

CROWN COURT

30-MINUTE SCORE-BASED PICKLEBALL RULES

EQUIPMENT / GENERAL RULES:

Paddle: Players use one solid paddle, smaller than a tennis racket but larger than a ping pong paddle.

Ball: A perforated plastic ball with holes, slightly larger than a ping pong ball, and typically yellow, orange, or white.

Underhand Serve: The ball must be served underhand, below the waist, and diagonally into the opposite service box.

Service Area: The server must stand behind the baseline and serve diagonally to the opponent's service court.

Fault: If the ball lands outside the correct service box or the server does not follow the underhand rule, it's a fault.

Serve Change: The serve changes sides after every point scored.

Attire: Players should wear comfortable, loose-fitting clothes with sports shoes. Lockers are available for personal belongings.

GAME TIME LIMIT:

The game lasts exactly 30 minutes. Teams aim to score as many points as possible before the timer runs out.

There is no final score limit like 11 or 21 points; the game continues as long as the timer is running.

TIMER:

Set a timer for 30 minutes. The game continues until the timer goes off. The team with the most points at the end of 30 minutes wins.

CHANGING SIDES:

Teams must switch sides midway through the 30-minute period (after 15 minutes). This ensures fairness by accounting for environmental factors.

TIMEOUTS:

Each team is allowed one or two timeouts (approximately 1 minute each). Timeouts help manage fatigue, especially in longer games.

TIEBREAKER:

If the score is tied when the timer expires, declare the game a draw or play a sudden-death point to determine the winner.