

1. When serving, the arm must be moving in an upward arc, the contact with the ball must be below the waist and the paddle head should be above the wrist when striking the ball. **FALSE - the paddle head must be below the wrist when striking the ball.**
2. The serve must be made while at least one foot of the server's feet are within the confines of the serving area. **FALSE - when the game originated there was a tree at one corner of the court that made the one-foot-in one-foot-out rule necessary. During the serve, when the ball is struck, the server's feet shall not: Touch the area outside the imaginary extension of the sideline. Touch the area outside the imaginary extension of the centerline. Touch the court, including the baseline**
3. The serve must be made while at least one foot of the server's feet are within the confines of the serving area. **FALSE - when the game originated there was a tree at one corner of the court that made the one-foot-in one-foot-out rule necessary. During the serve, when the ball is struck, the server's feet shall not: Touch the area outside the imaginary extension of the sideline. Touch the area outside the imaginary extension of the centerline. Touch the court, including the baseline**
4. A serve landing on any service court line should be considered in and a point awarded to the serving team. **FALSE - if the ball lands on the kitchen line or in the kitchen it is a service fault.**
5. It is not a fault when the server misses the ball while trying to hit it. **FALSE - if the server swings and misses or mis-hits it is a fault. It is not a fault if the server drops the ball without swinging.**
6. If the server drops the ball and the ball hits the floor before they swing it should be considered a fault. **FALSE - It is not a fault if the server drops the ball without swinging at it.**
7. The non-volley line is the line on each side of the net between the sidelines and parallel to the net. These lines are located 7 feet (2.13 m) from the net. **TRUE**
8. A served ball touching a referee, or line judge should not be considered a fault and the serve should be replayed. **FALSE - It is a fault if the served ball touches any permanent object before it hits the ground. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, the stands and seats for spectators, the referee, line judges, spectators (when in their recognized positions) and all other objects around and above the court.**
9. If a served ball hits the net and lands on the non-volley line the serve should be considered in and a point awarded to the serving team. **FALSE - a serve landing in the kitchen or on the non-volley line is a fault.**
10. The net shall be suspended over the center of the court and shall be 36 inches (0.914 m) high at the sidelines and 34 inches (0.86 m) high at the center of the court. **TRUE**
11. The combined length and width of a paddle including any edge guard and butt cap shall not exceed 23¾ inches (60.3 cm). The most common paddle measurement is approximately 8 inches (20.32 cm) wide by 15¾ inches (40 cm) long. There is no restriction on paddle thickness. **TRUE**
12. The serve is a let and will be replayed if the served ball strikes the receiver or the receiver's partner on the fly. **FALSE - If the serve clears the net and the receiver or the receiver's partner interferes with the flight of the ball on the serve, it is a point for the serving team.**
13. The server is only allowed 2 lets in a row, the third will be considered at fault. **FALSE - there is no limit.**
14. A hinder is any element or occurrence that affects play such as a stray ball that enters the court or people who disrupt play by walking across the court. **TRUE - a hinder is any element or occurrence that affects play. Examples: a stray ball that enters the court or people who disrupt play by walking across the court.**
15. The receiver must keep both feet behind the baseline, between the center line and the receivers sideline while waiting for the serve. **FALSE - the receiver may be anywhere on or off court while waiting for the serve.**
16. After the score is called by the referee the server is not required to wait for the receiver to be ready. **FALSE - if the server has not begun their serve and the receiver raises his/her paddle over their head or completely turns their back to the server then the server must wait for the receiver to become ready. If the receiver is ready after score has been called and the server has begun to serve, they may not become "un-ready".**
17. A let is a serve that hits the net cord and lands in the service court. Let may also refer to a rally that must be replayed for any reason. **TRUE**

18. Before calling the score in doubles, the referee must wait for the receivers and partners to be ready. **FALSE - When calling the score in doubles, the referee does not have to wait for the receiver's partner or the server's partner to be ready. It is the receiver's responsibility to signal not ready for his or her partner.**
19. The receiver can become "not ready" or call a time out as long as the server has not begun to serve. **TRUE – Once the server starts the serving motion the receiver cannot become "not ready" or call a time out.**
20. If the referee calls the wrong score, any player may stop the play at any time during the play without penalty. **FALSE - If the referee calls the wrong score, any player may stop play at any time before the return of serve to ask for a correction. A player that interrupts play after the return of serve will have committed a fault and shall lose the rally. A player that interrupts play after the serve when there was not an error in the score will have committed a fault and shall lose the rally.**
