



**Cobb County PARKS Department
Adult Men's, Women's & Coed
Pickleball League
Rules and Regulations**



*****Updated January 4th, 2024*****

I. League Organization

- A. Cobb County PARKS Department is the governing body of this league. The department will furnish pickleballs for all matches but teams may use their own balls if both teams agree. Teams must provide their own paddles for play.
- B. The USA Pickleball rules shall be strictly adhered to unless superseded by the following rules and regulations. Cobb PARKS reserves the right to rule on anything not covered by the USA Pickleball rulebook.
- C. Each team is responsible for checking the website for schedules, standings, and make-up game information. League information can be found at www.quickscores.com/cobbcounty.
- D. If a team forfeits two matches or more during the season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refund.
- E. After the schedule is complete, there will be no changes or refunds. Schedules will be emailed to the team managers. You may submit a scheduling request before the season and the League Coordinator will accommodate if possible.
- F. If we do not have a minimum of 5 teams per division, we will combine divisions. Divisions will be categorized into men's leagues, women's leagues, coed leagues, Schedule may include double headers.
- G. Forfeits – Each match is allotted 1 hour (60 minutes) to play the best of 3 games. A team will forfeit their match if at least two players do not show up within the first 15 minutes of their scheduled playing time. If a team shows up within the first 15 minutes, that team will not receive extra time to play, and must complete the match in the remaining 45 minutes. If the best 2 out of 3 has not been determined within the scheduled timeframe, the team that showed up late will lose the remaining games in the match. If a team no shows/forfeits two or more times in one season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refunded.
- H. Cobb PARKS reserves the right to move any team in a higher or lower division during the season. Any team that comes in first place in its division during the regular season and or playoffs may be moved up to the next highest division the following season.

II. Roster

- A. A. Player Requirements and Substitutions – A minimum of 2 players per team must be present to play. Teams may have more than 2 players if they wish but no more than 5. Teams may substitute players after a game.
- B. A player cannot be a member of 2 teams within the same league. Teams may pick up players on another team, **ONLY** if they are short the full starting lineup and the other team agrees. Teams may not pick up players as subs from another team. Once the playoffs start, teams may only use players that are on their team/roster. In the playoffs, if a team does not have enough players to start the match, they will forfeit their match.
- C. Rosters will be managed and updated online at www.quickscores.com/cobbcounty. It is the manager's responsibility to input all team members on the roster online.
- D. No new players may be added to the team's roster after the **last match of the regular season**. All new players must be added to the roster on QuickScores. A team's coach may delete players on his/her roster at any time. Players that are not on the roster after the last match of the regular season will not be eligible for the playoffs.

III. Game Overview

- A. Games are played to 11 points, win by 2 with a point cap of 15 points. Each player/team will play a best of 3 games each week
- B. Doubles men's, women's, and coed leagues.
- C. Beginning a Match – The home team has first choice of side, service, or receive for the first game. The visiting team has first choice of side, service, or receive for the second game. Paper, rock, scissors will determine choice for the third game if necessary.

IV. Scoring

- A. Points are scored only by the serving team.
- B. 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; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.

V. The Serve

- A. The server's arm must be moving in an upward arc when the ball is struck.
- B. Paddle contact with the ball must not be made above the waist level.
- C. The head of the paddle must not be above the highest part of the wrist at contact.
- D. A 'drop serve' is also permitted in which case none of the elements above apply.
- E. At the time the ball is struck, the server's feet may not touch the court or 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.
- F. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court.
- G. Only one serve attempt is allowed per server.
- H. Before each serve the server must announce the score of the game.
- I. On a drop serve there can be no downward motion on the ball.

VI. Service Sequence

- A. 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).
- B. The first serve of each side-out is made from the right-hand court.
- C. If a point is scored, the server switches sides and the server initiates the next serve from the left-hand court.
- D. As subsequent points are scored, the server continues switching back and forth until a fault is committed and the first server loses the serve.
- E. 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*).
- F. The second server continues serving until his team commits a fault and loses the serve to the opposing team.
- G. 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.

- H. 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.
- I. *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.

VII. Two Bounce Rule

- A. 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.
- B. 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).
- C. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

VIII. Non-Volley Zone

- A. The non-volley zone is the court area within 7 feet on both sides of the net.
- B. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.
- C. 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
- D. 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.
- E. A player may legally be in the non-volley zone any time other than when volleying a ball.
- F. The non-volley zone is commonly referred to as "the kitchen."

IX. Line Calls

- A. A ball contacting any line, except the non-volley zone line on a serve, is considered “in.”
- B. A serve contacting the non-volley zone line is short and a fault.
- C. Line calls will be self-officiated. Line calls will be made by the players on the court. Specifically, players make the line calls on their respective side of the court. Players may also call Non-Volley Zone faults and service foot faults on the opponents’ side of the pickleball court (and, if there is any disagreement about the fault, the players will replay the point). Either partner may make line calls on their respective side of the pickleball court. The exception to this general rule is if a game or match has a referee or both a referee and line judges.

X. Faults

- A. A fault is any action that stops play because of a rule violation.
- B. A fault by the receiving team results in a point for the serving team.
- C. A fault by the serving team results in the server’s loss of serve or side out.
- D. A fault occurs when:
 - 1. A serve does not land within the confines of the receiving court
 - 2. The ball is hit into the net on the serve or any return
 - 3. The ball is volleyed before a bounce has occurred on each side
 - 4. The ball is hit out of bounds
 - 5. A ball is volleyed from the non-volley zone
 - 6. A ball bounces twice before being struck by the receiver
 - 7. 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
 - 8. There is a violation of a service rule
 - 9. A ball in play strikes a player or anything the player is wearing or carrying

10. A ball in play strikes any permanent object before bouncing on the court

XI. Player Conduct

- A player/team while in competition, shall make no disturbing noises or movements that would distract the opponent or players on surrounding courts. Other inappropriate behavior would include profanity, abusive language, obscene gestures, flipping bags, etc.
- Any player who indulges in heckling or unfair rooting, uses profanity or abusive language, makes obscene gestures, or exhibits any other form of unsportsmanlike conduct towards other players, officials/staff, or others who are in the area, shall be subject to expulsion from the league/tournament.
- Players that do not adhere to the conduct policy may receive the following:
 1. Forfeiture of the game being played
 2. Disqualification from the league/tournament
 3. Removal from the park, facility, and playing area.
 4. If suspension is warranted, recreation department staff will determine the length of the suspension.

XII. Rankings & Tie Breakers

A. Rankings & Playoffs

1. Rankings are calculated based on the total overall win percentage
2. All teams qualify for the playoffs.

B. Tie breakers

1. Two-way tie:
 - a. Head-to-head – if two teams are tied with identical records, the winner is the team that won the game when the two teams played
 - b. If teams split their game, average point differential will determine the winner.
 - a. If teams split their game, total points against will determine the winner.

2. Three-way or more tie

- a. Head-to-head – if one of the three or more teams defeated each of the other teams during the season
- b. If teams split their game, average point differential will determine the winner.
- c. If teams split their game, total points against will determine the winner.

NOTE* Forfeit games will be recorded as a 2-0 score. This score can be used except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.

XIII. Park Rules

- Alcoholic beverages will not be allowed.
- Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields. Dogs cannot be tied to the fence.
- Smoking in county owned or maintained parks, smoking or vaping shall be prohibited within the boundaries of any park, sports complex, recreation area or facility owned, leased, or operated by Cobb County, including any open area within such park, sports complex, recreation area or facility.

XIV. Rainout Procedure

- We encourage all players to register for field closure alerts. To receive alerts about field closures, please register at rainoutline.com.