

Manhattan Pickleball League Rules (Indoor) – Spring 2026

As of Sept 2025

Teams/Rosters

All teams must have 2-4 players on their roster. Each player must complete and sign the roster.

Team captains must submit team roster before 1st match. Roster forms available at [Quickscores.com/Manhattan](https://www.quickscores.com/Manhattan).

All players must be 18+ by the start of the 1st match. Specific divisions may also have specific age rules.

Players may only be on one roster per season. Players cannot be rostered in multiple divisions.

Players are required to provide ID if 'roster checked'. If ID cannot be provided, the team forfeits the match.

League Play / End of season

The season consists of 6 weeks of regular season matches, followed by a 7th and final playoff match based on the final standings. (ex, 1v2, 3v4, 5v6...).

All matches are played as doubles. (m/m, m/f, f/f)

Teams play one match per week. 1 Match = 3 games, played to 11, win by 2, with a 55-minute time limit.

If time runs out during the third game, the current game score is used to complete the match.

Matchday Roster / Substitutions

Substitutions can only be made between games, except in the case of an injured player.

All present team players must participate in at least one game per match.

Teams lose the ability to challenge a player's eligibility after the first game starts, except in the case of a late-arriving player.

Teams must be able to field 2 players to play and avoid a forfeit.

Scorekeeping/Officiating

All games are self-scored and self-officiated.

There are no appeals for in/out or line faults.

Teams are expected to be honest and fair when self-officiating.

Score Reporting

Both team captains report final game/match scores to gym attendant.

Ex, HOME vs AWAY, 11-6, 8-11, 11-7. (HOME won 2 out of 3 games)

Forfeits

Teams will forfeit 1 game of the match every 10 minutes past the scheduled start time. After 25 minutes, the entire match is forfeit, resulting in 11-0 losses for all 3 games.

Teams that forfeit 2 matches in a season are subject to removal from the league.

Standings

Teams are ranked in order based on the following criteria:

1. Overall Match Win %
2. Head-to-Head Match results
3. Average Point Differential
4. Average Points Against.
5. Forfeits
6. Coin Flip

End of Season/Playoff

In week 7, after the regular season, teams will play 1 final playoff match against a team even in the overall standings. (ex, 1v2, 3v4, 5v6...)

The two top teams will play a Championship match. Lower seeded teams will play consolation matches. All matches are best of 3 games, play to 11, win by 2.

Prizes are awarded to the winning team.

Weather

Rainout Line **Ext 15 – Round Barn Tennis/Pickleball Court.**

MPD will update RainOut Line if/when matches are cancelled for any reason.

Online - Visit manhattanparks.org and click 'Field and Program Updates'.

Phone - Call 815-253-2005 and select the extension of the field in question to hear the field status.

Mobile Alerts - Visit the MPD Rainout Line webpage. Select 'email & text alerts' to sign up to receive instant notifications. Or download the app to receive push notifications.

Team Captains will be responsible for relaying cancellation notices to other members on their team.

****If you are not subscribed to RainOut Line, you WILL NOT receive cancellation updates****

Game Rescheduling (weather)

Cancelled or continued matches will be added to the end of the following week's match schedule.

Example - Week 2 matches are cancelled... after matches on week 3, the week 2 matches from the prior week will be made up.

In the event of multiple cancelled weeks, MPD has the right to shorten the regular season and/or playoff schedule.

Server/Side

ROCK, PAPER, SCISSORS will determine which team chooses Server or Side to start game 1. Losing team chooses the leftover option.

HOME team wins ROCK PAPER SCISSORS, chooses to serve first to start the match. AWAY team chooses which side of the court they start on

Teams switch sides of the court between games 1 and 2. For game 3, teams switch sides of the court when the first team reaches 6 points.

Line & Fault Calls

Players are responsible for calling the lines & faults on their end of the court. Any ball that cannot definitively be called "out" will be considered "in."

Timeouts

Each team is allowed one 30 second timeout per game.

Replay of Point

If another ball or object comes into the court during a point, stop play and replay the point.

Equipment

Players will need to provide their own paddles and balls. Athletic shoes are required for the gym floor.

MPD will set up nets each week.

Sportsmanship

Teams and players are expected to be on their best behavior and treat each other, and the game, with kindness and respect. Unsportsmanlike behavior may result in player suspension, team forfeits and/or team disqualification.

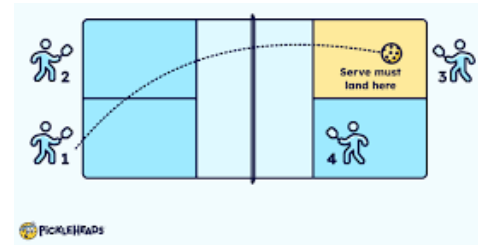
“Keep It Social” - a reminder for everyone to play the game and keep it social!

Game Rules

All games follow official USA Pickleball game rules. The following is an abbreviated form of the rules to give a quick overview of how the game is played. A complete copy of the official rules can be found on the USA Pickleball website at usapickleball.org. If there is a conflict between this summary and the official rules, the official rules prevail.

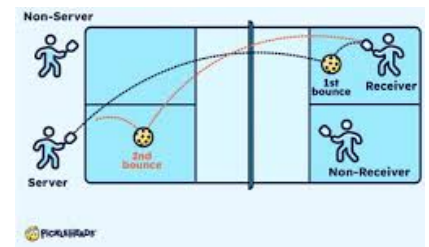
The Serve

- 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 the waist level.
- The head of the paddle must not be above the highest part of the wrist at contact.
- 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.
- 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.



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, play is live and the ball can be volleyed.



Scoring

- Traditional Side-Out Scoring
 - Points are scored only by the serving team.

Service Sequence

- 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.
- Both players on the serving 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 right-hand court.
- If a point is scored, the server switches sides and serves again from the left-hand court. Server continues to alternate sides with each consecutive point won.
- 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 their team loses the point to the opposing team.
- Once the service goes to the opposition, the first serve is from the right-hand court and both players on that team have the opportunity to serve and score points until losing service back to the other team.

Non-Volley Zone “Kitchen”

- 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.”



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
- A fault occurs when:
 - A serve does not land within the confines of the receiving court A
 - 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