21. A volley is described as hitting the ball in the air, during a rally, before the ball has a chance to bounce onto the court. **TRUE**
22. The 10 second rule applies to only the server. The ball must be served within 10 seconds after the score is called by the referee. **FALSE - The "10 second rule" applies to both server and receiver, each of whom is allowed up to 10 seconds after the score is called to serve or be ready to receive. It is the server's responsibility to look and be certain that the receiver is ready to receive serve.**
23. The server's score will always be odd (1, 3, 5, 7, 9...) when serving from the right side and even (0, 2, 4, 6, 8, 10...) when serving from the left side (only in singles play). **FALSE - just the opposite.**
24. The team's points will be odd when the starting server is on the right-hand side. Points will be even when the starting server is on the left-hand side. **FALSE - just the opposite.**
25. The serve must be made with an underhand stroke so that contact with the ball is made below waist level and the arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball. **TRUE**
26. During the serve, when the ball is struck, the server's feet shall not touch the area outside the imaginary extension of the sideline, centerline, touch the court, and the baseline. **TRUE**
27. If the ball is served by the wrong team member or from the wrong court, the service will be replayed by the correct team member or correct court. **FALSE - If the ball is served by the wrong team member or from the wrong court, the service is a fault. If the fault was by the first server, then the first service is lost and the correct second server serves from the correct service position. If the fault was by the second server, then it is a side out.**
28. A point made from an incorrect service position or an incorrect server will not be retained even though play has continued and another point has been scored or the opposing team has served. **FALSE - A point made from an incorrect service position or an incorrect server will not be retained unless play has continued and another point has been scored or the opposing team has served.**
29. A player may step on the non-volley line or enter the non-volley zone at any time except when that player is volleying the ball. There is no violation if your partner returns the ball while you are standing in the non-volley zone. A player may enter the non-volley zone before or after returning any ball that bounces. **TRUE**
30. When an incorrect serve is not recognized until after the opposing team has served, points scored on the previous serves still does not count. **FALSE - A point made from an incorrect service position or an incorrect server will not be retained unless play has continued and another point has been scored or the opposing team has served.**
31. Served balls that land on the non-volley line are good. **FALSE - Served balls that clear the non-volley line and land on any other service court line are good.**
32. When ready to serve, if the server drops the ball without swinging at the ball, it is not a fault. **TRUE**
33. If a ball contacts the floor outside of the baseline or sideline, but overlaps the line, it should be considered in bounds. **FALSE - A ball contacting the floor outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds.**

34. Spectators can be consulted on any line calls if the referee thinks that they clearly saw the play. **FALSE - Spectators should not be consulted on any line calls. Spectators may be prejudiced, unqualified, or not in position to see the call, and therefore cannot participate.**
35. It is a fault when the served ball hits the net and lands on the non-volley line or inside the non-volley zone. **TRUE**
36. All "let" or "out" calls can be made after discussion and full agreement between partners. **FALSE - calls must be made immediately. Any indecision or conflicting decision is determined in favor of the opponent. A player may ask the referee for a line call, but the referee will only respond if they had a clear view of the ball.**
37. If a served ball hits the net and strikes the receiver or the receiver's partner before hitting the court surface it should be considered a let. **TRUE**
38. Any ball that cannot be called "out" is presumed to be "out." **FALSE - it is presumed to be "in."**
39. If, while the ball is in the air, a player yells "out," "no," "bounce it," or any other word to communicate to his or her partner that the ball may be out, it shall be considered a line call and play shall stop. **FALSE - If, while the ball is in the air, a player yells "out", "no", "bounce it", or any other word to communicate to his or her partner that the ball may be out, it shall be considered player communication. If the ball lands in, play will continue. If the out call is made after the ball has hit the court surface, it shall be considered a line call and play shall stop.**
40. It is not a fault if a ball in play strikes a player or anything the player is wearing or carrying. **FALSE - It is a fault if the ball strikes 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.**
41. The net posts are positioned out of bounds. If a ball strikes the net post or anything attached to the net post, it is a fault and a dead ball is declared. This rule does not include the net, the net cable, or rope between the net posts. **TRUE**
