

MICEC Pickleball House Rules

With the exception of these MICEC House Rules, MICEC players should follow the *USA Pickleball 2022 Rule Book*:

- The team on the East side of the court (i.e., closest to the main entry door) serves first to start the game
- When other players are waiting, all players should clear the court when the game ends and announce “court open” to those waiting
 - Prairie-dogging and “no one’s looking rematches” are not permitted while others are waiting
- To establish rotation onto the court, the “stacked-paddle” process (i.e., placing paddles in groups of 4) is used to determine the next group to go out when a court opens up (See Paddle Stacking Protocol following)
- When all six courts are available, a “Challenge Court” can be set up when there are 4 or more two-person teams desiring to do so (See Challenge Court rules following)
- Play safe and under control. Do not run into another court and risk crashing into other players and/or disrupting play. If you legitimately think you have a play on the ball, but would have to run into the next court to get it, call a hindrance and have a replay, rather than endangering your neighbors
- Inform all new players at MICEC that the “kitchen line” is the **blue/teal line**
- Rule 4.A.4/4.L – SERVICE FOOT FAULT: several players at MICEC regularly step on the back line and/or into the court while serving, or serve while standing outside the imaginary extension of the sidelines. MICEC is lenient on this rule and in "non-competitive" games would not normally call a fault for this infraction. However, always remind the offending server that he/she faulted and to back up to avoid stepping on the line, or move inside the sidelines when serving.
- Rule 4.A.5 – THE VOLLEY SERVE: several players at MICEC frequently revert to a "side-arm" serve and/or strike the ball above the waist during the serve. MICEC is lenient on this rule and in "non-competitive" games would not normally call a fault for this infraction. However, always remind the offending server that his/her serve is illegal or questionable at best.
- Rule 11.F – INJURY DURING RALLY - contrary to the Rulebook, at MICEC if any player falls or otherwise becomes injured or incapacitated during a rally, play stops immediately and the point replayed when the player can continue.

Reminder of Certain Specific Rules

- If a broken or cracked ball **affects** the outcome of a rally, it should be a replay (Rule 11.E)
- If anything a player is wearing or carrying lands on the court, it becomes part of the court. Therefore, **if a ball in play** hits the item on the court, the ball remains in play (Rule 11.H)
 - However, if anything a player wears or carries falls in the kitchen (aka the “non-volley zone”) **as a result of a volley**, it is a fault
- If a player, or player's clothing or paddle touches the net or net posts **when the ball is in play**, it is a fault (Rule 7.G)
- If the ball strikes the player's paddle hand **below the wrist**, the ball is in play; if it strikes any other part of the player or player's clothing it is a fault (Rule 7.H)
- It is a fault if, in the act of volleying the ball (i.e., hitting it in the air), the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone or touch any non-volley line, or touch anything that is touching the non-volley zone, including the player’s partner. It is a fault **even if the ball is declared dead** before the player touches the non-volley zone (Rules 9.B/9.C)
- If a player has been in the kitchen or touched the kitchen line, for any reason, the player cannot volley the ball (i.e., hit it in the air) until **both feet** have reestablished contact on the surface completely outside the kitchen (Rule 9.D)
- If the ball travels between the net and the net post, it is a fault against the striking player (11.L.2.)
- Players may call non-volley zone faults and service foot faults on the opponent’s side of the court. If there is any disagreement among players about the called fault, a replay shall occur (Rule 13.D.1.b.)

PADDLE STACKING PROTOCOL –

All players waiting to play (even though there may only be only 1 or 2 players sitting out) need to stack their paddles in groups of four to facilitate which players go out to play next when a court opens up. Even if you are sitting on the bleachers waiting to play, if your paddle is not in the next stack(s) ready to play, there is an assumption that you are taking a break and any player can put his/her paddle on an open stack in front of you.

Please respect the integrity of the stacks and observe the following stacking protocol:

- do not move another player's paddle forward or backward among the stacks without asking his/her permission to do so
- if you wish to move backward, you can do so, but do not randomly move someone else's paddle up to take your place
- if there are only two or three paddles in an 'earlier stack,' generally someone from the next stack should move forward, but if the vacancy remains unfilled, anyone from a later stack or even someone just finishing play can complete the foursome
- if a player "misses their turn," i.e., they are not in the gym or are on the phone when his/her stack is ready to go on the court, logically, one person from the next stack should move forward and the 'missing player' put in that next stack
- if a group of 4 wants to play together, they should put their paddles together at the end of the stacks when all four players are available (i.e., do not hold an open spot in the stacks while waiting for a fourth player to arrive)

CHALLENGE COURT

- *Can only be in effect when all six courts are available*
- *Only 1 challenge court can be designated at anytime*
- *The challenge court will be the court in the NE corner of the gym*
- *A minimum of 4 teams, i.e., 8 players, is required to open and maintain the challenge court*
- *When in effect, post the Challenge Court signage on both net poles*
 - *Return signage to the closet when done*

- **Winners stay on the court until beaten or until winning three games in a row**
 - **After losing or winning three games in a row, or if one or both of the winners leave/take a break, then both of the winners go to the end of the challenge queue (i.e., no cuts/no frontsies)**
- **Challengers stack paddles to take on the winners**
 - **All challengers must have a partner (i.e., no 'single paddles' can be put in the challenge queue)**
 - **Any two players can challenge the winners**
 - **If your paddle is stacked on the challenge court, you cannot play on another court while waiting for your turn for the challenge court**