

## SANDY PICKLE RULES

### NO-SPIKE ZONE

- The boundary markers placed 5' from the net on each side mark the "No Spike Zone" (the area extends up vertically from that line).
- Players may cross this line at any time to hit a ball, however the paddle and ball contact point within the no-spike-zone must be even with or below the top of the net (resulting in a flat or upward ball trajectory).
- Reaching over the line when contacting a ball for a spike is an illegal hit.

### SERVING & ROTATION

- In doubles play, serves must be hit from behind the baseline and on the server's right hand-side of baseline center.
- Overhead, underhand, and sidearm serving styles are all legal.
- The serve must clear the no-spike zone boundary line.
- There is no limitation as to which side of the court the serve may be hit to.
- The non-serving partner plays the left ("backhand") side of the court. The server continues until they lose a point, after which the opposing team takes over the serve.
- Teammates switch positions when the serve returns to their side after winning a defensive side-out.

### SCORING

- Games are played to 11 points and must be won by 2 (or more).
- A point is earned only 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).

### ONE PASS, OR "BUMP"

- Players may pass or "bump" the ball to their teammate; the following hit must be over the net.

### OTHER

- A ball hitting a boundary line marker is "in".
- If the ball hits the net on the serve and clears the no-spike zone boundary, it is playable.
- If any part of a player's body or their paddle touches the net it is a fault and that point is lost.
- When serving, a player may cross the plane of the baseline boundary only after the paddle has made contact with the ball.

For more information, visit [sandypickle.com](http://sandypickle.com)