42. If the player is in the process of changing hands with both hands on the paddle, or is attempting a two-handed stroke and either hand is hit below the wrist, then the ball is considered dead and not playable. **FALSE - in this situation hitting either hand below the wrist is playable.**
43. When calling the score in doubles, the referee does not have to wait for the receiver's partner or the server's partner to be ready. It is the receiver's responsibility to signal not ready for his or her partner. **TRUE**
44. A fault should not be declared if, in the act of volleying the ball, a player or anything the player is wearing or carrying touches the non-volley zone or touches any non-volley line. **FALSE - A fault will be declared if, in the act of volleying the ball, a player or anything the player is wearing or carrying touches the non-volley zone or touches any non-volley line. For example, a fault will be declared if, in the act of volleying the ball, one of the player's feet touches a non-volley line.**
45. A player may step on the non-volley line or enter the non-volley zone at any time when that player is volleying the ball. **FALSE - A player may step on the non-volley line or enter the non-volley zone at any time except when that player is volleying the ball. There is no violation if your partner returns the ball while you are standing in the non-volley zone. A player may enter the non-volley zone before or after returning any ball that bounces.**
46. When an incorrect serve is not recognized until the server has lost the serve, the most recent point scored by that server on an illegal serve, if any, does not count. **TRUE - When an incorrect serve is not recognized until the server has lost the serve, the most recent point scored by that server on an illegal serve, if any, does not count.**
47. A player may stay inside the non-volley zone to return balls that bounce. **TRUE - A player may stay inside the non-volley zone to return balls that bounce. That is, there is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.**
48. If the referee calls the wrong score, any player may stop play at any time before the return of serve to ask for a correction. A player that interrupts play after the return of serve will have committed a fault and shall

- lose the rally. A player that interrupts play after the serve when there was not an error in the score will have committed a fault and shall lose the rally. **TRUE**
49. A player or team is entitled to 3 time-outs per game; each time-out period shall last only 2 minute. **FALSE - A player or team is entitled to 2 time-outs per game; each time-out period shall last only 1 minute. Then play must be resumed or another time-out must be called by either side. Time-outs may never be called once the ball is in play or the server has started the serving motion. For games to 21 points, each team is allowed 3 time-outs per game.**
50. If a player request an injury time-out and the referee agrees, then that player will be allowed no more than 5 minutes of rest during the injury time-out. If the player cannot resume play after the 5-minute injury time-out period, the match shall be awarded to the opponents. **FALSE - If a player is injured during a match, that player may call an injury time-out. The referee must agree that an injury did take place and that the player is not just stalling to rest or recuperate. If the referee agrees, then that player will be allowed no more than 15 minutes of rest during the injury time-out. If the player cannot resume play after the 15-minute injury time-out period, the match shall be awarded to the opponents.**
51. If a ball hit at an angle bounces in the court and travels beyond the sidelines, a player may return the ball around the outside of the net post. The ball does not need to travel back over the net. In addition, there is no restriction on the height of the return. For example, a player may return the ball around the net post below the height of the net. **TRUE**
52. Coaching of players between points is allowed as long as it is not disruptive, does not delay the game, and consists only of instructions to the player, not a conversation between the coach and player. **TRUE**
53. The Tournament Director may impose a local rule or interpretation of any USAPA rule providing the rule is clearly explained to the players and officials before the tournament. **FALSE - hey, rules are rules!**
54. Every USAPA-sanctioned tournament does not need a referee for each match, providing each player signs the score sheet. **FALSE - hey, rules are rules!**
55. The receiver's partner may stand anywhere on or off the court. **TRUE**
56. Pickleball is played according to specific rules. It also requires a code of ethics for line-calling responsibilities when performed by players. **TRUE**
57. In doubles, if the players on the same side disagree on the line call made by one of them on their side of the court, the ball must be considered in and a ruling from the referee cannot be requested. **FALSE - In doubles, if players on the same side disagree on a line call made by one of them on their side of the court, one of the players may ask the referee for a ruling. If the referee clearly saw the play, the referee shall make a ruling based on observation. If the referee cannot make the call, the ball is good.**
