

Scoring

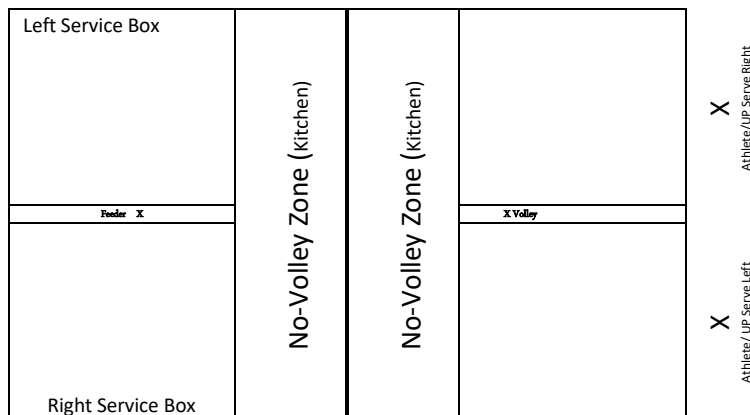
- Points are scored **only** by the serving team.
- Games are played first to 9 points wins.

Competition

- Best 2 out of 3 games wins a match
- Tie Breakers will be determined in order of Head-to-Head competition, total points for, total points against. If still tied after those three, a single match to 5 points will be played.
- 30 Minute time limit per match
- A coach may only talk to their athletes during a changeover

End of game: All players approach the net (as in tennis) and shake hands.

Pickleball Assessment



A. Equipment: Pickleball court, 2 paddles, 1 indoor/outdoor ball, individual assessment sheets, clip board and pencil

B. Roles: Recorder, Feeder, Athlete/Unified Partner

C. Assessed Tasks

1. **Serves-** The Athlete/UP stands behind baseline beginning on the rightside. The Athlete/UP receives 12 underhand service attempts, **6 rightside** and **6 leftside**. The serve must be a **diagonal** underhand serve with paddle below the waist and no higher than the highest part of the wrist and be hit prior to bouncing. **Serves can be a one bounce serve.** Balls landing in the correct box receive 1 point. If player steps on or over the baseline, it is considered a foot fault and shall receive 0 points. Balls landing in the no-volley zone (kitchen) shall receive 0 points. A missed attempt is 0 points and will not be replayed unless it was a let serve. Served balls landing on a line shall be considered good except No-Volley Zone line. Coach or volunteer demonstrates the serve for Level 1 & 2.

- 2. Return of Serve** - The Athlete/UP stands in the Right Service Box, the Feeder/Server (*using appropriate Level balls*) shall serve 6 balls to the Right Service box - 3 balls to the Forehand side and 3 balls to the Backhand side with the Athlete/UP to return each serve. The point is not played out. Next same process is repeated to the Left Service Box. The Athlete/UP shall receive 1 point for each return of serve that lands over the net and within the court boundaries. Balls landing on lines are considered good. The server's pace of serve should be appropriate for the players level.
- 3. Volleys** - The Athlete/UP stands 1 meter behind the No-Volley Line on center line. The feeder stands on opposite side of net, 1 meter from the No-Volley Line on center line with a basket of 12 Level appropriate balls. The ball is paddle fed to the Athlete/UP alternating Forehand /Backhand, twelve attempts (6 Forehands and 6 Backhands). Each Volley hit landing inbounds across the net receives 1 pt. Any ball landing on a line is considered good. If the the feeder makes an error in feeding, the feed shall be refed 1 time. If an Athlete/UP misses a Volley, that attempt shall receive 0 points.
- 4. Dinks** – The Athlete/UP stands on the base line. The feeder stands on the opposite side of the net, 1 meter from the No-Volley Line on the center line with a basket of 12 regulation competition balls. The feeder paddle feeds each ball. The Athlete/UP shall receive 6 attempts to dink the ball over the net to the target located in the “Kitchen”. Each ball landing inbounds in “Kitchen” area receives 2 points. Any ball landing on a line is considered good. If the the feeder makes an error in feeding, the feed shall be refed 1 time. If an Athlete/UP misses a dink attempt, that attempt shall receive 0 points.
- 5. Rally** - The Athlete/UP shall receive 6 rally attempts. The Athlete/UP will serve (alternating Right then Left sides for each rally) to a like ability Athlete/UP/Feeder. The Two-bounce rule is in effect. (*When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before retuning, thus two bounces*). After the two bounce rule is fulfilled, every hit counts as 1 pt. until an error ending the rally is made. (Ex. Athlete/UP serves, ball bounces and receiver returns the ball then after the ball bounces the server hits ball and rally continues until a mistake was made after the 4th hit. The score for that attempt would be 4 points.) If the two bounce rule was not met, that rally attempt shall receive 0 Pts.
- 6. Dink Rally** – The Athlete/UP shall receive 6 dink rally attempts. The Athlete/UP will serve (alternating Right then Left sides for each rally) to a like ability Athlete/UP/Feeder. The Two-bounce rule is in effect. (*When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before retuning, thus two bounces*). After the two bounce rule is fulfilled, each hit must be a dink hit. All dinks must be in consecutive hits to score points for each attempt. If the hit is not a dink, then that attempt ends. For each attempt, 1-2 dinks = 1 point; 3-4 dinks = 2 points; 5 or more dinks = 3 points. (Ex. 2 bounce rule was fulfilled, 2 dinks and then a deep hit occurred. This attempt ended with the deep hit and 1 point shall be scored for this attempt because 2 dinks were hit in succession). If the two bounce rule is not been met, that rally attempt shall receive 0 Pts.

