



TSGW PICKLEBALL TOURNAMENT RULES

Registration and General Rules

- The categories for the tournament are
 - Men's Doubles
 - Mixed doubles
 - Women's Doubles
 - Junior's Doubles (Kids ages 10 – 16)
- Registration fees for the tournament will be \$30.00 per team for all categories.
- The venue and date for the event will be:
 - **Venue** — **Montgomery TennisPlex**
18010 Central Park Cir, Boyds, MD 20841
 - **Date & Time** — **Saturday, July 25, 2026, 8:00 AM**
- The **last date for registration** is **July 12, 2026**.
- Registration forms submitted after the deadline will not be accepted.
- Organizers reserve the right to extend the registration deadline. Any extension of the registration deadline will be announced through the TSGW website.
- Organizers reserve the right to cancel the entire tournament or a specific category within the tournament if there are fewer than 4 teams in that category.
- False representation of the category will result in the participant's disqualification.
- Participants should report/check-in at least 15 minutes before the beginning of the tournament. Participants who arrive 30 minutes after the start of the first round of the tournament will not be allowed to participate, and their registration will be deemed canceled; the registration fees will not be reimbursed.
- Participants will not receive any communication from the organizers if they fail to report to the venue on time.
- The TSGW Sports Committee reserves the right to revise the rules at any time.
- The TSGW Sports Committee's decision shall be final.
- The tournament will be played in a Doubles format.
- The tournament format will be subject to change based on registration numbers. Details of the format will be shared a week before the tournament begins.
- For any questions, please email to: events.tamilsangam@gmail.com or contact:

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Pickleball Basic Rules Summary

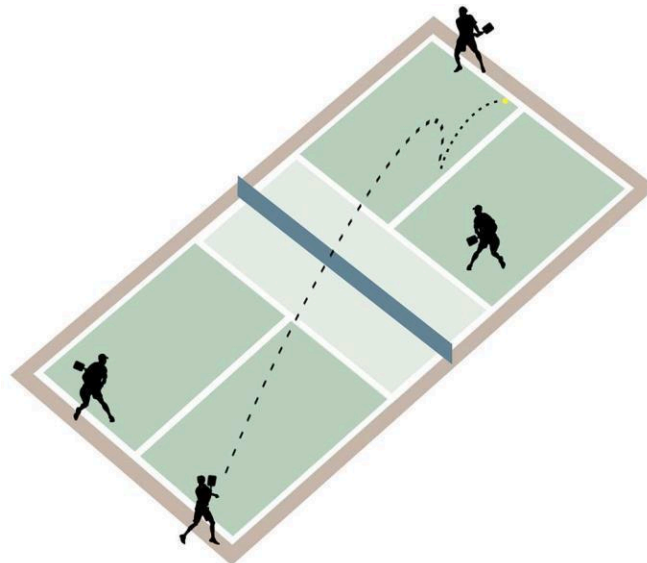
The below information is per the Rev. 1/1/2026 Summary from the USA Pickleball Website - [Official USA Pickleball Rulebook](#)

