

SANDY PICKLE RULES

1. COURT DIMENSIONS:

Unlike pickleball where singles and doubles use the same boundaries, the Sandy Pickle singles court is smaller. The singles* court width is 13' 6" (4.1 meters), and doubles is 16' 8" (5.1 meters), with baselines at 16' for singles and 18' for doubles.

*SandyPickle's proprietary net design allows for easy width adjustment between singles & doubles.

2. NET HEIGHT

The net should be set to the approximate height of the tallest player on the court, thus minimizing the spiking advantage of taller players. Our patent pending telescoping net system was designed to allow for easy height adjustments.

3. NO-SPIKE ZONE

The area within 5' of the net on each side is called the "No Spike Zone" (similar to the "Kitchen" in pickleball). On each serve, the return must be made from behind the no spike zone line*; At all other times, the only restriction to playing inside this area is that spiking is not allowed inside the boundary. When playing inside this area, the trajectory of the ball must either be upward or flat; a downward ball path results in a fault.

*Note, the no spike zone extends upward from the line, meaning that a ball hit with a downward trajectory must leave the paddle behind this imaginary plane.

4. ONE PASS, OR "BUMP"

The addition of the 1-pass rule is now an official part of the game, however, it applies only in doubles play. The resulting longer, volley-only rallies make this already fast-paced game almost as fun to watch as it is to play!

5. SERVING & ROTATION

In doubles play, the serve must be hit from behind the baseline and on the server's right hand-side of the baseline center. In singles, the serve may be from anywhere behind the baseline. There are no limitations as to which side of the court the serve may be hit to. In doubles, the non-serving partner plays the left ("backhand") side of the court; teammates switch positions when the serve returns to their side after winning a defensive side-out. The player serving continues until they lose a point, after which the opposing team takes over the serve (in Sandy Pickle the serve alternates sides at the end of each player's serving opportunity, unlike pickleball in which both teammates serve before a side-out).

Also unlike pickleball, players may serve overhead, underhand, backhand, sidearm or otherwise so long as they serve from behind the baseline and the ball makes it over the net, beyond the no-spike zone, and within the boundaries. A serve is "out" if it lands within the no-spike zone or outside court boundaries. If the ball hits the net but lands within the boundaries, it is considered "in" (similar to pickleball). The server may step over the baseline only after the ball has left their paddle.

6. SCORING

Like pickleball, games are played to 11 points and must be won by 2 (or more). A point is earned when the player or team serving wins the point. If the player or team RECEIVING the serve wins the point, they take over the serve (side-out).

Scoring Note: When a team is winning 7-6, for example, the player serving would call out "7-6" rather than "7-6-1" as in pickleball. For experienced pickleball players, three-digit scoring calls are routine; for most of everyone else, the confusion warranted simplification in the official Sandy Pickle rules.