Pickleball Assessment

		ATTEMPTS							
		1	2	3	4	5	6	MAX	SCORE
Serve - Athlete stands behind baseline beginning on the right side - 12 underhand service attempts 6 right side and 6 left side (a one bounce serve can be used) - 1 point for each serve that lands in the diagonal service box - 0 points for stepping on or over the baseline (foot fault) - 0 points if ball lands in no-volley zone (kitchen) - 0 points for a missed attempt - Served balls landing on a line shall be considered good <i>except no-volley zone line</i>								12	
Return of Serve - Athlete will standing right service box and a feeder will serve 6 balls to the right service box (3 balls to the forehand side and 3 balls to the backhand side) - Repeat for left service box - 1 point for each return that lands over the net and in the court - 0 points if it lands outside the court lines Note: any ball landing on a line are considered good								12	
Volleys - Athlete stands 1 meter behind the no-volley line on center line - Feeder stands on opposite side of the net 1 meter behind the no-volley line on center line - The feeder will give 12 attempts 6 forehands and 6 backhands - 1 point for any ball landing in bounds - 0 points if they miss the volley Note: any ball landing on a line is considered good								12	
Dinks - Athlete stands on the baseline; Feeder stands on opposite side of the net 1 meter behind the no-volley line on center line - Athlete will receive 6 attempts to dink the ball in the no-volley zone (Kitchen) - 2 points for any ball that lands in the no-volley zone (Kitchen) - 0 points if missed attempt								12	
Rally - Athlete will receive 6 rally attempts - Athlete will serve to an opponent (alternating right and left side) - The two bounce rule is in effect (When the ball is served, the receiving team must let it bounce before returning, and then serving team must let it bounce before returning, thus two bounces) - After the two bounce rule is fulfilled, every hit counts as 1 point until an error ending the rally is made. - If the two bounce rule is not fulfilled that rally attempt shall receive 0 points								Add up the points from all 6 attempts	
Dink Rally - Athlete will receive 6 dink rally attempts - Athlete will serve to an opponent (alternating right and left side) - The two bounce rule is in effect; after the two bounce rule is fulfilled each hit must be a dink hit - Dinks must be in consecutive hit to score points, if the hit is not a dink the attempt ends - Scoring for each attempt is: 1-2 dinks= 1 point; 3-4 dinks= 2 points; 5+ dinks= 3 points - If the two bounce rule is not fulfilled that rally attempt shall receive 0 points								18	
Total Score									