playing at the non-volley zone. Works with partner to control the line, keeping opponents back and driving them off the line
- Can block hard volleys directed at them
- Has good footwork and moves laterally, backward and forward with ease
- Hits overhead shots consistently, often as putways
- Ability to change a hard shot to a soft shot
- Consistently executes effective drop shots that are not easily returned for advantage
- Can effectively poach
- Hits a low # of unforced errors per game
- Self-correcting during play
- Consistently is a multi-dimensional player and/or is exceptionally dominate in a limited playing

repertoire.

#### **4.5 – 5.0 Skill Level**

- Can regularly convert a hard shot to a soft shot
- Exhibits patience in play at a superior level
- Shows noticeably increased skills, a higher level of strategy, quickness of hands and movement, judicious use of power, superior placement of shots, superb anticipation of play, sustained volleying skills, superior put-aways-all with consistency
- Makes very few unforced errors

*Differences between 4.5 and 5.0 are subjective – but, generally, each of the four points above is even more pronounced at the 5.0 level.*