Basic Rules Overview

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

The Serve

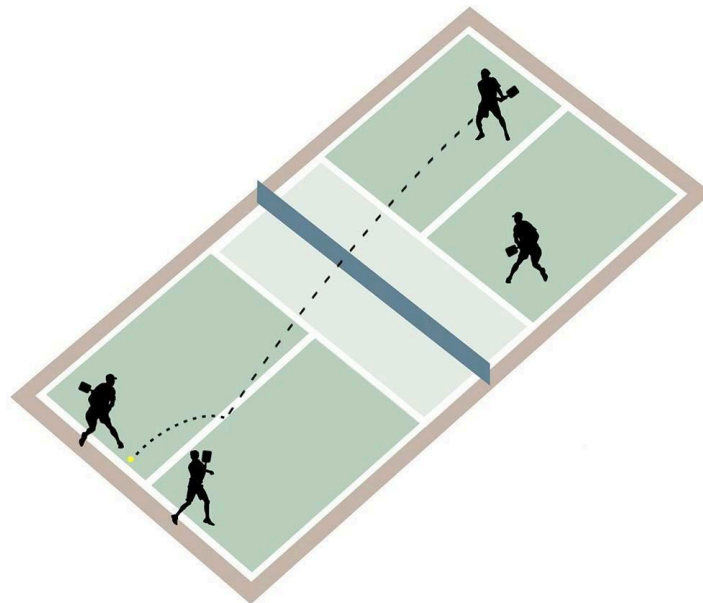
- The server's arm must be moving in an upward arc when the ball is struck.
- Paddle contact with the ball must not be made above waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- A 'drop serve' is also permitted, in which case none of the elements above apply.
- At the time the ball is struck, the server's feet may not touch the court or be outside the imaginary extension of the sideline or centerline, and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.
- The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- Only one serve attempt is allowed per server



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 righthand 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 odd.

**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.*



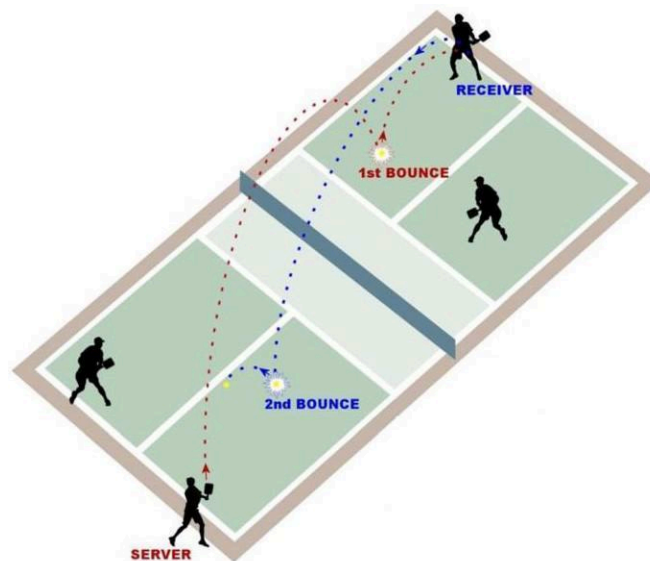
Scoring

Traditional Side-Out Scoring

- Points are scored only by the serving team.
- Group/League Stage: (*Subject to change based on number of registrations)
 - Round Robin - Games will be played to 8 points, win by 1 or time limit max of 15 minutes. After 15 minutes, the team leading the scoring will be the winner. If there is a tie at 15 min, then the next point will be considered the winner of that game
- Knockout Stages:
 - Quarter Final - Games will be played to 11 points, win by 1.
 - Semi Final - Best of three sets up to 8 points, win by 1.
 - Final - Best of three sets up to 11 points, win by 1.
- The entire score must be called before the ball is served.

Two 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 two-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, even if the volleyed ball is declared dead before this happens.
- A player may legally be in the non-volley zone any time 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(the kitchen) 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

- Any fair method can be used to determine which player or team has the first choice of side, service, or receive. (Example: Coin toss/ paddle spin as agreed by the match players.)

Other Rules

- Double Hits. Balls can be hit twice, but this must occur during a continuous, single-direction stroke by one player. If the stroke made while performing the serve or during a rally is not continuous, or not in a single direction, or the ball is struck by a second player, it is a fault.
- Switching Hands. A paddle may be switched from hand to hand at any time.
- Two-handed shots are allowed.
- Net Posts. It is a fault if a player contacts the net post while the ball is live. A ball contacting the net post results in a dead ball, and the team that hit the ball loses the rally.
- Use of Electronic Equipment: Players shall not wear or use any headphones, earbuds, or other devices that enable audio communication during competition play. Exception: Prescribed or necessary hearing aids are permitted.
- A max two-minute warm-up before each game is allowed only if both teams need it.