



PICKLEBALL

ADULT & YOUTH

REGISTRATION HANDBOOK & TEAM PACKET



Welcome to the Z Games Pickleball Tournament. This handbook outlines registration requirements, eligibility, match format, conduct expectations, and tournament authority.

Pickleball is being introduced as a new sport in the Z Games. This document serves as a preliminary guide. Inclusion of Pickleball is subject to participation levels, and infrastructure availability. All the rules and regulations of the game may be modified at any time by the host committee in collaboration with the ZSC sports coordinator, and without prior written notice.

All matches follow official USA Pickleball rules unless otherwise modified by the Host Committee.

Section 1: Registration Information

1.1 Age Divisions

- **Youth Doubles:** Under 15 years (any gender combination)
- **Adult Doubles:** 15+ years (any gender combination)
- **Note:** Age verification may be required.

1.2 Team Eligibility

- Each team must consist of **two (2) players**.
- Teams can be of any gender combination.
- Both players must complete registration requirements.
- Matches cannot start with only one player present.
- Matches will be forfeited if a player cannot continue due to injury or scheduling conflicts with other team events.
- **Injury time allowed:** Maximum 4 minutes.

1.3 Registration Requirements

Each team must submit the following:

- Completed Team Registration Form
- Player information for both team members

- Signed Code of Conduct Agreement (both players)
- Signed Liability Waiver (both players; parent/guardian signature if under 18)
- Emergency contact information
- **Note:** Incomplete registrations may not be accepted.

1.4 Check-In Requirements

- Teams must check in before their first match.
- Arrive at least 15 minutes before the scheduled match time.
- Teams arriving more than 5 minutes late may forfeit the match.

Section 2: Match Format & Scoring

2.1 Match Structure

- Matches are played as **best of 3 games**.
- Each game is played to **11 points**, win by 2, with a cap at 14.
- The first team to win 2 games wins the match.
- Teams have a maximum of 30 seconds between games. Play resumes immediately after.
- No timeouts are permitted.
- **Forfeit score:** 11-0 per game.
- Each match has a 35-minute match clock, starting at the scheduled match time.
- The clock runs continuously and isn't stopped for injuries, disputes, or between games.
- When the clock hits 35 minutes:
 - The current rally is completed.
 - The team leading the current game wins that game.
 - The team leading in games won wins the match.
 - If games are tied and the current game is tied when time is called, one sudden death point decides the match.
- The designated timekeeper is the sole referee. Their call is final.

Format Flexibility

The Tournament Director can modify the match format, point totals, and time limits based on scheduling and available court time.

2.2 Serving Rules & Anti-Stall Rule

- Serve must be underhand and below the waist.
- Serve must land diagonally in the opponent's service court.
- Only one serve attempt per service turn.
- Only the serving team may score points.
- **Two-bounce rule:**
 - The receiving team must let the serve bounce.
 - The serving team must let the return bounce before striking.
- **10-second serve clock:** The server has 10 seconds to serve after the referee calls the score. Failure to serve in time awards a point to the opponent.

- Side changes must be completed within 30 seconds.
- Injury stoppages are limited to 4 minutes.
- Players may not excessively argue referee decisions.
 - First offense: Warning
 - Second offense: Point penalty
 - Third offense: Game forfeiture
- **General stalling:** Deliberate delays, such as excessive toweling, shoe tying, or slow movement, are subject to a referee warning, followed by a point penalty for repeated behavior.
- The referee's decisions on stalling and delays are final and not subject to appeal.

2.3 Court & Equipment

- **Court dimensions:** 20' × 44'
- **Net height:**
 - 36 inches at sidelines
 - 34 inches at the center
- Official pickleballs will be provided.
- Paddles must meet USA Pickleball standards.
- Proper athletic shoes and attire are required.
- Jewelry is discouraged for safety reasons.

Section 3: Gameplay Overview

3.1 General Play

- Each side may hit the ball only once per return.
- The ball may be struck with any part of the paddle hand below the wrist.
- A serve that touches the net and lands in the correct service court is **legal and remains in play**.
- During rallies, net contact is permitted if the ball lands in bounds.

3.2 Non-Volley Zone (“Kitchen”)

- Players may not volley while:
 - Standing inside the non-volley zone
 - Touching the non-volley zone line
- Players may enter the zone to play a ball that has bounced.
- Players must not interfere with opponents during play.

3.3 Side Changes

- Teams switch sides after each set.

Section 4: Faults & Penalties

- Under side-out scoring, only the serving team may score. When the serving team commits a fault, the result is a **side-out**(loss of serve), not a point. When the receiving team commits a fault, the **serving team scores a point**. A "loss of rally" refers to either outcome depending on who served.
- A fault results in the loss of a rally.
- Common faults include:
 - Illegal serve
 - Volleying in the non-volley zone
 - Ball landing out of bounds
 - Ball failing to clear the net
 - Net contact
 - Stepping over the centerline under the net
 - Interference with opponent's play
- Referee decisions are final.

Section 5: Conduct & Discipline

- All participants must:
 - Demonstrate sportsmanship.
 - Respect opponents, officials, and volunteers.
 - Follow tournament procedures.
 - Call faults honestly during self-officiated matches.
- Unsportsmanlike conduct may result in:
 - Warning
 - Point penalty
 - Match forfeiture
 - Disqualification

Provoke & Retaliation Rule

To ensure safety:

- Any player(s) provoking harmful conduct:
 - Immediate ejection
 - Three (3) year ban
- Any player(s) retaliating:
 - Immediate ejection
 - Two (2) year ban
- Zero tolerance will be enforced.

Section 6: Tournament Authority

- The Host Committee and ZSC Sports Coordinator reserve the right to modify rules without prior written notice.
- Inclusion of Pickleball in the tournament is subject to final approval.
- All referee and tournament decisions are final.
- Participation constitutes agreement to these rules.

Section 7: Team Acknowledgment

By registering, both players confirm that they:

- Have read and understand this handbook.
- Agree to abide by USA Pickleball and ZSC rules.
- Accept all risks associated with participation.
- Accept tournament authority and officiating decisions.

We welcome you to the Z Games Pickleball Tournament and wish you an exciting and competitive experience! Enjoy the games and may the best team win!