

MEMORANDUM FOR

AREA SPORTS COORDINATORS (ASC)

ATHLETIC AND RECREATION (A&R) PERSONNEL

SUBJECT: Fort Liberty Sports Program, 2024 Fort Liberty Pickle Ball Program

1. Reference. Army Regulation 215-1, 22 June 2011, Military Morale, Welfare, and Recreation Programs and Non-appropriated Fund Instrumentalities.

2. Purpose. To provide policies and procedures to assist ASCs and A&R personnel with the implementation of the 2024 Fort Liberty Pickle Ball Program.

3. General.

a. 2024 Fort Liberty Pickle Ball Pop Up Tournament will be conducted (August 5-9, 2024) at Ryder Tennis Courts. To enter, teams must register at the Intramural Sports Office. Register up to the day of the tournament or until the max number of teams are filled. 24 teams are the Max number allowed to participate. PLEASE NOTE: Team names must be in good taste and require the approval of Fort Liberty Intramural Sports and Fitness Branch staff. They must not contain profanity, sexual innuendo, inappropriate misspellings, or a play on words which are deemed disrespectful/offensive to any gender, religion, or ethnic background. Additionally, uniforms which are deemed offensive in any way will not be permitted and any cost for those uniforms will be the sole responsibility of the team.

b. Games will be played on (August 5 - 9, 2024).

c. Player eligibility.

(1) All military/government ID card holders, ages 18 and older, are eligible to participate. This includes active-duty personnel, family members, retirees, and DOD civilians.

(2) For all games, team members **MUST HAVE** their military identification (ID) card. All participants ID cards **WILL BE CHECKED**. Players who fail to present their military ID card **WILL NOT** be allowed to participate.

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SUBJECT: Fort Liberty Sports Program, 2024 Fort Liberty Pickle Ball Program

d. Protests. Misapplication of rules and player eligibility will be the only grounds for protests. Protests involving a rule misapplication must be lodged before play is continued. All protests will be resolved at the time of the protest by game umpires.

4. Rules. Current [USA Pickleball - The Official Site of USA Pickleball](#) rules and the following amendments will govern all play.

a. Game time is forfeit time.

b. Pickleball is played as doubles (two players per team).

The Serve:

a. The server's arm must be moving in an upward arc when the ball is struck.

b. Paddle contact with the ball must not be made above the waist level.

c. The head of the paddle must not be above the highest part of the wrist at contact.

d. A 'drop serve' is also permitted in which case none of the elements above apply.

e. At the time the ball is struck, the server's feet may not touch the court or outside the imaginary extension of the sideline or centerline and at least one foot must be behind the baseline on the playing surface or the ground behind the baseline.

f. The serve is made diagonally crosscourt and must land within the confines of the opposite diagonal court. Only one serve attempt is allowed per server.

g. The server's arm must be moving in an upward arc when the ball is struck.

Serving Sequence:

a. Both players on the serving doubles team have the opportunity to serve and score points until they commit a fault \*(except for the first service sequence of each new game).

b. The first serve of each side-out is made from the right/even court.

c. If a point is scored, the server switches sides and the server

AMIM-LIW-WR

SUBJECT: Fort Liberty Sports Program, 2024 Fort Liberty Pickle Ball Program

initiates the next serve from the left/odd court.

d. As subsequent points are scored, the server continues switching back and forth until a fault is committed, and the first server loses the serve.

e. When the first server loses the serve the partner then serves from their correct side of the court (except for the first service sequence of the game\*).

f. The second server continues serving until his team commits a fault and loses the serve to the opposing team.

g. Once the service goes to the opposition (at side out), the first serve is from the right/even court and both players on that team have the opportunity to serve and score points until their team commits two faults.

#### Scoring:

a. Points are scored only by the serving team.

b. Games are normally played to 11 points, win by 2. Tournament games may be to 15 or 21, win by 2.

c. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

#### Two-Bounce Rule:

a. When the ball is served, the receiving team must let it bounce before returning, and then the serving team must let it bounce before returning, thus two bounces.

b. After the ball has bounced once in each team's court, both teams may either volley the ball (hit the ball before it bounces) or play it off a bounce (ground stroke).

c. The two-bounce rule eliminates the serve and volley advantage and extends rallies.

#### Line Calls:

a. A ball contacting any part of any line, except the non-volley zone line on a serve, is considered "in."

AMIM-LIW-WR

SUBJECT: Fort Liberty Sports Program, 2024 Fort Liberty Pickle Ball Program

b. A serve contacting the non-volley zone line is short and a fault.

Non-Volley Zone:

a. The non-volley zone (commonly referred to as "the kitchen.") is the court area within 7 feet on both sides of the net.

b. Volleying is prohibited within the non-volley zone. This rule prevents players from executing smashes from a position within the zone.

c. It is a fault if, when volleying a ball, the player steps on the non-volley zone, including the line and/or when the player's momentum causes them or anything they are wearing or carrying to touch the non-volley zone including the associated lines.

d. It is a fault if, after volleying, a player is carried by momentum into or touches the non-volley zone, even if the volleyed ball is declared dead before this happens.

e. A player may legally be in the non-volley zone any time other than when volleying a ball.

Faults:

a. A fault is any action that stops play because of a rule violation.

b. A fault by the receiving team results in a point for the serving team.

c. A fault by the serving team results in the server's loss of serve or side out.

Determining Serving Team:

d. A Coin Flip will determine which team has first choice of side, service, or receive.

**1. Consumption of alcoholic beverages or drugs by team members is prohibited before or during games. Failure to comply with this will result in expulsion from the program.**

2. Point of contact is Nick Dipalo at 910-907-5417 and Tysheia Dudley at 910-396-1217.