58. A referee may impose a forfeit when a player fails to report to play 5 minutes after the match has been called to play. **FALSE - A referee may impose a forfeit when a player fails to report to play 10 minutes after the match has been called to play. The Tournament Director may permit a longer delay if circumstances warrant such a decision.**
59. The opponent gets the benefit of the doubt on line calls made. **TRUE - The opponent gets the benefit of the doubt on line calls made.**
60. The referee may permit a longer delay of a game if circumstances warrant such a decision. **FALSE - A referee may impose a forfeit when a player fails to report to play 10 minutes after the match has been called to play. The Tournament Director may permit a longer delay if circumstances warrant such a decision.**
61. A player receiving 1 warning and 1 technical foul in a match, the match shall automatically result in a forfeit. **FALSE - the referee is empowered to call technical fouls and to forfeit a match if an individual player's behavior is detrimental to the tournament.**
62. A player wishing to signify an appeal during a rally may do so by raising his or her paddle hand. The referee will stop play and appeal will be discussed. The referee's decision will either result in a point awarded, a service loss, or a replay. **FALSE - A player wishing to signify an appeal during a rally may do so by raising his or her non-paddle hand to inform the referee that an appeal is being made regarding a previous possible violation. Play will continue until the rally is over and appeal can then be made.**

63. A referee or lines person will be removed when one player in singles or one team in doubles request the removal. **FALSE - A referee or lines person may be removed when both players in singles or both teams in doubles agree to the removal or at the discretion of the Tournament Director. In the event that the removal of a referee or lines person is requested by only one player or team and not agreed to by the other player or team, then the Tournament Director may accept or reject the request. If a referee or lines person is removed, the Tournament Director will appoint the new referee or lines person.**
64. Line calls should be promptly signaled by hand or voice, regardless of how obvious they may seem. **TRUE**
65. Balls hit during one continuous single-direction stroke are legal, even though they may be unintentionally hit twice or "carried." Only when there is a definite second push by the player does the shot become illegal. **TRUE - Balls hit during one continuous single-direction stroke are legal, even though they may be unintentionally hit twice or "carried." Only when there is a definite second push by the player does the shot become illegal.**
66. A referee has the authority to expel any player or team from the tournament for misconduct. **FALSE - the Tournament Director has the authority to expel any player for misconduct, no matter how many technical fouls have been received.**
67. Rally continues to its conclusion, despite an injury to any of the players. **TRUE - Rally continues to its conclusion, despite an injury to any of the players.**
68. Once a referee has issued a technical warning, the second offense can result in an additional warning or a technical foul depending upon its severity. **FALSE - Once a technical warning has been issued, the second offense will result in a technical foul.**
69. When a player intentionally throws their paddle and hits or injures any person an automatic warning will be given to the offender. **FALSE - Intentionally throwing the paddle. If this action results in the striking or injury of any person or damage to the court or facility, an automatic technical foul shall be assessed against the offender and a point shall be awarded to the opponent.**
70. A technical warning will result in a loss of rally or point. **FALSE - If a player's behavior is not severe enough to warrant a technical foul, a technical warning may be issued. In most situations, the referee should give a technical warning before imposing a technical foul. Points shall not be awarded for a technical warning.**
71. The referee is responsible for all decisions related to procedural and judgment calls during the match. If the players make the line calls and there is a disputed line call, the players may request that the referee determine the line call. The referee's call will stand. **TRUE**
72. Appeals to the referee regarding judgment calls (line calls, double bounce, etc.) will be decided by the referee. The referee may consult players or lines people to decide the outcome of the appeal. **TRUE**
73. During a rally a player breaks his paddle. Play stops and there is a replay. **FALSE - A rally shall not be stopped or affected if a player loses or breaks a paddle or loses a personal item.**
74. At match point the ball cracks. Play stops and there is a replay. **FALSE - Play continues until the end of the rally. If, in the judgment of the referee, a broken or cracked ball affected the outcome of the rally, the referee shall call for a replay.**
75. As the ball is being returned one of the opposing team members yells "Miss it!" Play stops and there is a replay. **FALSE - Distractions: Players may not yell, stamp their feet, or otherwise try to distract an opponent when the opponent is about to play the ball. In Doubles, team communication shall not normally be considered a distraction. However, loud communication at the time the opponent is about to strike the ball may be considered a distraction. If, in the judgment of the referee, a distraction has occurred, it shall result in the loss of the rally.**