

SANDY PICKLE XL RULES
(Played on a Standard Volleyball Court)

Number of Players, Equipment & Court Dimensions

- Whether playing on a standard beach volleyball or indoor court, the boundaries are larger and the net is higher than in the original Sandy Pickle game, allowing for up to 4 players per side.
- As in Sandy Pickle, any standard pickleball paddle may be used; the ball may be a standard outdoor or indoor pickleball (depending on court location).
- For singles play, boundaries should be shortened in both length and width to 20' x 20' on each side (use boundary cones or line markers included with your Sandy Pickle set).
- Doubles teams MAY reduce the boundaries by 5 feet in both length and width on each side.
- When playing three and four players per side, use standard volleyball boundaries.
- There is no "Kitchen" or "No Spike Zone" in Sandy Pickle XL due to a much higher net than in the original game. It is recommended that players use the existing net height on public volleyball courts. For adjustable height nets, a minimum height of 7' is recommended.

SERVING & ROTATION

- Serves must be hit from behind the baseline on the right hand-side of baseline center.
- Overhead, underhand, and sidearm serving styles are all legal.
- There is no limitation as to which side of the court the serve may be hit to.
- The non-serving partner(s) start each serve on the left half of the court(doubles), front left and right halves (three players), or back-left, and front left and right halves (four players). The server continues until they lose a point, after which the opposing team takes over the serve.
- Teammates rotate clockwise when the serve returns to their side after winning a defensive side-out (front right rotates to server).

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 but no point is awarded (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 remains inside the boundaries, it is playable.
- If a player's body or paddle reaches over or touches the net, it is a fault and the point is lost.
- When serving, a player may jump forward but may not touch the ground inside the baseline until after the paddle has made contact with the ball.

see www.sandypickle.com/xl for more details