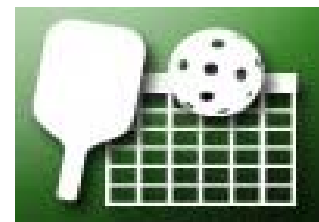




PICKLEBALL

(Singles/Doubles/Mixed Doubles)



Date: Wednesday, September 23, 2009

Time: 10:30 a.m.

Venue: First Baptist Church, 3033 SW MacVicar

KSo2009 Entry Regulations:

1. Competitors are required to provide their own paddles. Balls will be provided.
2. Partners must each designate the other on their entry forms. No partners will be assigned and no partner changes may be made after the entry deadline.
3. The age division of competition for doubles and mixed doubles for KSO2009 will be determined by the age of the younger of the two partners as of December 31, 2009.

KSo2009 Format:

1. If numbers are conducive, athletes will be divided into pools within their age division. Within each pool, a single round-robin tournament will be played. At the conclusion of the round-robin, winners will advance and play a single-elimination tournament. If numbers are not conducive, a double-elimination tournament will be played within each age division.

KSo2009 Sport Rules:

1. All matches will be conducted in accordance with the USA Pickleball Association rules, except as modified herein. For a copy of these rules, please contact:
USAPA (USA Pickleball Association)
P.O. Box 7354
Surprise, AZ 85374
E-mail: info@usapa.org
www.usapa.org/officialrules

Conduct of Pickleball Players:

Good sportsmanlike conduct is required of Badminton Players at all times. Any Badminton Player displaying less-than-desirable conduct at any time towards another Badminton Player, any meet official, any volunteer or any KSO staff member will be disqualified from KSO competition. The KSO Director and Event Coordinators will enforce this rule at all times.



Summary of Pickleball Rules

(www.usapa.org/officialrules)

Bounce Rule - The serve must be hit underhand and each team must play their first shot off the bounce. After the ball has bounced once on each side, then both teams can either volley the ball in the air or play it off the bounce. (Double Bounce Rule=ball must hit twice on each side before it can be volleyed).

Volley Zone - The non-volley zone is the 7-foot zone on both sides of the net. No volleying is permitted within the non-volley zone. This rule prevents players from executing smashes from a position within the zone. When volleying the ball, the player may not step on or over the line. It is a fault if the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone. It is a fault even if the ball is declared dead before the player touches the zone. A player may be in the non-volley zone at any other time. The non-volley zone is sometimes referred to as the kitchen.

Points - Both players on the serving team are allowed to serve, and a team shall score points only when serving. A game is played to eleven points and a team must win by two points. Rallies are lost by failing to return the ball in bounds to the opponent's court before the second bounce, stepping into the non-volley zone and volleying the ball, or by violating the double-bounce rule. The hand is considered an extension of the paddle. The player loses the rally if the ball hits any other part of his body or clothing.

Serving - The server must keep both feet behind the baseline during the serve with at least one foot on the court surface at the time the ball is struck. The serve is made underhand. The paddle must contact the ball below the waist. The serve is made diagonally cross court and must clear the non-volley zone. The non-volley line is a short line for the serve (the serve is a fault if it hits the line). All other lines are good at all times. 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. At the start of each new game, only one player on the first serving team is permitted to serve and fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When the receiving team wins the serve, the player in the right hand court will always serve first. When the serving team wins a point, the server moves to the other side of the serving team's court. Note that if the serve rotation is done properly, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side.

- **Singles Play:** The server serves from the right side when his score is even and from the left side when his score is odd.

- **Rule exception:** Games are usually won by two points. In some situations, event directors may choose to win by one to speed up play.